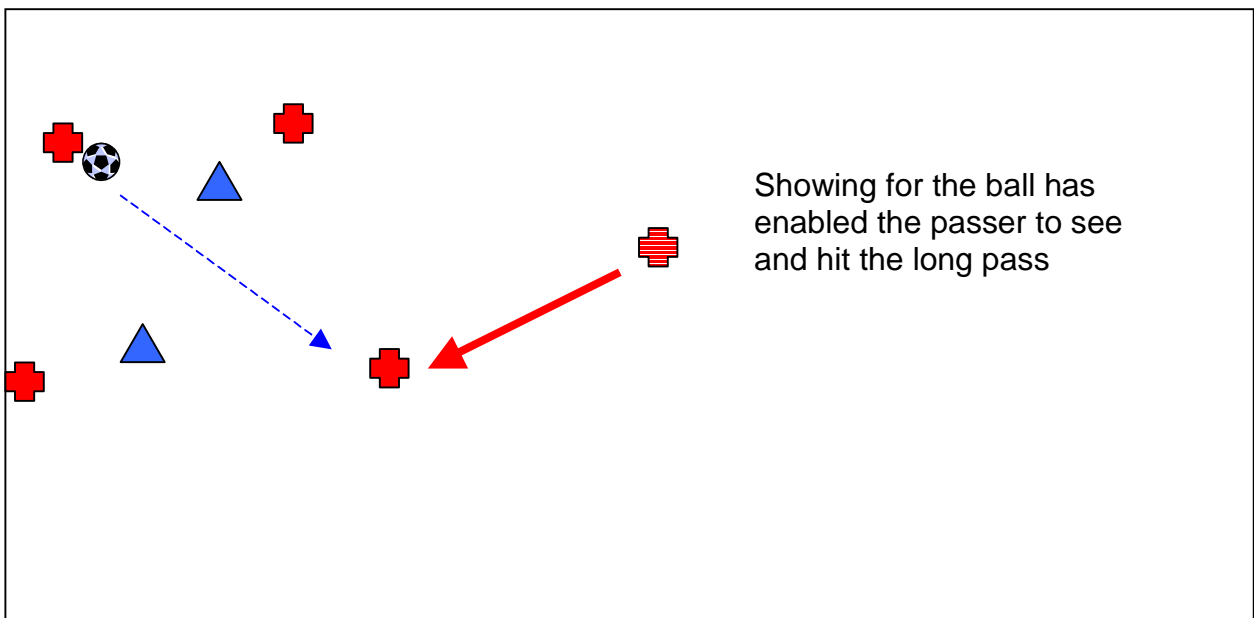
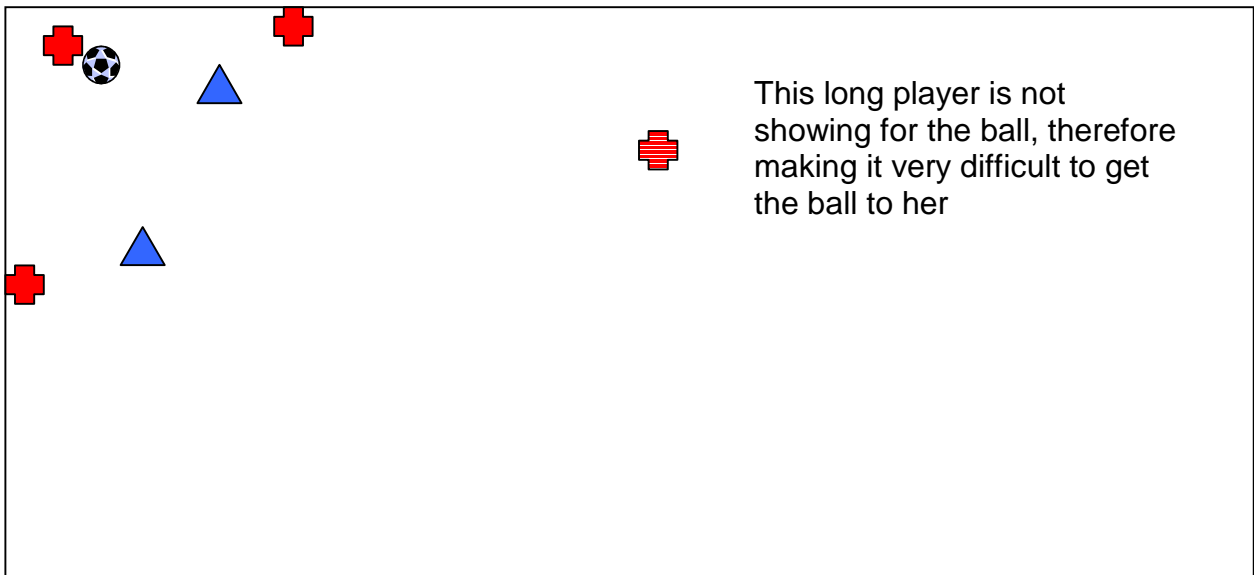


