## **Dribbling to Beat a Defender** By Chad Moore, MN ODP Staff

<u>Activity One</u> x. x. X. x. x. x. x. x. x. x. x. x.	<u>Organization</u> • 35 yds x 20 yds • Each player has a ball • Free dribble • Introduce 3 moves: 1) Scissor, 2) Rivelino and 3) Matthews	<u>Coaching Points</u> • Change pace • Change direction (fakes/feints) • Vision
b) ooo a) ooo xxx xx	<ul> <li><u>Organization</u></li> <li>20 yds x 15 yds</li> <li>1v1 to endlines - change location of service (a &amp; b)</li> <li>x &amp; o switch positions after each 1v1</li> </ul>	<u>Coaching Points</u> • See above • First-touch • Attack space • Unbalance/commit the defender
Activity Three 0000000 0 0 x x xxxxxxx	<ul> <li><u>Organization</u></li> <li>15 yds x 20 yds (short, wide field)</li> <li>Divide into two teams</li> <li>2v2 to two 4 yd goals</li> <li>Must dribble through goal for a point</li> </ul>	Coaching Points <ul> <li>See above</li> <li>Recognize 1v1 situations</li> </ul>
$\begin{array}{c c} \underline{Activity Four} \\ \hline \\ gk \\ c \\ $	<u>Organization</u> • 45 yds x 35 yds (divided into thirds) • 5v5 to 6 yd goals • Can't pass in the attacking 1/3 • Hustle rule	<ul> <li><u>Coaching Points</u></li> <li>See above</li> <li>Take risks in attacking 1/3</li> </ul>