



## MAIN PART 2: 1 on 1 on the wing by shifting game

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### Organization

- Retained the basic structure of the main part 1
- Construct a square on both sides of the field instead of the two cone goals
- In addition, in the center position up 2 cones
- Assign each 2 attackers and 2 defenders squares
- Determine striker 2 pairs and set up in front of goal
- Post 2 Anspieler with balls at the position hat

### Expiration

- Anspieler a center starts the action by fit to each other Anspieler.
- This controlled with the player and matches one of the attackers on the wing on, the on-and entrains into the square.
- The two defenders in the respective squared now decide independently whether they want to attack the foreign players alone or in pairs and make the attacker accordingly.
- The attacker now also decides independently whether to abort the attack and launch a game or shift in the 1 vs. 1 or 1 vs. 2 would break the wing.
- After another change in the square on the other side can only attack 1 defender here.
- If a popular foreign players to dribble towards the baseline, he crosses the starting line of the penalty area in front of the door striker on completion.

### Variations

- The Anspieler in the center fit for a back pass an external player to a striker in the penalty area, which can collide with each other's Anspieler ('game on the Third'). This fits for the other winger on.
- 1 or 2 defenders in the penalty area post.

### Tips and corrections

- Actions with the highest possible speed to perform!
- Pay attention to a diagonally offset Come start the two attackers. Both the 'short' and occupy the 'long' post! This also pay attention to correct timing, and urging the strikers to be courageous in goal!
- Make sure that the Ballan-and-lorry mounted always be with a view to the gate in an open position.
- Sufficient spare balls ready.

- The positions change regularly.