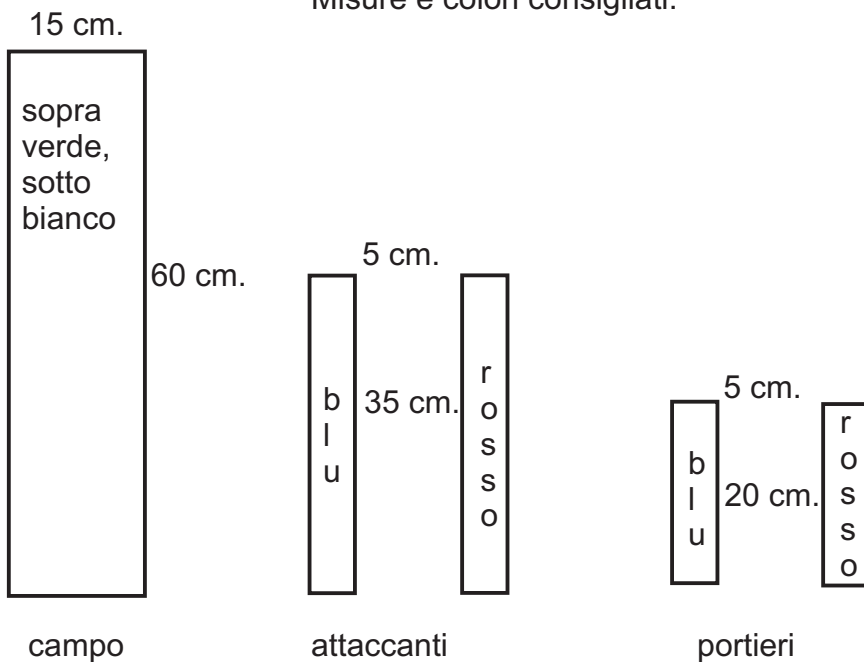


Calchetto

di P. D'Auria

usare 5 rettangoli= 1 (3X12); 2 (1X7); 2 (1X4)
preferibilmente carta metallizzata

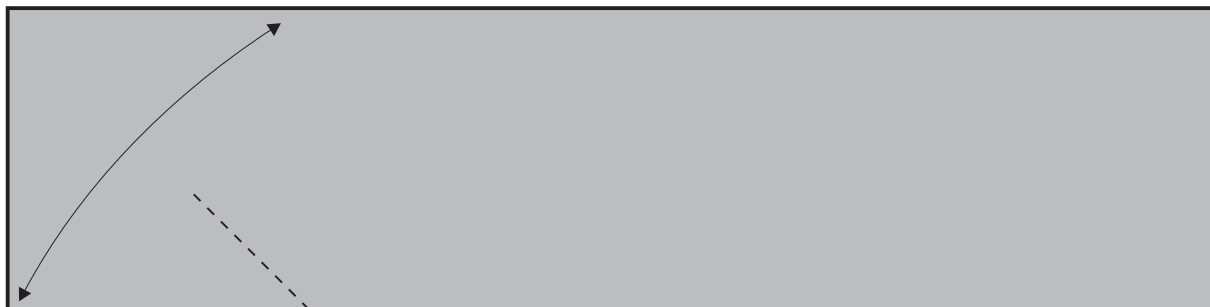
Misure e colori consigliati:



