

Unopposed build up and combination play

21 - Team Finishing Circuit

“Get your players combining with this varied finishing circuit that will test their ability to work as a team as well as a range of individual skills.”

SETUP

Area: Half Pitch
 Equipment: 5 Cones, 2 Goals, 1 Mannequin
 No. of Players: 8 Outfield, 2 Goalkeepers

THE STEPS

1. Player 1 dribbles, completes a skill on the mannequin and shoots at goal.
2. Immediately, Player 1 reacts and receives a pass from Player 2 and shoots for a 2nd time.
3. Player 2 immediately reacts and runs to play a one-two with Player 3. Player 3 now crosses for Players 4 and 5 to score.

ROTATION

- After each attack the players move to the next place on the circuit.

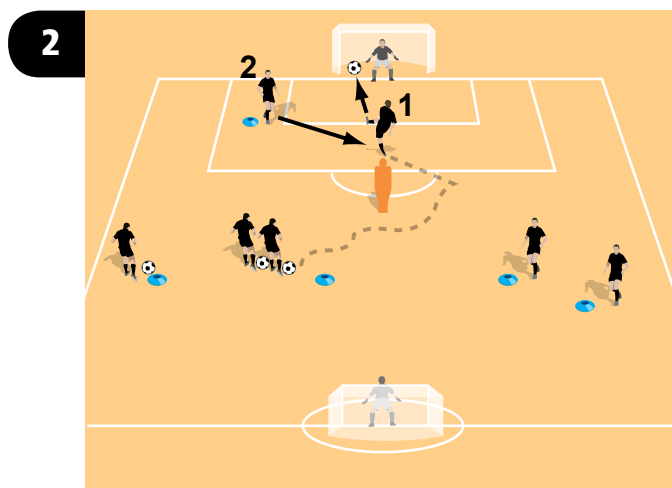
KEY

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Player Movement

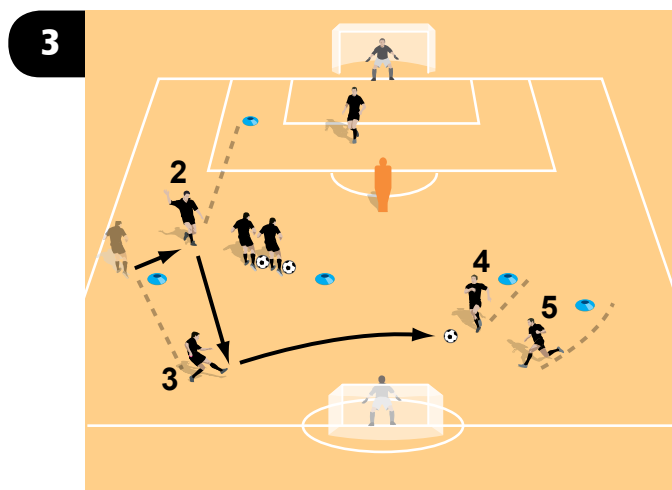
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Ball Movement



Player 1 is first to take a shot.



He gets another chance from Player 2's pass.



Players 2 and 3 combine to cross for 4 and 5 to score.