Unopposed build up and combination play

26 - Build Up to Score 5

“The build up becomes more intricate with this series of short passes leading to a shooting opportunity for the wide player.”

SETUP
Area: Half Pitch
Equipment: 5 Cones, 1 Goal
No. of Players: 9 Outfield, 1 Goalkeeper

THE STEPS

1. The starting player makes a one-two with the coach and then passes to the wide player.
2. The wide player then passes into the forward and makes a run inside.
   The forward passes back to the wide player and spins outside.
3. The wide player returns the pass to the forward and then gets into the box and attempts to score from the forward’s cross.

ROTATION

- The starting player becomes a wide player.
- The wide player becomes a forward.
- The forward returns to the beginning and waits to become a starting player.

KEY

Player Movement      Ball Movement

After a quick one-two the ball is moved wide.

A further one-two brings the winger inside.

The attacker spins to the outside and crosses for the wide player who has continued his run into the box.
27 - Overlap Movement to Score

“The combination of movement in this overlap drill would be enough to pull any opposition defence apart. Timing the overlap is vital to the success of the drill.”

SETUP
Area: Half Pitch
Equipment: 5 Cones, 1 Goal
No. of Players: 6 Outfield, 1 Goalkeeper

THE STEPS
1. To start, the first player dribbles and passes to the central player.
   The central player then passes out to the wide player and makes an overlapping run.
2. The wide player now dribbles inside and makes a reverse pass to the overlapping player.
3. The overlapping player crosses the ball in for the wide player to score.

ROTATION
- The first player becomes the new central player.
- The central player takes the place of the wide player.
- The wide player rests and waits for their next turn as the starting player.

KEY
Player Movement Ball Movement

The starting player dribbles onto the pitch and the ball is moved wide.

The central player makes an overlapping run as the wide player dribbles inside.

The central player crosses for the wide player who has continued his run into the box.
Unopposed build up and combination play

28 - Overlap and Crossover to Score

“This drill is a progression from drill 27 adding an extra pass between the starting player and the wide player.”

SETUP
Area: Half Pitch
Equipment: 4 Cones, 1 Goal
No. of Players: 6 Outfield, 1 Goalkeeper

THE STEPS
1. After passing to the central player, the first player gets ready to play a wall pass.
2. When the wide player receives the ball he now plays into the first player and then gets into the box.
3. The first player passes first time into space for the overlapping player to run and cross for the wide player to score.

ROTATION
- The first player becomes the new central player.
- The central player takes the place of the wide player.
- The wide player rests and waits for their next turn.

KEY
Player Movement  Ball Movement

The starting player dribbles onto the pitch and the ball is moved wide.

The starting player gets the ball back and releases the overlapping midfielder.

The wide player gets into the box to score.
Unopposed build up and combination play

29 - Passing Wave to Score

“This drill includes lots of fluent passing and movement off the ball as it is worked from one side of the pitch to the other for the wide player to cross.”

SETUP
Area: Half Pitch
Equipment: 3 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. To start, the ball is transferred from the left midfielder into the centre midfielder.
2. The left midfielder now makes a diagonal run into the centre of the pitch.
   The centre midfielder receives the pass and then opens out to pass to the right midfielder.
3. The right midfielder now plays into the left midfielder and runs down the line to receive a return pass.
   The centre midfielder makes a run into the box and attempts to score first time.
   If he is unable to score first time then he must set the left midfielder who has made a supporting run.

ROTATION
- Left midfielder becomes the centre midfielder.
- Centre midfielder becomes the right midfielder.
- Right midfielder rests and waits to become the new left midfielder.

KEY
Player Movement  Ball Movement

The ball is switched from left to right.

The left midfielder follows the ball and plays a one-two to release the right midfielder.

The right midfielder crosses for the centre midfielder to score.
Unopposed build up and combination play

30 - Two Way Finishing Circuit

“A good striker is always on the alert for easy goals. Can yours capitalize on any rebounds from the keeper and get on the end of a cross at the opposite end for a devastating 1-2?”