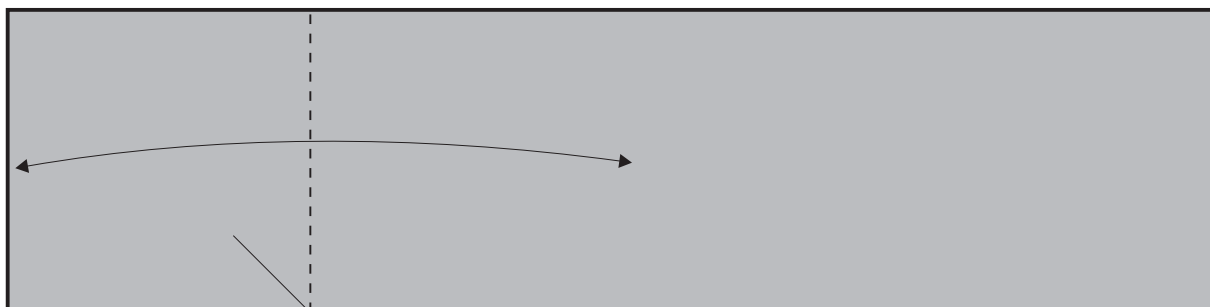
Portiere

usare un rettangolo 1X4

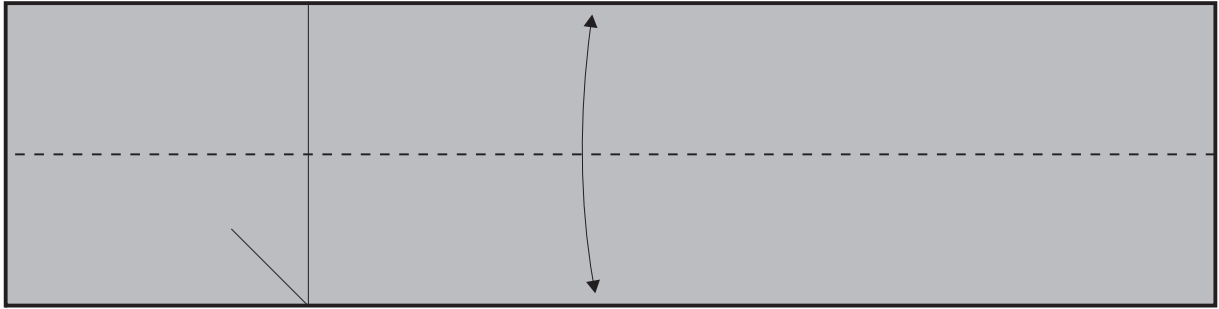
1



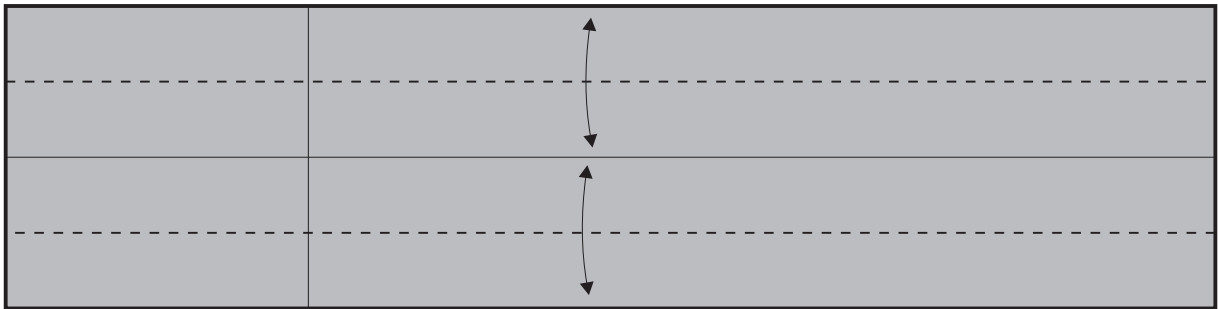
2



3



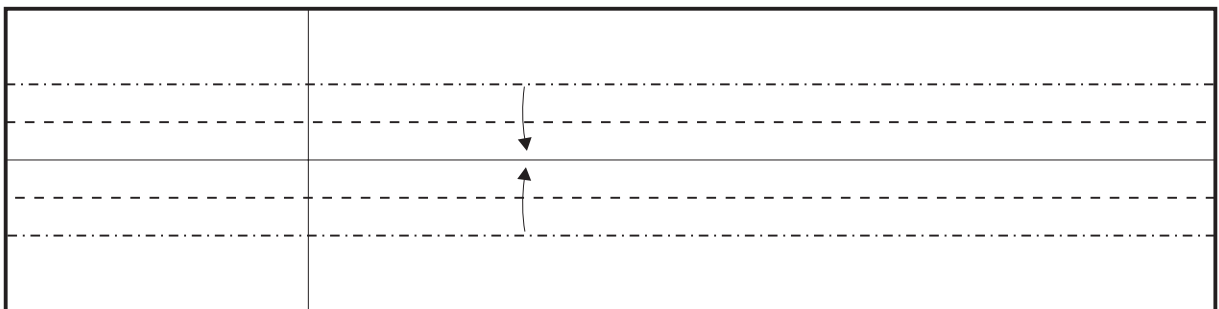
4



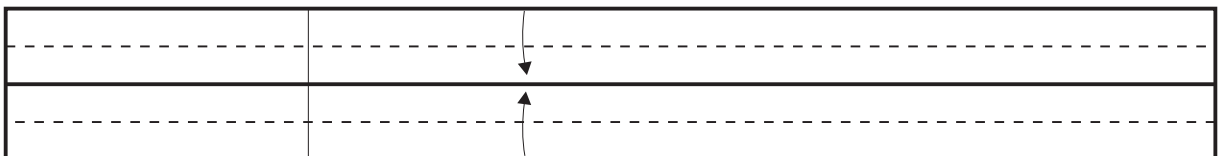
5



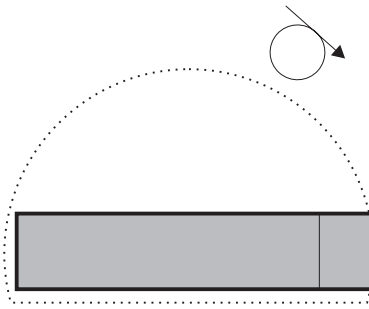
6



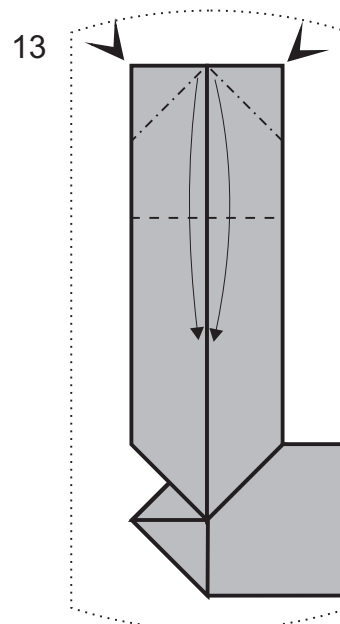
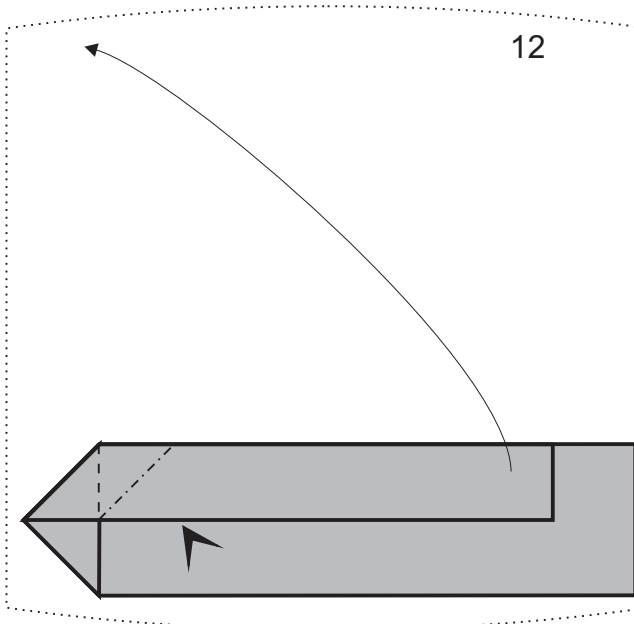
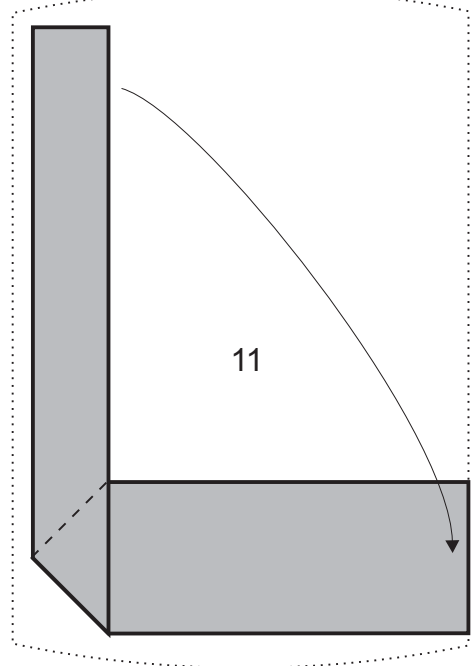
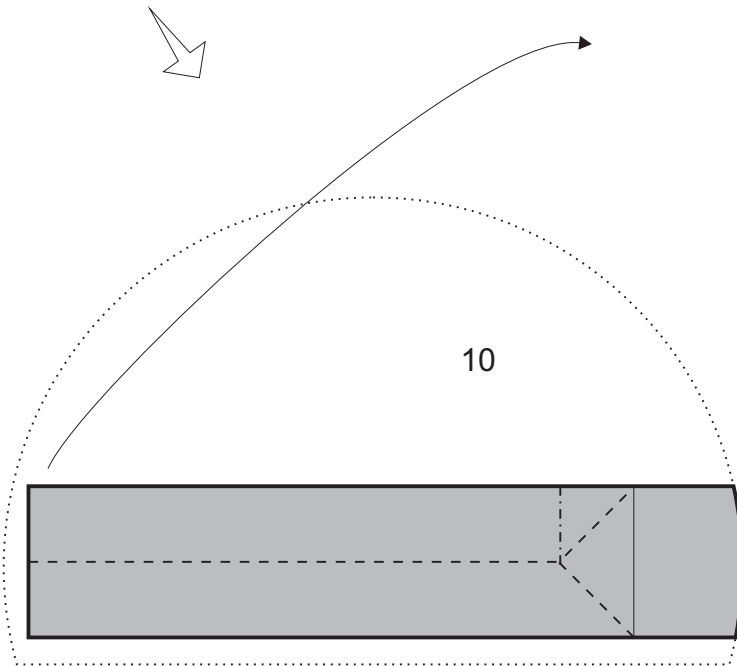
7