Making the Killer Pass

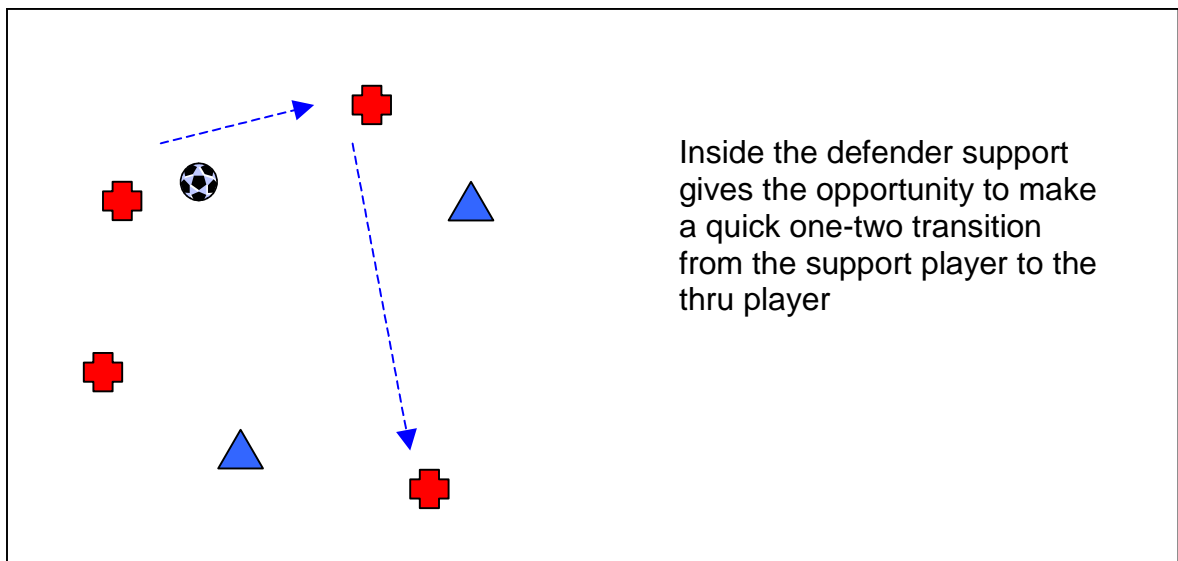
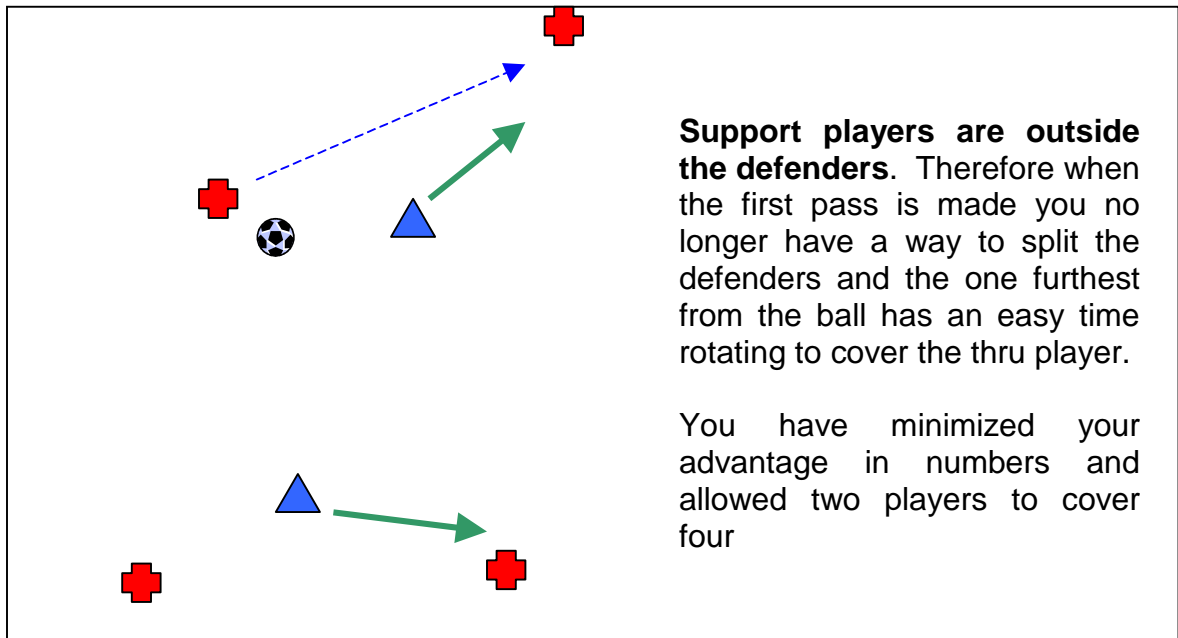
The following series is from a clinic I attended in February 2000 hosted by the Suffolk County Soccer Coaches Association. The topic was ***Making the Killer Pass*** and was given by SUNY Farmingdale head coach Bo Wernsbacher.

