



Creative Passing

1. Blues v Reds 8v6
2. Reds out numbered, reds have to look for opportunities to switch play and score through either of the 2 gates, either by a pass or RWB
3. Blues keep possession and can attack either goal, when they lose possession can they look to attack quickly (transition)
4. Rotate the game and teams
5. Set challenges, highlight creative passes

Key factors

Type & weight of pass
 Player movement
 Receiving skills
 Defending play
 Attacking play
 Awareness
 Decision making

Variation: Add Flat training goals to bring in chipping function to entry passes