SETUP
Area: 40 x 30 yards
Equipment: 1 Cone, 2 Goals
No. of Players: 5 Outfield, 2 Goalkeepers

THE STEPS
1. The starting player passes into the forward and makes a supporting run.
   The forward sets the starting player up for a shot at goal.
   The forward must react and look for any rebounds.
2. Immediately after this ball has been played. The forward receives a 2nd pass from the coach and switches the play out to the crosser.
3. The forward makes a run towards the opposite goal and attempts to score from the cross.

ROTATION
- The starting player becomes the forward.
- The forward becomes the crosser.
- The crosser joins the back of the line and waits to become a starting player.

KEY
Player Movement  Ball Movement

A one two sets up the starting player for a shot.

Immediately the wide player is released...

...and crosses for the forward to score.
So far we have developed the players’ levels of understanding, movement and combination play when building up to attack. Now we progress to opposed drills where we can add defenders in ‘mini’ match scenarios. As coaches we can now correct and adjust the players’ movements and decision making.”
31 - 1 v 1 Disguise

“This 1v1 drill tests your attackers’ decision making as they attempt to create the space to score in one of two goals.”

**SETUP**

**Area:** 25 x 20 yards  
**Equipment:** 2 Cones, 2 Goals  
**No. of Players:** 2 Outfield, 2 Goalkeepers

**THE STEPS**

1. The defender passes into the attacker to start the practice.  
2. The attacker tries to create space in order to shoot at goal while the defender must close him down.  
3. The attacker is allowed to score in either goal and should be encouraged to show disguise and skill in order to lose the defender and score.

**ROTATION**

- The players switch positions for the next turn

**KEY**

- **Player Movement**  
- **Ball Movement**

To start, the defender plays the ball to the attacker.

The attacker can score in either goal.

He creates a shooting chance by losing the defender with disguise.
Opposed Drills

32 - 1 v 1 Front and Back

“This practice requires your players to beat the first defender for pace initially and then turn sharply to get a second shot away before being closed down by a second defender.”

SETUP
Area: 30 x 30 yards
Equipment: 4 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 passes to Player 2.
2. Player 2 now attempts to take on Player 1 and score against the keeper. Once this ball is played, the coach passes a 2nd ball into Player 1.
3. Immediately, Player 3 runs out and attempts to stop Player 1 from turning and shooting at goal.

ROTATION
- Player 1 becomes Player 2.
- Player 2 becomes Player 3.

KEY
Player Movement Ball Movement

Player 1 now receives a ball from the coach and Player 3 must try to stop him turning and scoring.
“The key to this practice is to react to the next ball as possession changes from the defender to the attacker.”

**SETUP**

Area: 30 x 30 yards  
Equipment: 2 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

**THE STEPS**

1. The starting player passes into the forward and runs to receive a lay off.  
2. The starting player now shoots at goal. Immediately after laying the pass off, the forward must react and receive a ball from the coach.  
3. The forward now attempts to dribble and score and the starting player must react and try to stop him.

**ROTATION**

- The starting player becomes the forward.  
- The forward joins the back of the queue.

**KEY**

Player Movement | Ball Movement

---

He immediately turns to defend against the forward.
“The defender “calls out” an attacker for a straightforward 1v1 situation. Four different starting positions give the attackers the opportunity to run at goal from different angles.”

**SETUP**

* Area: 30 x 30 yards
* Equipment: 5 Cones, 1 Goal
* No. of Players: 5 Outfield, 1 Goalkeeper

**THE STEPS**

1. The defending player starts the practice by running out and calling the name of his opponent.
2. The player called quickly dribbles onto the pitch and plays a 1v1 against the defender.
3. Once this attack is completed, the attacker becomes the new defender and now calls out the name of a new opponent.

**ROTATION**

- The original defender takes the place of the player he called out to start the practice.
- The game continues for a set time period.
"This drill extends the previous drill (1v1 Choice) to create a series of incrementally larger attacking match-ups."