The basic building block of this exercise is proper utilization of the 4 v 2. There are three major coaching points in the 4 v 2. They are:

1. The first look is **always** long. If the long pass isn't there **DON'T FORCE IT**. Play it short, and play it safe.
2. The long player **MUST** show for the ball



3. Support players must support quickly and close. Support players must be inside the defenders



When illustrating the above points use a simple progression of having the defenders:

1. Play at 50% No tackling and no interceptions
2. Play at 75% No tackling but interceptions allowed
3. Play at 100% No restrictions

Recognize and explain the differences between tactical awareness (or breakdowns) and technical ability (or breakdowns). For example, having the ball played poorly on the first touch may cause a loss of possession. This is a technical breakdown. Having the through player not show adequately for the ball thereby causing a forced pass is a tactical breakdown.

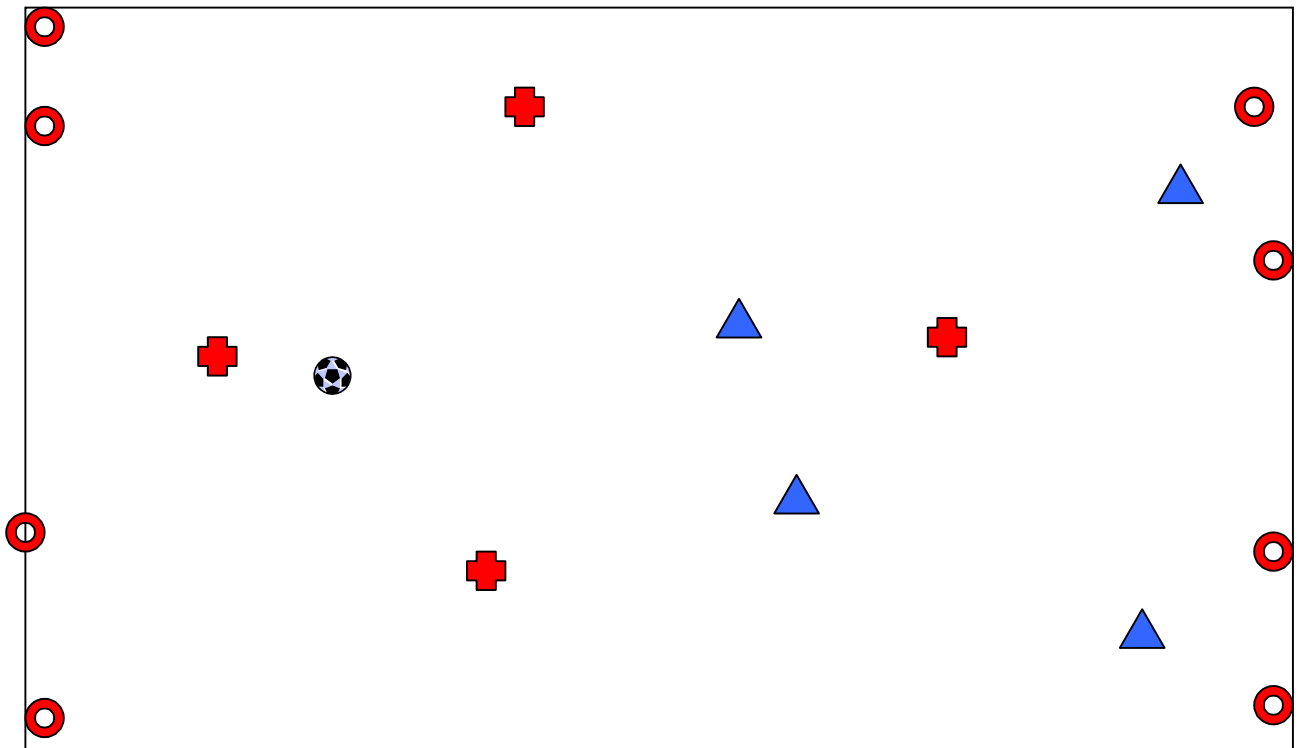
Progression # 1 – Simple 4 v 2 Directional Game

