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Procedure:

Player A begins the drill with a wall pass combination with Player B and finishes on goal. After finishes, he turns and runs at the line of mannequins, looking for a layoff pass from any of the three Feeders - Players C, D, or E. After he runs onto the layoff pass (from Player C in the diagram), he slots the ball into any of the four small goals set on the end line. After the second ball is finished, the shooter switches with the player who laid the second ball off. The striker (Player B) stays in his position up top and switches out after three minutes.

Coaching Points:

- 1 **Finishing Runs** – The angle of your run to goal should allow you to shoot at all four corners.
- 2 **Finishing** – Use ball and body feints to get the GK moving along his line.
- 3 **Shooting Accuracy** – Check the target one last time just before you strike your shot.

*The concept for this exercise comes from the Drills Library of Neil Adair.