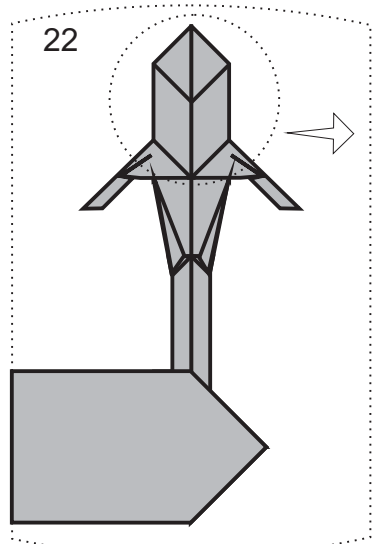
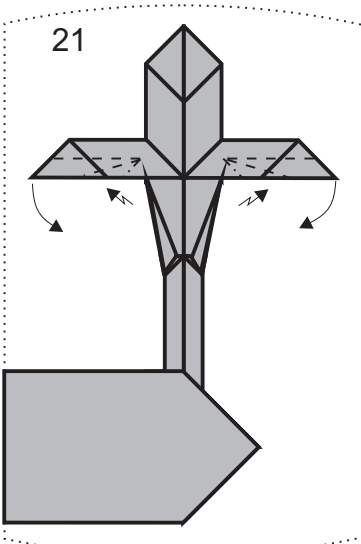
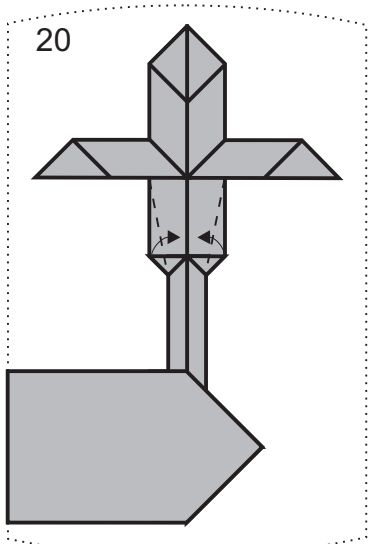
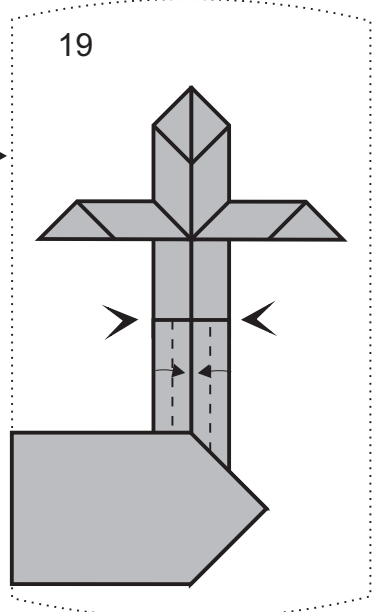
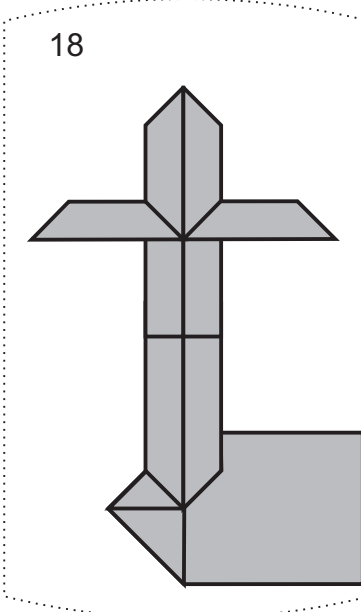
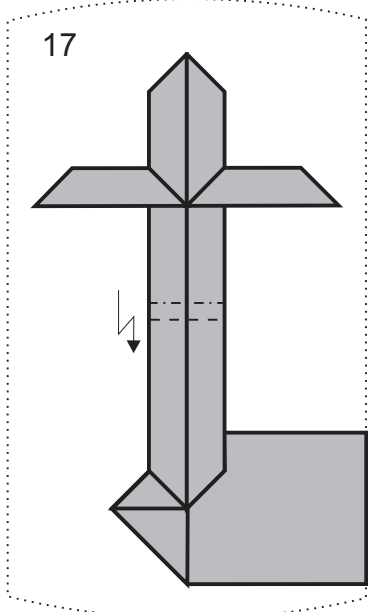
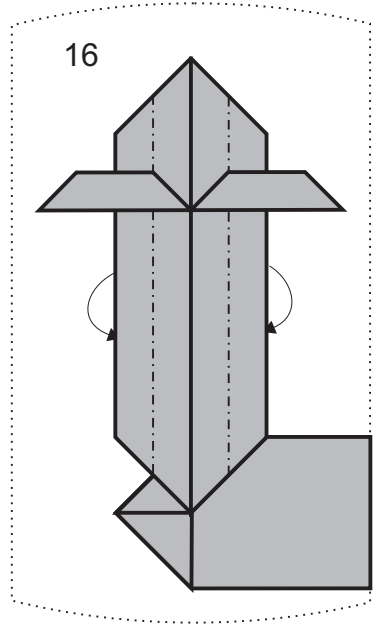
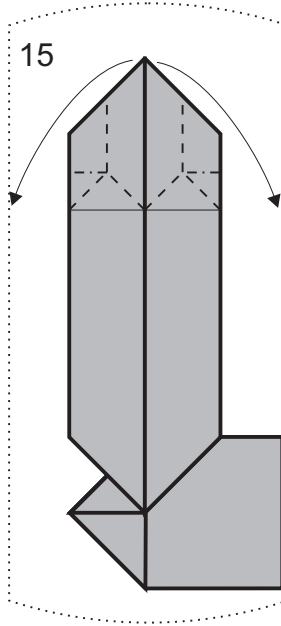
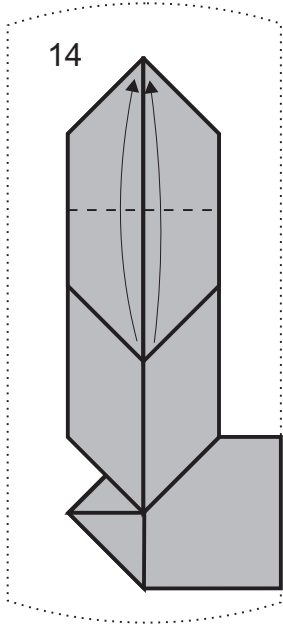