The next progression is to a 4 v 2 directional game. Directional means that the teams move in a specific “direction” in order to “score” in this exercise.

Set up a 30 x 20 yard field with two (2) goals at each end. This game is played 4 v 4 with a single ball. When the team has the ball, the entire team is on offense trying to score through one of the two goals at their opponent’s end.

When the team doesn’t have the ball, two players must immediately retreat to a goal and the other two are active defenders.

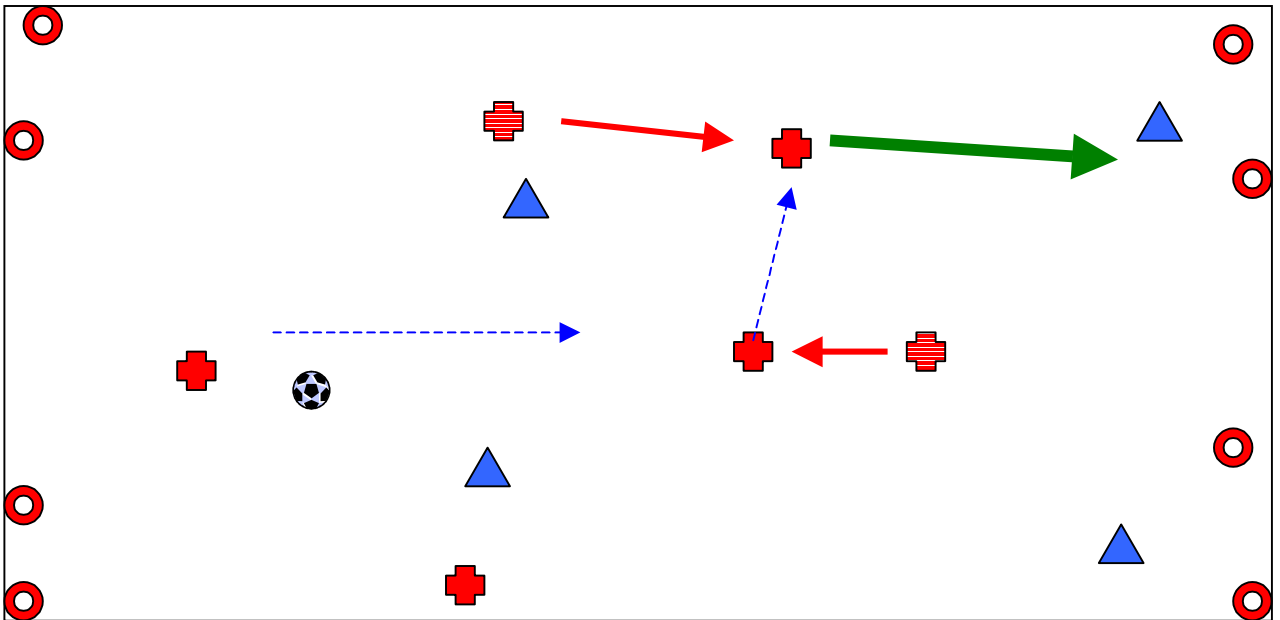
This obviously creates the 4 v 2 situation we are trying to illustrate. The three (3) major points; first option is long, show for the ball, support inside the defenders, should continue to be emphasized.



