

# Baseline run

**Objective** – Working the baseline, generating a PCA

GameProgression

1. Pass to player at top of D
2. Defender behind player to apply pressure (soft)
3. Player at top of D returns pass to first player who is now running around to the baseline
  1. Player on baseline can pass to 2 other players
  2. Player coming in from right quadrant
  3. First player who was at top of D
4. Defender is now live to defend the D
5. Game plays out as a 3v1 OR
6. If no keeper then do 2v1

See strategy here

1. Add a further defender