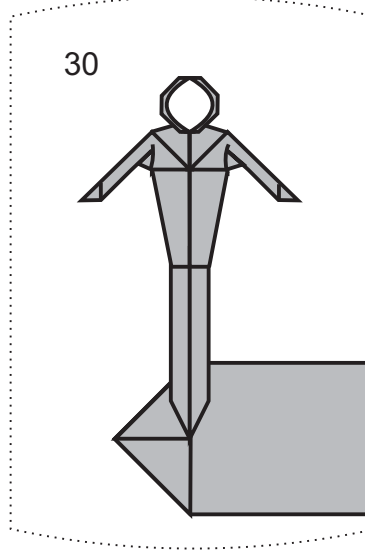
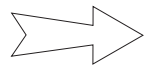
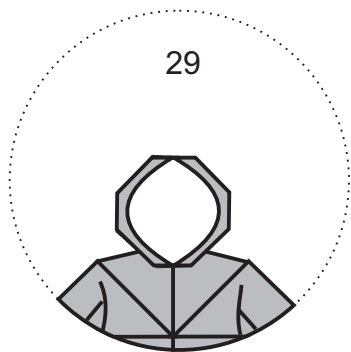
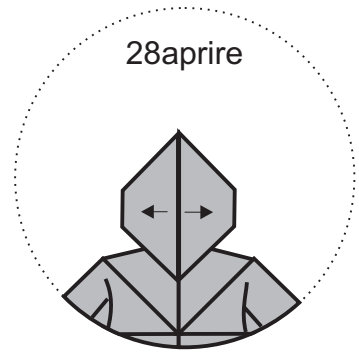
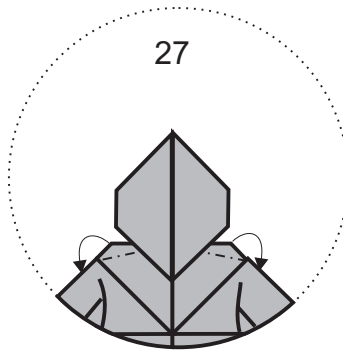
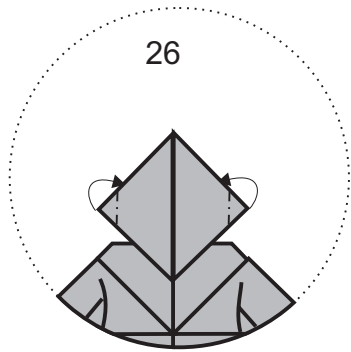
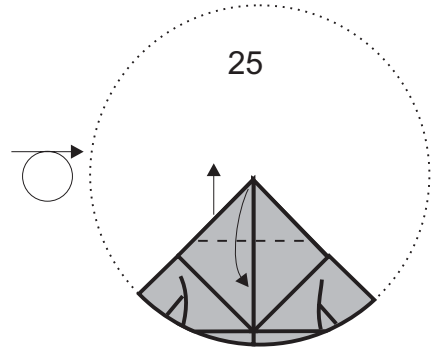
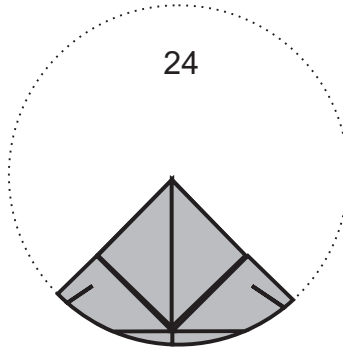
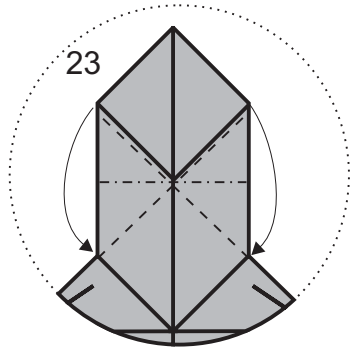
8



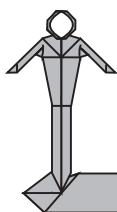
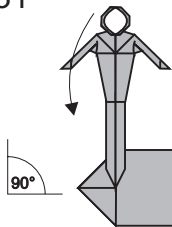
9 se la carta che usate non vi permette di modellare troppo i giocatori, fate quello che potete, il modello è basato più sul movimento che sulla definizione dei particolari