Now this is a good exercise for the penetrating player to be a target player and either:

1. Turn and play to the goal or

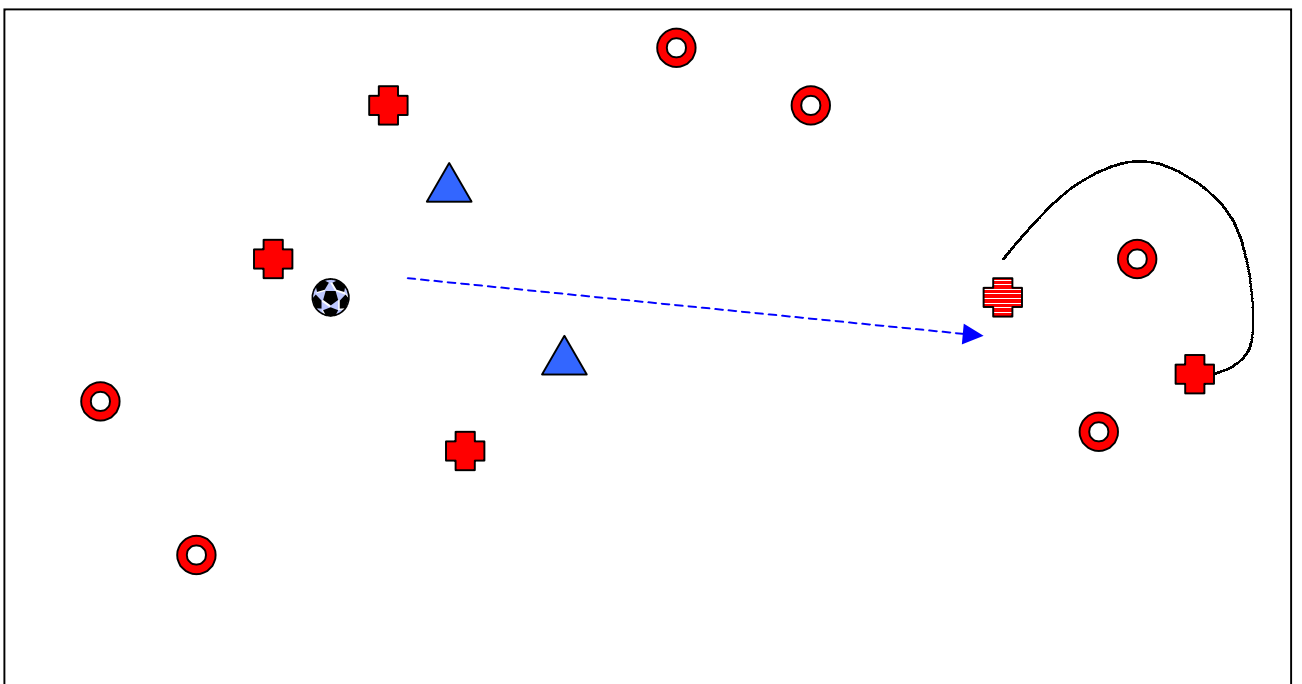
2. Lay the ball off to an oncoming support player



