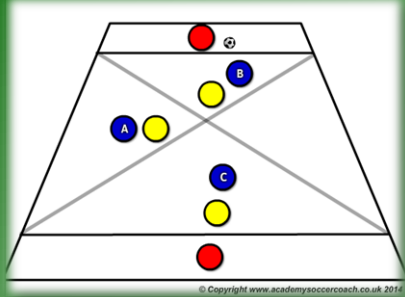
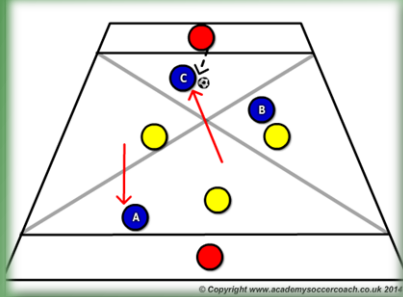


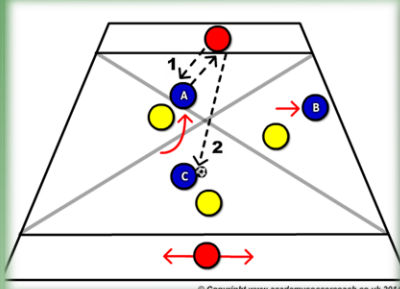
PLAYING THROUGH MIDFIELD



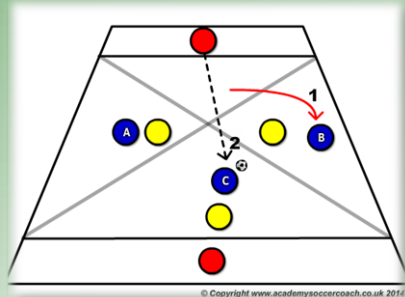
SET UP



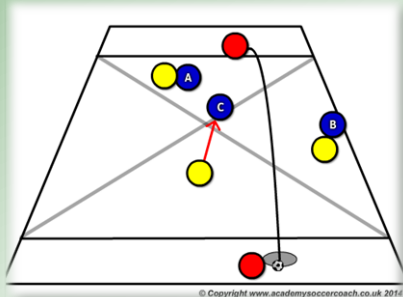
ROTATE / DEPTH



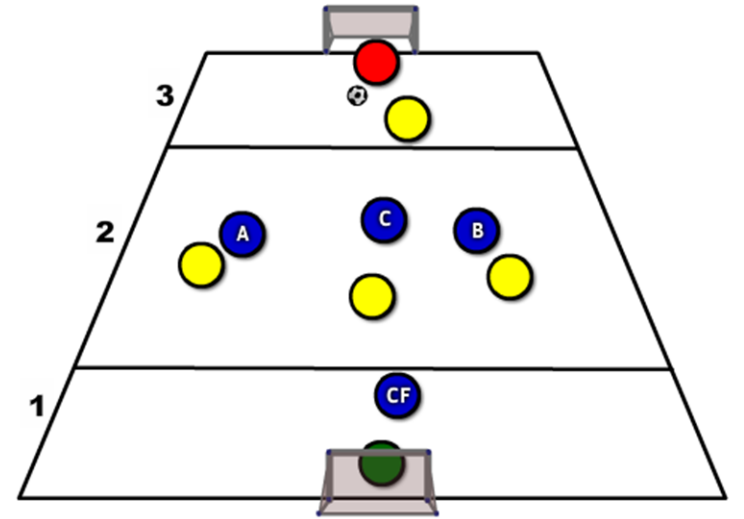
BOUNCE



SPLIT PASS / PASSING CHANNEL



MISS OUT



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PICTURES (LEFT)

1. THE **SET UP** IS DESIGNED TO ENCOURAGE AND EXPLAIN ROTATION TO PLAYERS. 3V3 WITH TARGETS AND CENTRAL AREA SPLIT INTO 4 AREAS, THIS ENCOURAGES THE PLAYERS TO FILL ALL THREE AREAS AND LEAVE ONE FREE.
2. **ROTATION**, PLAYER 'A' MOVES AWAY TO CREATE SPACE WHICH IS FILLED BY 'C'.
3. PLAYER 'A' SHOWS, THE TARGET PLAYER PLAYS IN AND **'BOUNCES'** SO THE TARGET CAN PLAY INTO PLAYER 'C'. (IN – SET – THROUGH)
4. PLAYER 'B' AND 'A' CLEAR THE CENTRAL AREA SO THE TARGET CAN **'SPLIT'** THE OPPOSITION AND PLAY HIGHER PLAYER.
5. ALL THREE PLAYERS CAN SUCK THE OPPOSITION IN SO THE TARGET CAN **'MISS OUT'** AND PLAY INTO TARGET. IN A GAME PICTURE MAYBE CB TO CF.

THIRDS GAME (ABOVE)

PITCH SPLIT INTO THREE THIRDS, 3V3 IN MIDFIELD WITH CF IN END ZONE., DEFENDERS COULD BE ADDED LATER.

MIDFIELDERS CAN DROP INTO DEFENSIVE THIRD, UNOPPOSED AT FIRST TO TRY AND WORK THE PICTURES. AIM IS TO PLAY THROUGH MIDFIELD INTO STRIKER AND JOIN.



@coachdanwright