31



32 ripetere sull'altro rettangolo 1X4



Attacanti

usare un rettangolo 1X7

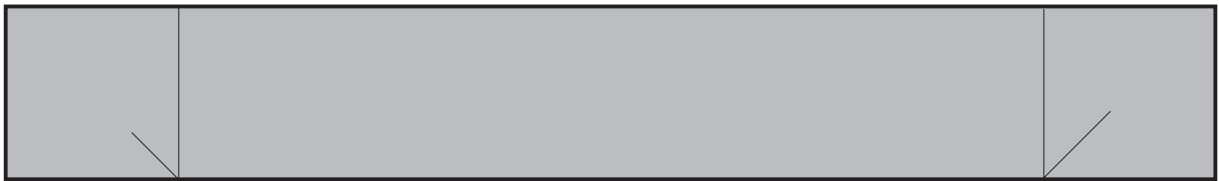
1



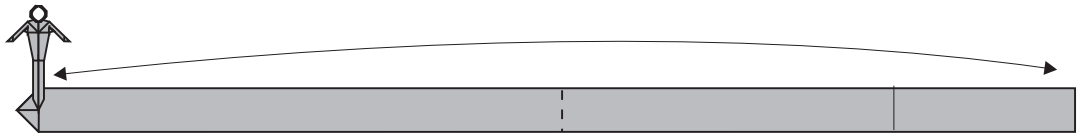
2



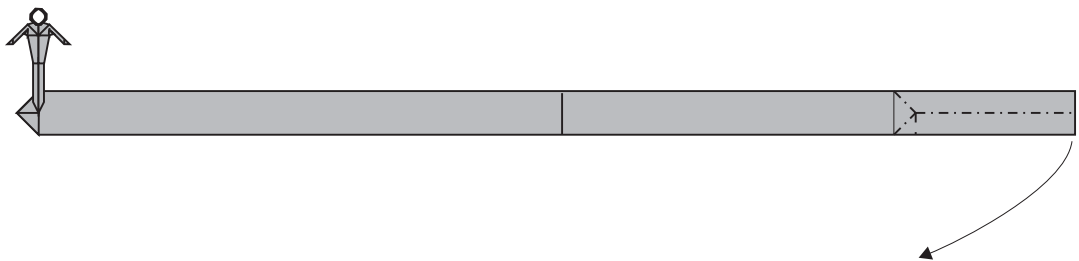
3 fare i passi 3/31 del portiere



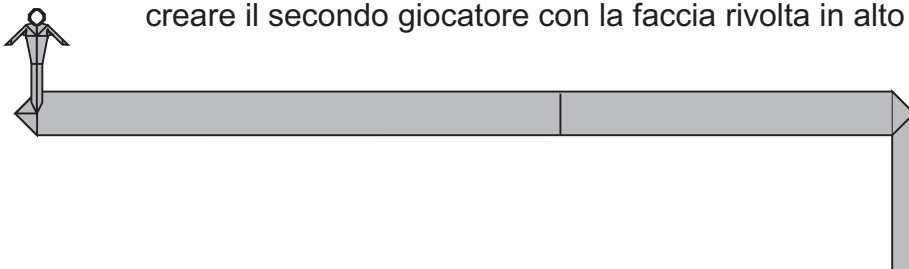
4

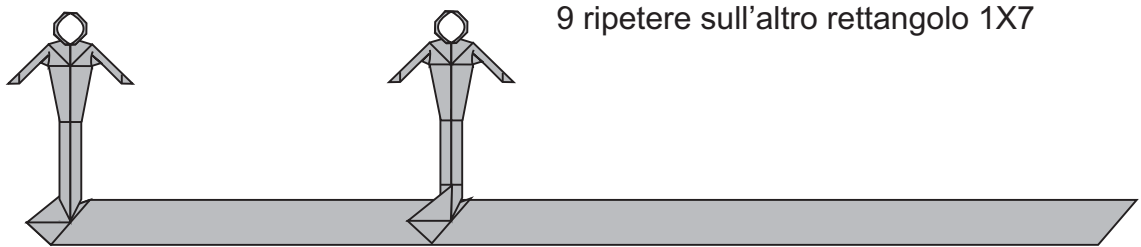
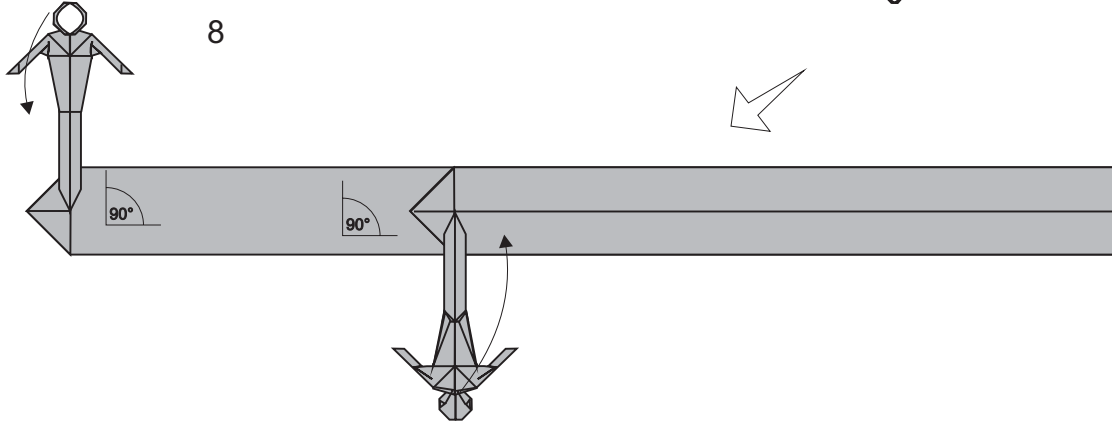
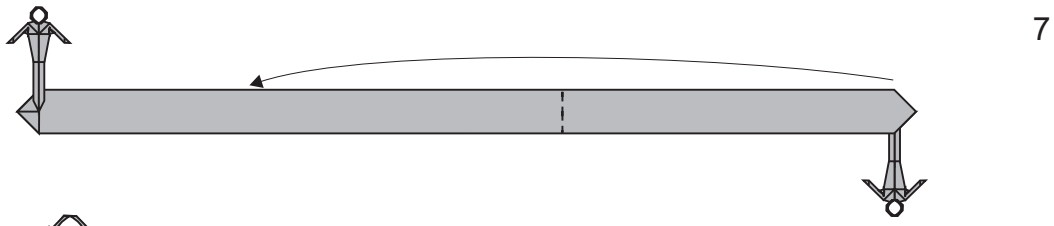


5



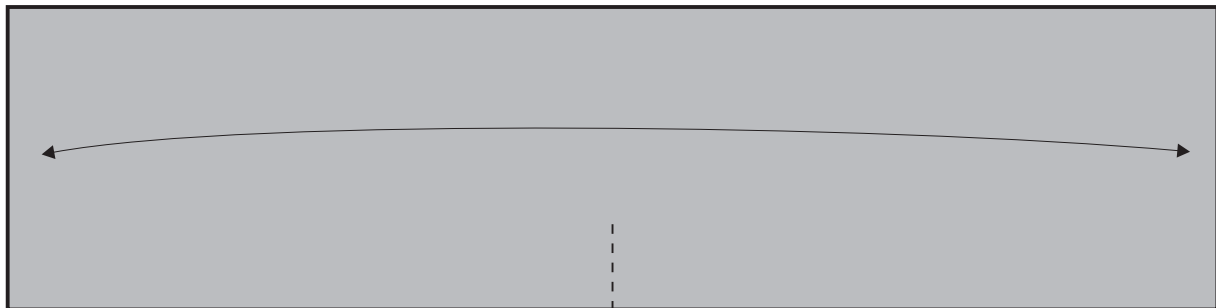
6 rifare i passi 11/31 del portiere dall'altra parte, facendo attenzione nel creare il secondo giocatore con la faccia rivolta in alto



