2v2 Strips

Objective — small unit practice

GameFocusReset</stro
ng>Progression

- 1. 2-4 strips of sets (to keep pace up)
- 2.2 v 2
- 3. Std hockey rules
- 4. Attackers get "fed" the ball via specified hit/slap hit/push
- 5. Winners move up and losers down

Defending:

- 1. Defend by channelling
- 2. Stop the go forward
- 3. PALM22 defending
- 4. Channelling
- 5. Stop the "go forward"

Attacking:

- 1. Leading runs
- 2. Forward first fast
- 3. Square/left foot passing
- 4. Finding space
- 5. Drawing defenders
- 1. Longer than 30 secs reset and next pair come on
- 2. If defender gets ball then loses it reset

- 1. Turn and burn
- 2. Overloads (add a joker)
- 3. Reduce pitch size

