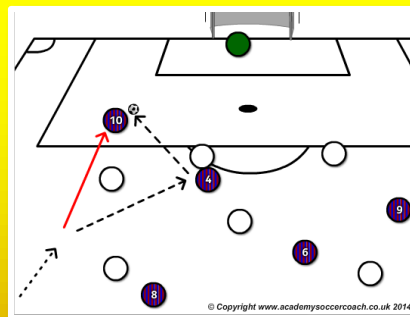
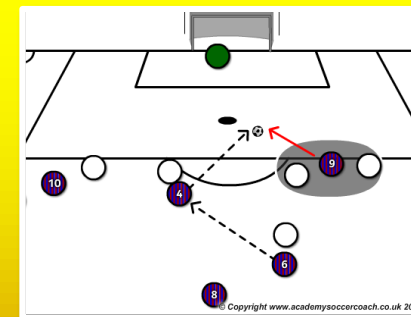


COMBINATIONS



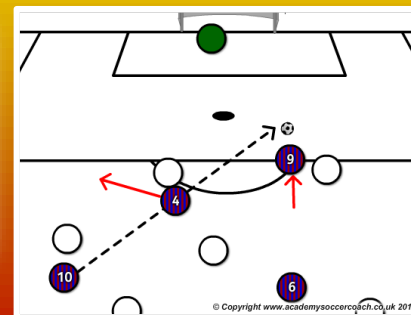
1-2 / WALL PASS

LEFT
GREAT TO PLAY 'AROUND' AN OPPONENT, CAN DRAW DEFENDERS IN, RELASE AND GET IT BACK. SIMPLE BUT EFFECTIVE,



JACKS' / SIDS

RIGHT
STEPPING OVER OR LEAVING THE BALL FOR A TEAMMATE. GREAT FOR CONFUSING DEFENDERS.



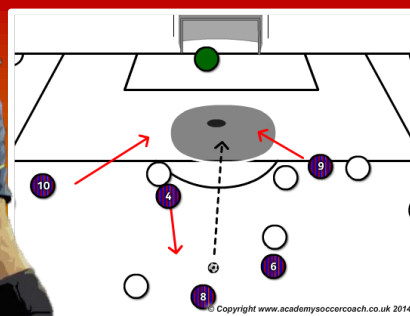
THIRD MAN RUN

ABOVE
3 PEOPLE IN THE MOVE, EFFECTIVE AS DEFENDERS OFTEN FOCUS ON THE BALL. TIMING IS KEY!

IN - SET - THROUGH

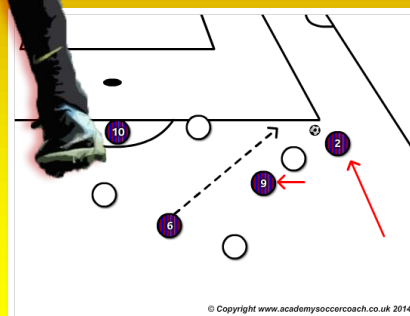
- BELOW
1. PLAYER IN POSSESSION 'LENDS' THE BALL TO TEAM MATE
 2. TEAM MATE 'SETS' PLAYER 1 HAS BUILT A PICTURE
 3. PLAYER CAN NOW PLAY THROUGH I.E FORWARDS.

STRIKER RECOGNISES 'TRIGGER' AND EXPLOITS SPACE



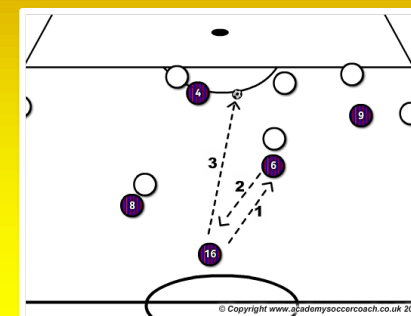
UNSELFISH RUNS

LEFT
MOVEMENT TO CREATE SPACE FOR OTHERS, MOVEMENT TO 'SUCK' DEFENDERS. E.G FALSE NO. 9



OVERLAPS UNDERLAPS

LEFT
GREAT IN WIDE AREAS, IN THIS DIAGRAM WINGER STEPS INSIDE (9) TO CREATE SPACE FOR FB (2) TO OVERLAP.
UNDERLAP - RUN INSIDE



@coachdanwright