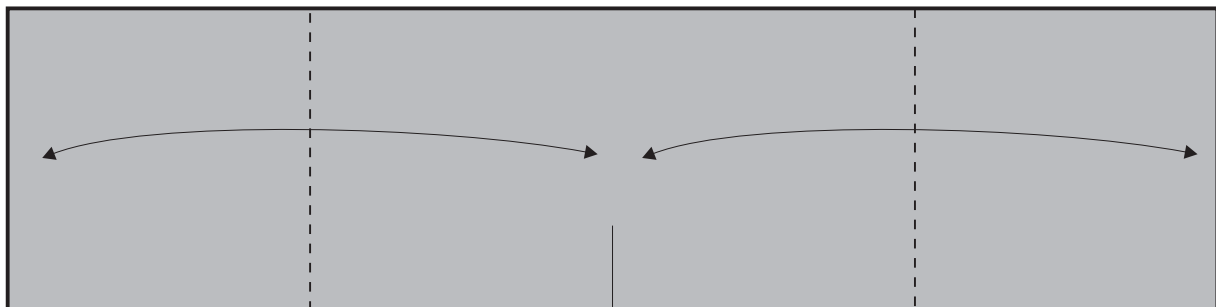


Campo usare il rettangolo 3X12

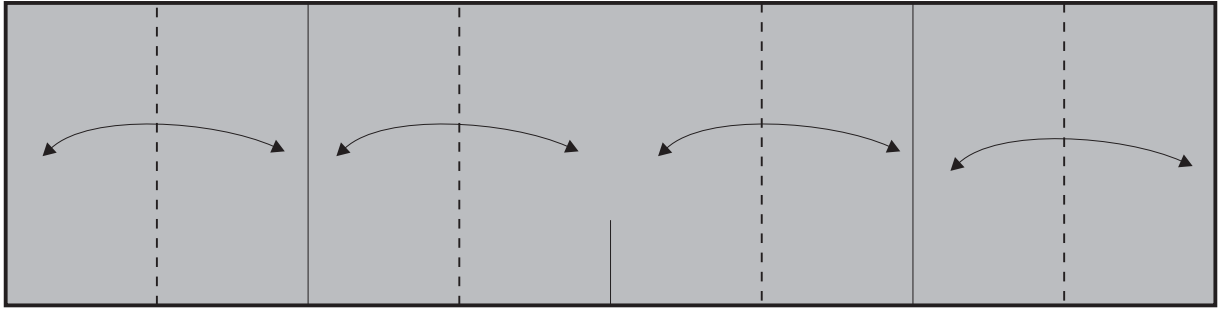
1



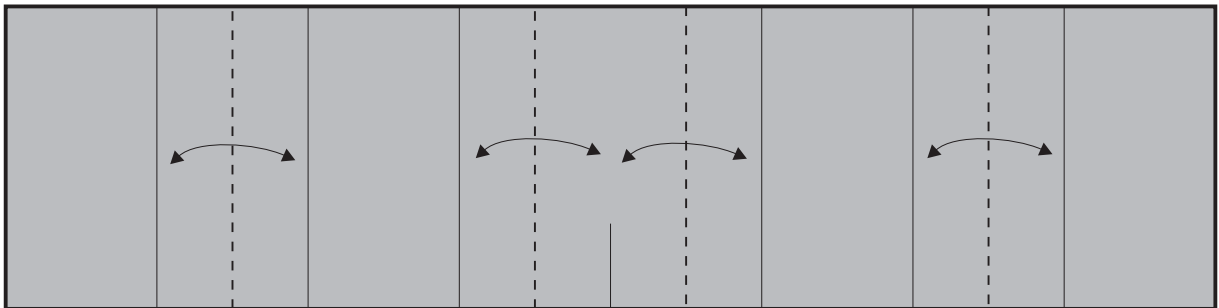
2



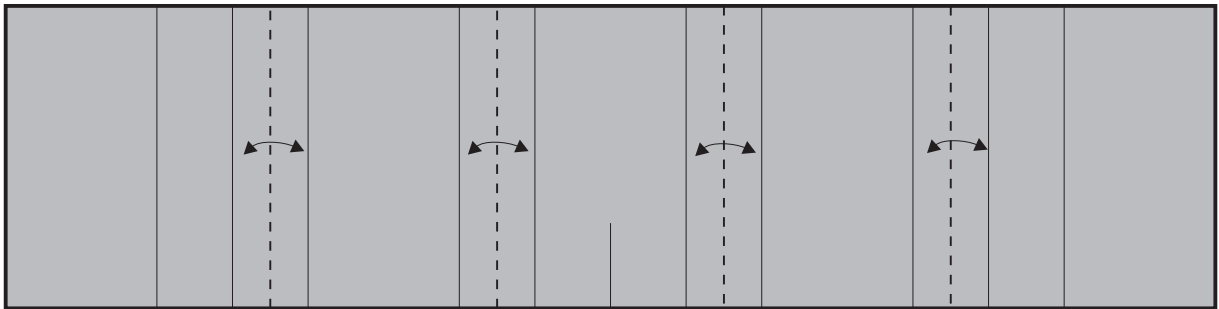
3



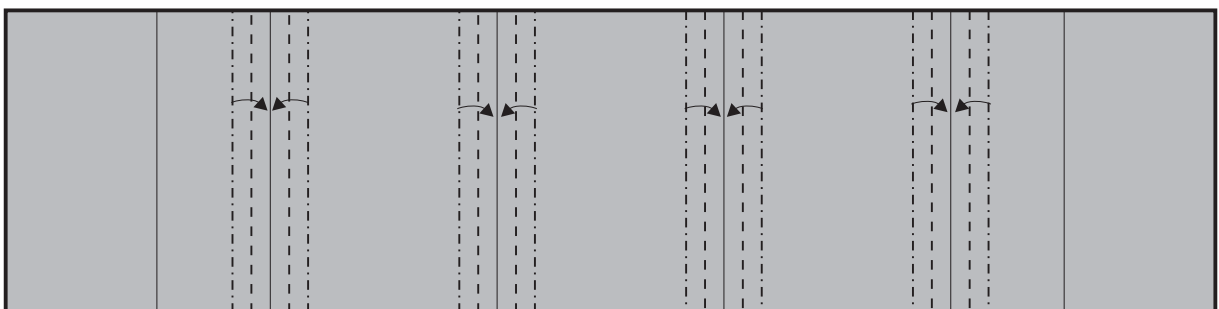
4



5



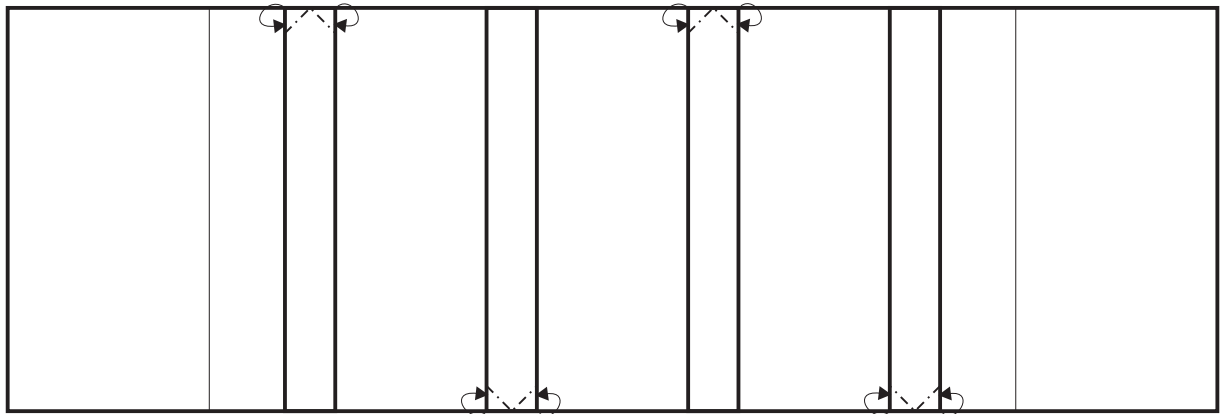