**SETUP**

Area: 30 x 30 yards  
Equipment: 5 Cones, 1 Goal  
No. of Players: 5 Outfield, 1 Goalkeeper

**THE STEPS**

1. The defender races out and calls the name of an attacker for a 1v1 situation.  
2. After the 1v1 game is completed, the defender calls out the name of a team mate.  
   The defender and new team mate now attack 2v1 against the original attacker.  
3. Once this 2v1 game is completed the original attacker calls out the name of a team mate and a 2v2 game commences.  
4. The remaining player is given the freedom to call the names of the two teammates he would like to attack with and a 3v2 game commences.

**ROTATION**

- The game continues for a set time period.
“This high-tempo finishing circuit will really test your strikers as they face a different challenge at each station.”

SETUP
Area: 40 x 30 yards
Equipment: 3 Cones, 2 Goals
No. of Players: 9 Outfield, 2 Goalkeepers

THE STEPS
1. Station 1 – The attacker has three touches to dribble and score against the keeper.
2. Station 2 – The defender passes to the attacker and then attempts to recover. The attacker quickly dribbles towards goal and attempts to score.
3. Station 3 – The defender passes to the attacker and then attempts to stop him scoring. The attacker must show disguise and attempt to dribble and score in either of the goals.

ROTATION
• After each turn, the players move to the next station.
• On stations 2 and 3, the players must be the defender 1st and then the attacker.

KEY
Player Movement      Ball Movement

1. The attacker has three touches to score.
2. The defender passes to the attacker and attempts to recover.
3. The defender passes to the attacker and gets goalside.
“Keep the pressure on as your players are forced to re-orient themselves and switch from attack to defence in this right angled 1v1 practice.”

**SETUP**
- **Area:** 25 x 25 yards
- **Equipment:** 2 Cones, 2 Goals
- **No. of Players:** 8 Outfield, 2 Goalkeepers

**THE STEPS**
1. The drill begins with one player attacking the goal they are facing.
2. Once a player has taken a shot or been tackled, the other team attacks and the previous attacker becomes a defender.
3. The game works continuously with teams alternating attacks.

**ROTATION**
- The game continues for a set period of time.
- Switch the starting positions to get the players changing the direction of their turn.

**KEY**
- Player Movement
- Ball Movement

The teams attack the goal they are facing...

...and attempt to score.

Then defend the other goal.
“This progression on the previous drill will really challenge your attackers. Combining 2v1 to score is one thing, but can they score 1v2?”

**SETUP**
Area: 25 x 25 yards  
Equipment: 2 Cones, 2 Goals  
No. of Players: 8 Outfield, 2 Goalkeepers

**THE STEPS**
1. One team attacks the goal they are facing 2v1.  
2. Once they have taken a shot or been tackled the two attackers then react to defend the other goal 2v1.  
3. The other team defend 1v2 and attack 1v2.

**ROTATION**
- After a set time period rotate the advantage.

The drill starts with one team attacking the goal they are facing 2v1.

After shooting, the attackers then defend the other goal.

Can the attacker beat two defenders and score?
“The pressure is on the central group in this overload transition game. Can they prove themselves by scoring 1v2 and then prevent the two attackers from scoring?”

**SETUP**

Area: 30 x 30 yards

Equipment: 3 Cones, 1 Goal

No. of Players: 9 Outfield, 1 Goalkeeper

**THE STEPS**

1. Three groups of players line up as shown.
2. The two outside groups work together and attack 2v1.
3. The attackers then turn and defend 2v1 against an attacker from the middle group.

**ROTATION**

- The practice runs continuously for a set period of time.
- Each group takes a turn as the central group.

---

**1**

Set your players up in three groups.

**2**

The outside players combine to score 2v1.

**3**

Before defending 2v1 against an attacker from the middle group.
Opposed Drills

40 - 2v1 Target Choice

“Can the starting player support quickly once he has chosen his attacking partner in this 2v1 practice?”