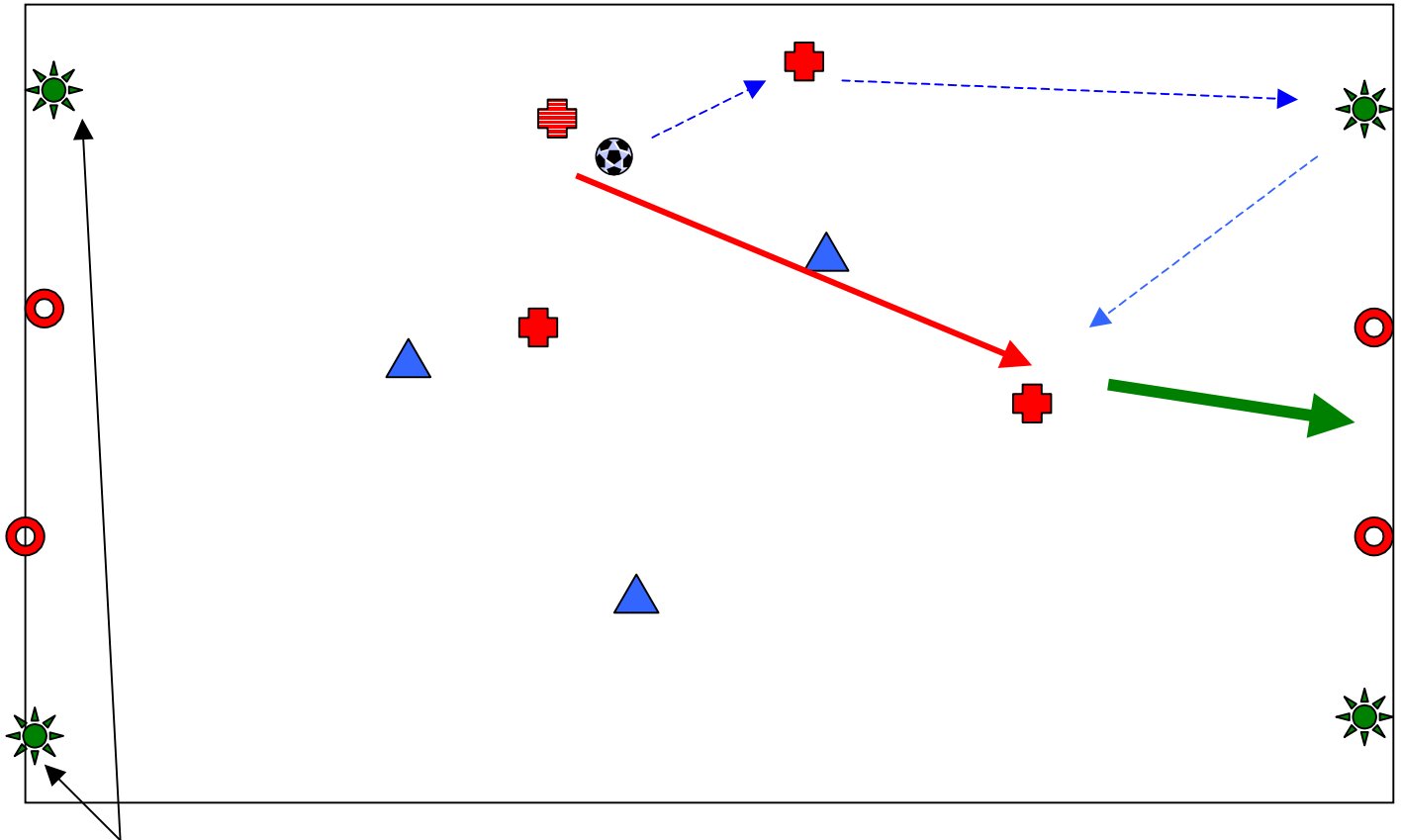
In the illustration above the support players are slightly inside the defenders. The first attacker sees the **killer pass** and makes it to the target player who is checking back and showing for the ball. The support player, recognizing the tactical situation, makes a run and receives a lay-off pass from the target player resulting in a try at the goal.

Progression # 2 – Simple 4 v 2 Non- Directional Game

Move from a directional game to a non-directional game. You can do this by scattering goals across various sections of the field. To start restrict the defenders, as above, to 50%, then 75% and then remove all restrictions. Give points to the defenders for obtaining possession of the ball, not for just knocking it out of bounds. Give points to the offense for making a **killer pass** through one of the goals to a teammate.



Progression #3 3 v 3 With Two Targets Directional Game



Target Players.

The object is to get the ball in to a target player and then re-combine with a field player for a shot at goal. The target players are allowed to move along the bye line to show for the ball.

Play the ball safe and short until the target player shows, then hit him quickly and move off the pass.