6



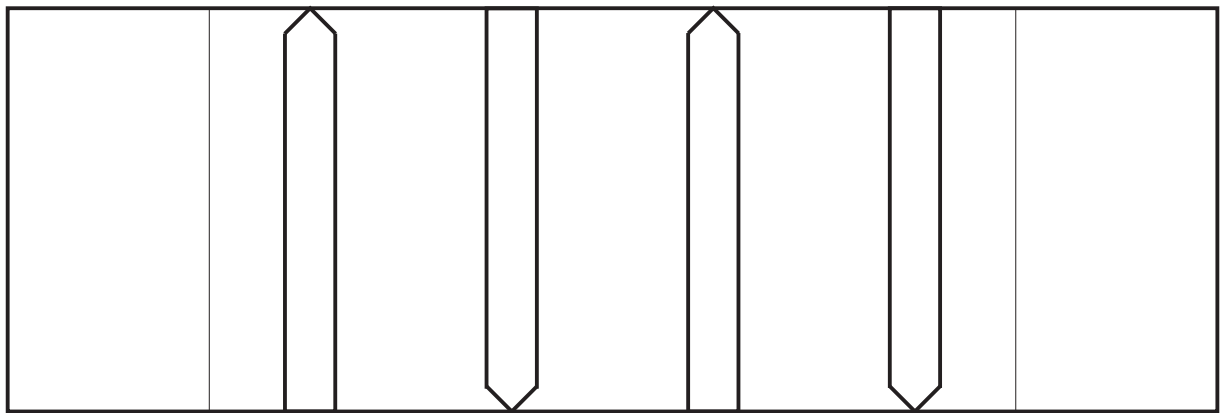


7

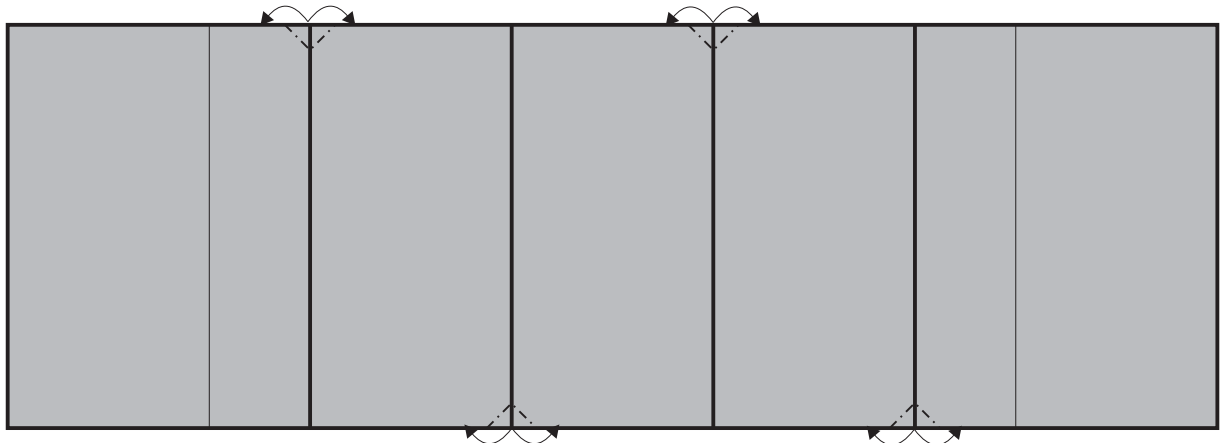
8 bloccare



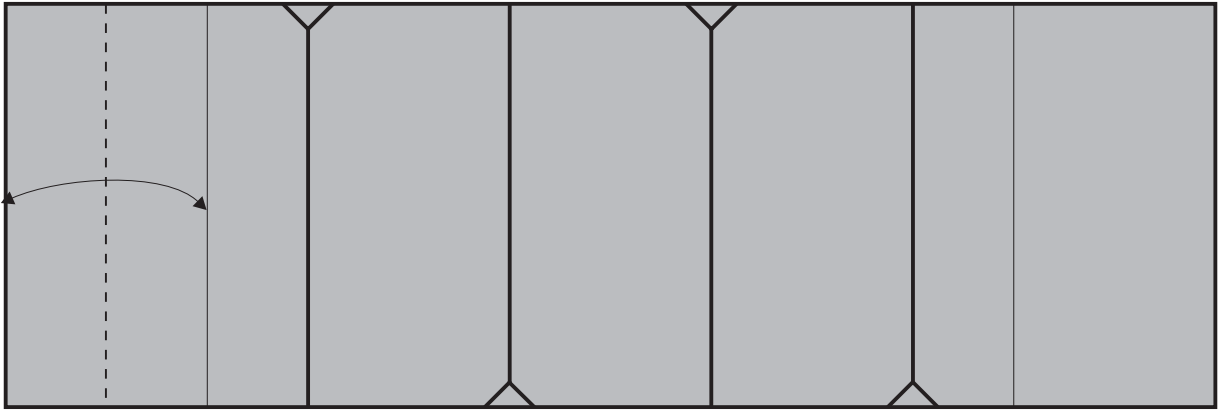
9



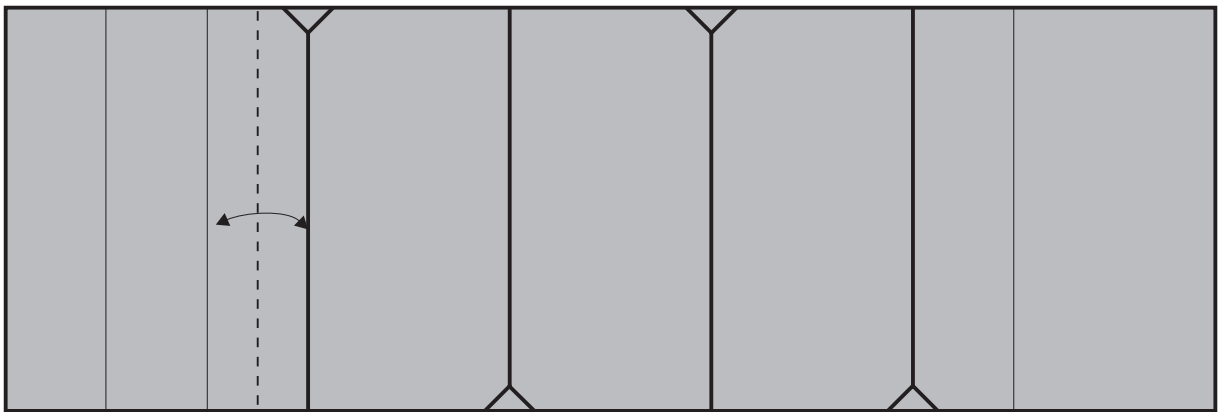
10



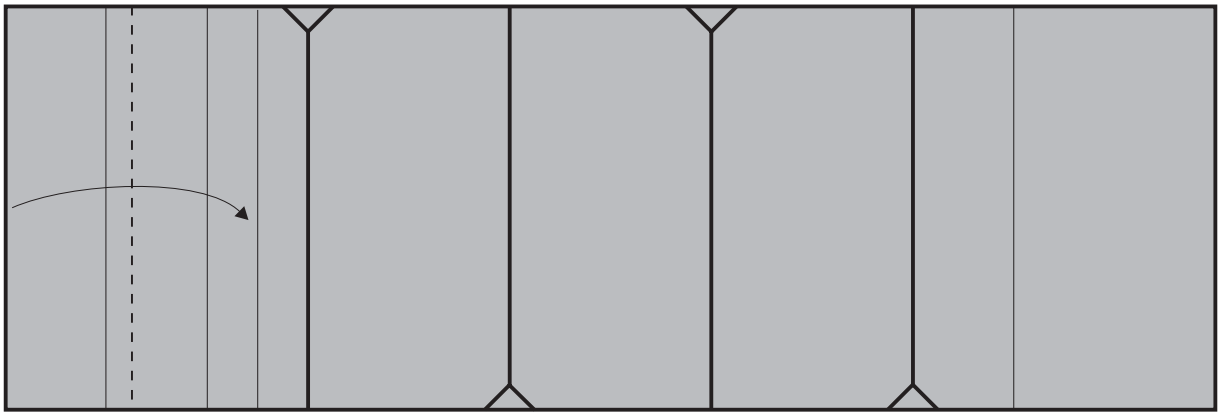
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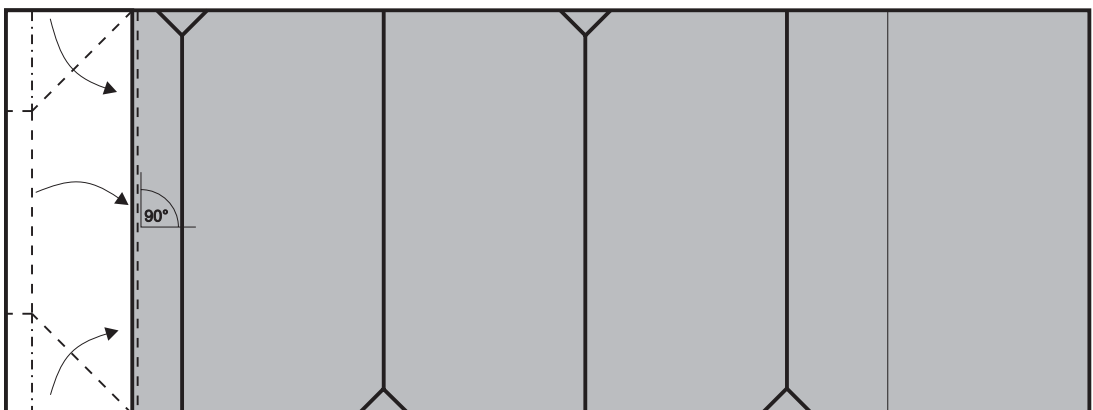