SETUP
Area: 30 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 6 Outfield, 1 Goalkeeper

THE STEPS
1. The starting player passes to the team mate he would like to attack with.
2. The remaining player enters as a defender.
3. The starting player and his team mate combine to score 2v1.

ROTATION
• For the next attack the defender rotates positions with the starting player.

KEY
Player Movement Ball Movement

The starting player passes to the team mate he wants to attack with.
The other player enters as a defender.
The two attackers must combine to score 2v1.
Opposed Drills

41 - 3rd Man Shoot and Defend 2v1

“Two attackers combine to create a shooting opportunity for the third man. Can the third man react quickly and switch from attack to defence to stop the two attackers scoring 2v1?”

SETUP

Area: 30 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 9 Outfield, 1 Goalkeeper

THE STEPS

1. The starting player passes into the two attackers and makes a 3rd man run.
2. The two attackers combine and then play a through pass to the starting player to shoot at goal.
3. Immediately, the coach passes a ball to the two attackers who try to score in a 2v1 against the starting player. The starting player must react and try to stop the attackers scoring.

ROTATION

- The players join the back of the position queues and wait for their next turn.
- The teams swap positions after a set period of time.

And the two attackers try to score 2 v 1.
“In this third man practice the starting player must finish his chance to score before defending a cross against two attackers.”

SETUP

Area: 30 x 30 yards
Equipment: 5 Cones, 1 Goal
No. of Players: 10 Outfield, 1 Goalkeeper

THE STEPS

1. Player 1 makes a pass into the two forwards.
2. The two forwards combine and then make a through ball to Player 1 to shoot at goal. Immediately after the shot is taken the coach calls “left” or “right”.
3. The wide player called now dribbles down the line and makes a cross. The two forwards attempt to lose Player 1 and score.

ROTATION

- Two new forwards enter the pitch.
- Player 1 takes the place of the wide player.
- The wide player joins the queue to become player 1.

KEY

Player Movement      Ball Movement
43 - Continuous Overload

“This continuous run of attacking overloads alternates the team with the advantage for a series of 5 attacks.”

SETUP

Area: 40 x 30 yards
Equipment: 1 Goal
No. of Players: 8 Outfield, 1 Goalkeeper

THE STEPS

1. The starting player has three touches to dribble and shoot at goal.
2. Then two opponents come into the pitch to make a 2v1 with the starting player defending.
3. Two further team mates come onto the pitch to make a 3v2.
   This continues until all players are in the game playing 4v4 and the last ball has left the pitch.

The following games occur

1 v Goalkeeper
1v2
3v2
3v4
4v4

ROTATION

• For the next game, rotate the team that starts.
“Ramp-up the pressure on your forwards as they face an extra defender with each progression of this attacking combination practice.”

**SETUP**

Area: 40 x 30 yards  
Equipment: 1 Goal  
No. of Players: 6 Outfield, 1 Goalkeeper

**THE STEPS**

1. The coach passes a ball into the three forwards who combine to shoot at goal unopposed.
2. Once the shot is taken, a defender races onto the pitch and the coach passes a new ball into the forwards who now combine 3v1 to shoot at goal.
3. This sequence continues with additional defenders added until a 3v3 is played.

**ROTATION**

- The forwards count the number of goals scored and then rotate with the defenders for the next game.
**45 - Build Up Confidence**

“The attackers start from deep in this build-up skill. Can they advance to a shooting opportunity as extra defenders join the game?”

**SETUP**

Area: 40 x 30 yards  
Equipment: 2 Goals  
No. of Players: 8 Outfield, 2 Goalkeepers

**THE STEPS**

1. The keeper throws out to the four attackers who quickly combine and score in a 4v1 situation.  
2. Now a 2nd defender enters the pitch and the keeper throws out to the four attackers for a 4v2 situation. Extra defenders are added until a 4v4 game is being played.  
3. If the defenders win the ball they can launch an attack on the opposite end.

**ROTATION**

- The game continues for a set time period.  
- For the next game, the roles are reversed.

