

1/13/09

EPSC

U96

PRACTICE

6-7

## I WARM UP

### A GRID - LARGE

1. USUAL FREE DRIBBLING / TURNS
2. TURN / CHANGE / SWITCH  
→ TURN = DRIBBLING TURN, CHANGE = CHANGE OF PACE, SWITCH = TRADE BALL
3. NAMES - DO THE TURN NAMED / CALLED OUT  
→ DRAG BACK, HOOKS, STOPOVER, RINELIND, CRUYFF

## II TRANSFER BOX - OR - TRANSITION (DEPENDING ON #'S)

- REFER TO ATTACHED SHEET

## III 3 LINE GAME

- ALL PLAYERS MUST HAVE A TOUCH - OR - SOMEONE DO EFFECTIVE TURN
- 3 PASSES
- 

## IV FREE PLAY - SSG ← LIMITED COACHING!

4 v 4

4 v 4 + 1

5 v 5 - OR - 4 v 4 + 2

5 v 5 + 1

6 v 6 → UP, NOT BACK GAME TO BEST UTILIZE SMALL SPACE (OVERLOAD ZONES!)  
- OR 5 v 5 + 2 (TARGETS)

# TRANSFER BOX GAMES SETUP

