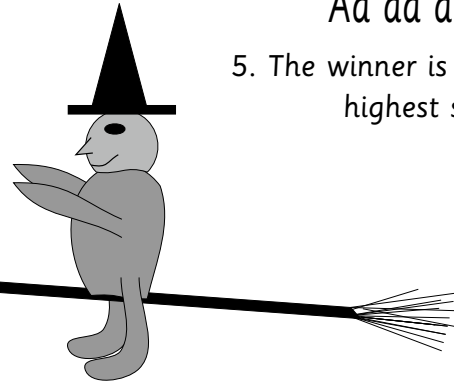


Witch Drive

Broom stick Throw 6.
 Body Throw 5.
 Head. Throw 4.
 Leg, Leg }
 Arm, Arm } Throw 3.
 Eye, Nose }
 Mouth } Throw 2.
 Hat Throw 1.



Rules.

1. Throw dice and highest score starts.
2. Witch cannot be drawn until the broom stick is there. Body is then next.
3. Each completed witch totals 9.
4. First child to finish each game shouts **Aa aa aahhh.**
5. The winner is the child with the highest score out of 54.

Round 1	Round 2	
Round 3	Round 4	
Round 5	Round 6	
Practice.		
Round 1 Round 2 Round 3 Round 4 Round 5 Round 6		
<hr/> Total <hr/>		