**KEY**

Player Movement  
Ball Movement

If the defenders win the ball they can attack the opposite end.
Opposed Drills

**46 - 2v1 / 3v2 Transition Game**

“Switch the advantage as the attack changes direction after every goal with the defender receiving support from two team mates as they break out for the second attack.”

**SETUP**

Area: 40 x 30 yards
Equipment: 5 Cones, 2 Goals
No. of Players: 10 Outfield, 2 Goalkeepers

**THE STEPS**

1. The central player dribbles onto the pitch and then makes a pass to the two opponents.
2. Immediately a 2v1 situation commences to the opposite goal.
3. Once this ball is played, two team mates for the central player enter the pitch and a 3v2 game commences going in the opposite direction.

**ROTATION**

- Rotate the players positions so that both teams have a chance to attack 2v1 and 3v2.

**KEY**

- Player Movement
- Ball Movement

---

The starting player dribbles and passes to the two opponents.

The two opponents attack the top goal 2v1.

Two team mates join the starting player and they attack the bottom goal 3v2.
“Make sure your players are lined up alternately at the three stations as the central player looks to find a target teammate to set up a 3v2 attacking opportunity.”

**SETUP**

Area: 40 x 30 yards  
Equipment: 3 Cones, 1 Goal  
No. of Players: 12 Outfield, 1 Goalkeeper

**THE STEPS**

1. Set up three stations which have alternate team line ups (this is very important).
2. To start, the forwards make clever runs to get some space to receive the ball. The central player passes into one of his forwards and makes a supporting run.
3. The attackers combine 3v2 to create a shooting opportunity.

**ROTATION**

- Central players – after having a turn, join the back of your group and rest.
- Forwards – have a turn as the forward and then stay on the pitch for the next turn to defend, then rest.
- After a set time period the coach rotates the players so that they have a turn at all stations.

**KEY**  
Player Movement      Ball Movement

It is important that the stations are lined up in alternating teams.

The forwards pull off of their markers to receive the ball.

The forwards then combine 3v2 to score.
“The clock starts as soon as the defender touches the ball. Can the attackers move the ball wide and score from a cross before the defender can get organized?”

**SETUP**

- **Area:** 40 x 30 yards
- **Equipment:** 4 Cones, 1 Goal
- **No. of Players:** 4 Outfield, 1 Goalkeeper

**THE STEPS**

1. **To start,** the defender runs out and receives a pass from the middle player. The defender quickly turns and shoots at goal. As soon as the defender has taken a touch, the left player passes into the middle player.
2. The middle player now switches the ball out to the right player.
3. The right player dribbles down the line and crosses into the box. The left and middle players must try to lose the defender and score.

**ROTATION**

- The left player becomes the middle player.
- The middle player becomes the right player.
- The right player becomes the defender.
- The defender becomes the left player.

---

**KEY**

Player Movement  Ball Movement

---

The starting player tries to defend the cross 1v2.
“ABC finishing promotes independent thought and improves your players’ decision making skills. Drills 49 to 65 can be mixed and matched to create a varied and testing drills session.”

SETUP
Area: 40 x 30 yards  
Equipment: 3 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 dribbles and shoots at goal.
2. Player 1 now turns and makes a choice of which player to combine with. The player chosen passes to Player 1 then runs inside to receive a return pass and passes out to the opposite wide player.
3. Player 1 and his chosen team mate now run into the penalty box and attempt to score from the wide player’s cross.

ROTATION
- Player 1 becomes Player 2.
- Player 2 becomes Player 3.
- Player 3 becomes Player 1.

The remaining player receives the ball wide and runs and crosses for the two players to score.
**Opposed Drills**

### 50 - ABC Finishing 2

**SETUP**

Area: 40 x 30 yards  
Equipment: 3 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

**THE STEPS**

1. Player 1 dribbles and shoots at goal.  
2. Player 1 now turns and makes a choice of which player to combine with. The player chosen passes to Player 1 then runs inside to receive a return pass and passes out to the opposite wide player.  
3. Player 1 now reacts and defends 2 v 1 against the two wide players.

