

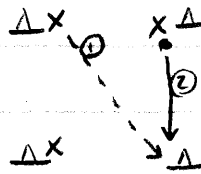
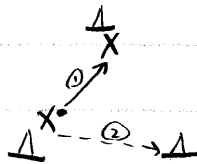
PASSING  
 SECONDARY = SHOOTING  
 AWARENESS

I. WARM UP - DRIBBLING / BALL FAMILIARITY

A. LARGE GRID

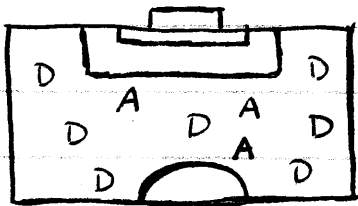
- USUAL COACHING POINTS
- RECAP RIVELINO MOVE - NO CHANGE OF PACE = DOING IT WRONG!

II. PASSING & MOVING / MOVING & PASSING



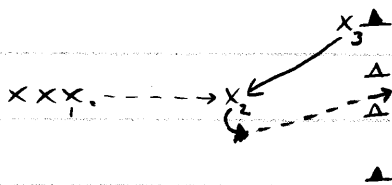
- 1 - PLAYER PASSES TO TEAMMATE & QUICKLY MOVES TO OPEN CONE
- 2 - PLAYER QUICKLY MOVES TO OPEN CONE WHILE CALLING FOR BALL  
 - TIMING IS CRUCIAL.

III. MODIFIED LINE 10 GAME



- DEFENDERS ATTEMPT TO COMPLETE (5/7/10) PASSES AND THEN CROSS MIDFIELD W/ PASS OR DRIBBLE = 1 POINT
- ATTACKERS ATTEMPT TO GAIN POSSESSION AND END W/ SHOT ON GOAL = 1 POINT GOAL = 2 POINTS
- MODIFY # OF PASSES TO REALISTIC #
- ROTATE PLAYERS THROUGH AS ATTACKERS

IV. PASSING / TURNING / DEFENDING



- X<sub>1</sub> PASS TO X<sub>2</sub>, X<sub>3</sub> CLOSES TO DEFEND
- X<sub>2</sub> TO TURN & SHOOT IF POSSIBLE, DRIBBLE TO OUTSIDE CONE IF NOT
- ROTATE X<sub>1</sub> TO X<sub>2</sub>, X<sub>2</sub> TO X<sub>3</sub>, X<sub>3</sub> TO END OF LINE

V. 3 LINE GAME → 3 PASSES

FOCUS = GOOD PASSES / GOOD DEFENDING

VI. FILLER = BALLS ON CONES GAME