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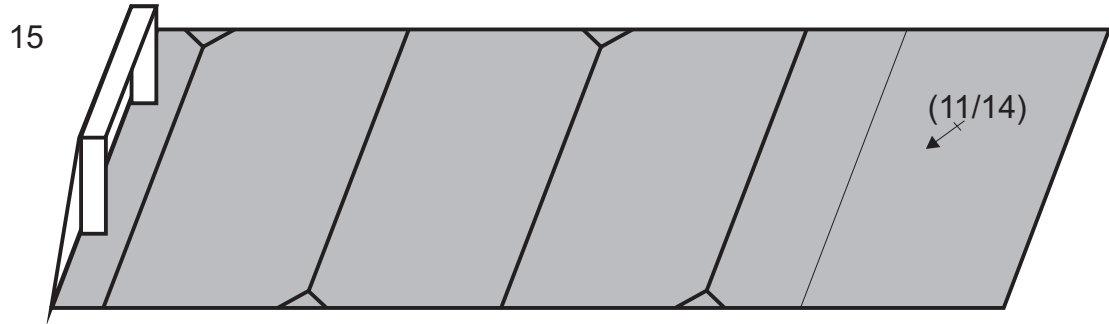


13

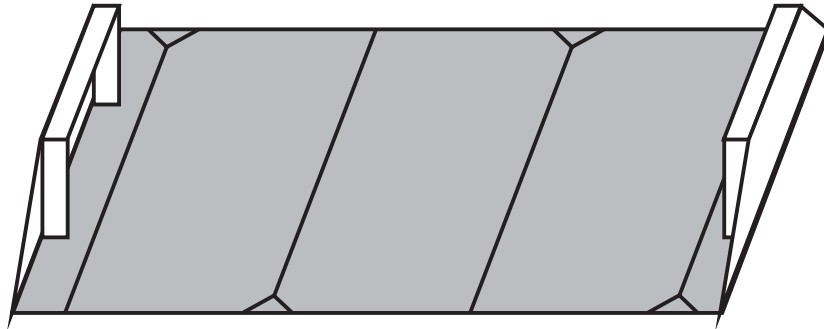


14





16 inserire i giocatori



papà quando ti ho chiesto un calcetto
intendevo qualcosa di meno doloroso!

17