**ROTATION**

- Player 1 becomes Player 2.  
- Player 2 becomes Player 3.  
- Player 3 becomes Player 1.

**Key**

Player Movement  
Ball Movement

---

Before defending 1v2 against the other players.

---

He then chooses which player to combine with and plays a one two.

---

Player 1 dribbles and shoots at goal.
51 - ABC Finishing 3

SETUP
Area: 40 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 dribbles and shoots at goal.
2. Player 1 now turns and makes a choice of which player to combine with. The player chosen passes to Player 1 then runs inside to receive a return pass before playing a through-ball for the opposite wide player.
3. The wide player runs onto the through-ball and shoots at goal.

ROTATION
- Player 1 becomes Player 2.
- Player 2 becomes Player 3.
- Player 3 becomes Player 1.

KEY
Player Movement      Ball Movement

Player 1 dribbles and shoots at goal.
He then chooses which player to combine with and plays a one-two.
The player chosen plays a through-ball for the opposite player to score.
52 - ABC Finishing 4

SETUP
Area: 40 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 dribbles and shoots at goal.
2. Player 1 now turns and makes a choice of which player to combine with. The player chosen passes to Player 1 then runs inside to receive a return pass and makes a through pass for the opposite player to run and shoot at goal.
3. Player 1 now becomes a defender and attempts to stop the wide player scoring.

ROTATION
• Player 1 becomes Player 2.
• Player 2 becomes Player 3.
• Player 3 becomes Player 1.

KEY
Player Movement  Ball Movement

Player 1 dribbles and shoots at goal.
He then chooses which player to combine with and plays a one-two.
The player chosen plays a through-ball for the opposite player while Player 1 acts as a defender.
**SETUP**

Area: 40 x 30 yards  
Equipment: 3 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

**THE STEPS**

1. Player 1 dribbles and shoots at goal.  
2. Player 1 now turns and makes a choice of which player to combine with. The player chosen passes to Player 1 and runs out wide to receive a return pass.  
3. The wide player crosses for the opposite player to run into the box and score

**ROTATION**

- Player 1 becomes Player 2.  
- Player 2 becomes Player 3.  
- Player 3 becomes Player 1.

**KEY**

<table>
<thead>
<tr>
<th>Player Movement</th>
<th>Ball Movement</th>
</tr>
</thead>
</table>

---

Player 1 dribbles and shoots at goal.

He then chooses which player to combine with and plays a one-two.

The player chosen crosses for the opposite wide player to score.
**SETUP**

Area: 40 x 30 yards  
Equipment: 4 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

**THE STEPS**

1. Player 1 passes to Player 2 and defends 1v1.  
2. Player 2 and Player 3 play a 2v1 against Player 1.  
3. Player 4 dribbles and crosses for Players 2 and 3 who attempt to lose Player 1 and score.

**ROTATION**

- Player 1 becomes Player 2.  
- Player 2 becomes Player 3.  
- Player 3 becomes Player 1.

**KEY**

Player Movement  
Ball Movement

---

Opposed Drills

54 - ABC Finishing with Defender 1

Player 1 passes to Player 2 and defends 1v1.

Players 2 and 3 attack 2v1.

And again from a cross by Player 4.
55 - ABC Finishing with Defender 2

**SETUP**
Area: 40 x 30 yards  
Equipment: 4 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

**THE STEPS**

1. Player 1 passes to a player of their choice and then runs to defend.  
2. The player chosen now selects a team mate for a 2v1 against Player 1.  
3. The remaining player dribbles into the area and combines with Player 1 in a 2v2 game.

**ROTATION**
- Player 1 becomes Player 2.  
- Player 2 becomes Player 3.  
- Player 3 becomes Player 1.

**KEY**

---

Player Movement | Ball Movement
---

---

GREEN STAR MEDIA
SETUP
Area: 40 x 30 yards
Equipment: 4 Cones, 1 Goal
No. of Players: 4 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 runs out to the edge of the box, receives a pass from Player 3 and turns to shoot.
2. Immediately Player 4 passes to Player 3, Player 3 then switches out wide to Player 2.
3. Player 2 now dribbles and crosses for Players 3 and 4 who must lose the defender (Player 1) and attempt to score.

ROTATION
- Player 1 becomes Player 2.
- Player 2 becomes Player 3.
- Player 3 becomes Player 4.
- Player 4 becomes Player 1.

KEY
| Player Movement | Ball Movement |

Player 1 receives the ball and turns for a shot.

The ball is played across the line.

Before Player 2 crosses for Players 3 and 4 to attack.
Opposed Drills

57 - ABC Finishing Combinations 1

SETUP
Area: 40 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS

1. Player 1 dribbles and shoots at goal.
2. Player 2 plays a one-two with Player 1 and shoots.
3. Player 3 dribbles past a “passive” Player 2 and shoots.

ROTATION

- Player 1 becomes Player 2.
- Player 2 becomes Player 3.
- Player 3 becomes Player 1.

KEY
Player Movement      Ball Movement
**SETUP**

Area: 40 x 30 yards  
Equipment: 3 Cones, 1 Goal  
No. of Players: 3 Outfield, 1 Goalkeeper

**THE STEPS**

1. Player 1 dribbles and shoots.  
2. Player 2 plays a one-two with Player 1 and shoots.  
3. Player 3 dribbles and attacks in a 1v1 against Player 2 who attempts to defend.

**ROTATION**

- Player 1 becomes Player 2.  
- Player 2 becomes Player 3.  
- Player 3 becomes Player 1.

---

**KEY**

- Player Movement  
- Ball Movement

---

**Opposed Drills**

**58 - ABC Finishing Combinations 2**
Opposed Drills

59 - ABC Finishing Combinations 3

SETUP
Area: 40 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 dribbles and shoots.
2. Player 2 dribbles and attacks in a 1v1 against Player 1.
3. Player 3 combines with Player 1 in a 2v1 situation against Player 2.

ROTATION
- Player 1 becomes Player 2.
- Player 2 becomes Player 3.
- Player 3 becomes Player 1.

KEY
Player Movement Ball Movement

GREEN STAR MEDIA
Opposed Drills

60 - ABC Finishing Combinations 4

SETUP
Area: 40 x 30 yards
Equipment: 3 Cones, 1 Goal
No. of Players: 3 Outfield, 1 Goalkeeper

THE STEPS
1. Player 1 dribbles and shoots.
2. Player 2 dribbles and attacks in a 1v1 against Player 1.
3. Player 3 makes a choice of which team mate he would like to combine with and passes into that player to make a 2v1 situation.

ROTATION
- Player 1 becomes Player 2.
- Player 2 becomes Player 3.
- Player 3 becomes Player 1.

KEY
Player Movement      Ball Movement

Player 1 dribbles and shoots.
Player 2 dribbles and attacks in a 1v1 against Player 1.
Player 3 makes a choice of which team mate he would like and passes into that player to make a 2v1 situation.
**SETUP**

Area: 40 x 30 yards  
Equipment: 4 Cones, 1 Goal  
No. of Players: 4 Outfield, 1 Goalkeeper

**THE STEPS**

1. Player 1 dribbles and shoots at goal.  
2. Player 2 passes to Player 1 and runs out wide to receive a return pass before crossing for Player 4 to run into the box and attempt to score.  
3. Player 3 dribbles into the area to attack 1v1 against Player 4.

**ROTATION**

- Player 1 becomes Player 2.  
- Player 2 becomes Player 3.  
- Player 3 becomes Player 4.  
- Player 4 becomes Player 1.

**KEY**

Player Movement  
Ball Movement

---

Player 1 dribbles and shoots.

Player 2 combines with Player 1 and crosses for Player 4.

Player 3 takes on Player 4 1v1.