



SESSION 12 • STANDALONE PLAN

Combination Play Under Pressure — Choosing the Right One

Combination play • Reference format: U12 9v9 • 60 minutes • 14–16 players

AT A GLANCE

TIME	MINS	PHASE	PRACTICE
0:00 – 0:10	10	■ Warm-up	12.1 The Combination Circuit
0:10 – 0:25	15	■ Technical practice	12.2 Pick Your Combination
0:25 – 0:40	15	■ Skill game	12.3 The Combination Scoreboard
0:40 – 0:55	15	■ Conditioned match	12.4 Free Combination Match
0:55 – 1:00	5	■ Reflection	Review, with the players

USING THIS SESSION

This is a standalone plan. It does not depend on any other session in the set and can be run whenever it is useful to you — as a one-off, out of order, or repeated. Nothing here assumes the players did something last week.

U12 nine-a-side is the reference format, not the audience. The session is written at 9v9 because something has to be, and the phone index adapts it to the other four Irish FA formats — pick your team at the top of it and this session will tell you whether to run it as printed, scale it, adapt it, or leave it for another age.

Scaling up, and down as far as 7v7, is a matter of numbers. Keep roughly the same space per player: to 7v7 that is about a fifth smaller with a player off each team, to 5v5 about a third. **For eleven-a-side** add ten to fifteen metres to the length of the bigger practices and put the extra players in as outside players or a second team, never in a queue.

Below U10 it is not just a matter of size, because the game itself is different. There is no offside, no throw-in — restarts are a dribble or a pass in — no referee, and no league result. At U8–U9 the technical practice usually wants shortening or dropping. At U6–U7 there are no goalkeepers at all and the four-phase hour is the wrong shape entirely. The Formats tab in the phone index has the rules for each stage.

WHY THIS SESSION MATTERS

A squad that can perform a one-two, an overlap and a third-man run separately has learned three tricks. A squad that can pick the right one has learned to play. Tonight is the difference between those two things, and it is why this theme has three sessions of teaching followed by one of choosing. The choice is not arbitrary — it is dictated entirely by what the defenders do. If the nearest defender commits to the ball, the one-two goes through them. If they stand off and hold their position, the overlap goes around them. If a teammate is pressed and the space behind the presser opens up, the third man goes beyond them. The players do not need to memorise that; they need to look up and see it. So tonight there are no patterns to rehearse. Every practice offers all three routes and the defenders decide which is available. Your job is to ask questions and say almost nothing else.

BY THE END, PLAYERS CAN

- Recognise which combination is available from the position and movement of the nearest defenders.
- Execute all three — one-two, overlap, third-man run — at a standard that survives real pressure.

- **Vary the solution** rather than repeating a favourite, so opponents cannot predict them.
- **Support before being asked** — offer the angle, the overlap or the run before the ball carrier is in trouble.
- **Explain their choice** afterwards, which is the real test of whether they understood it or guessed.

KIT LIST

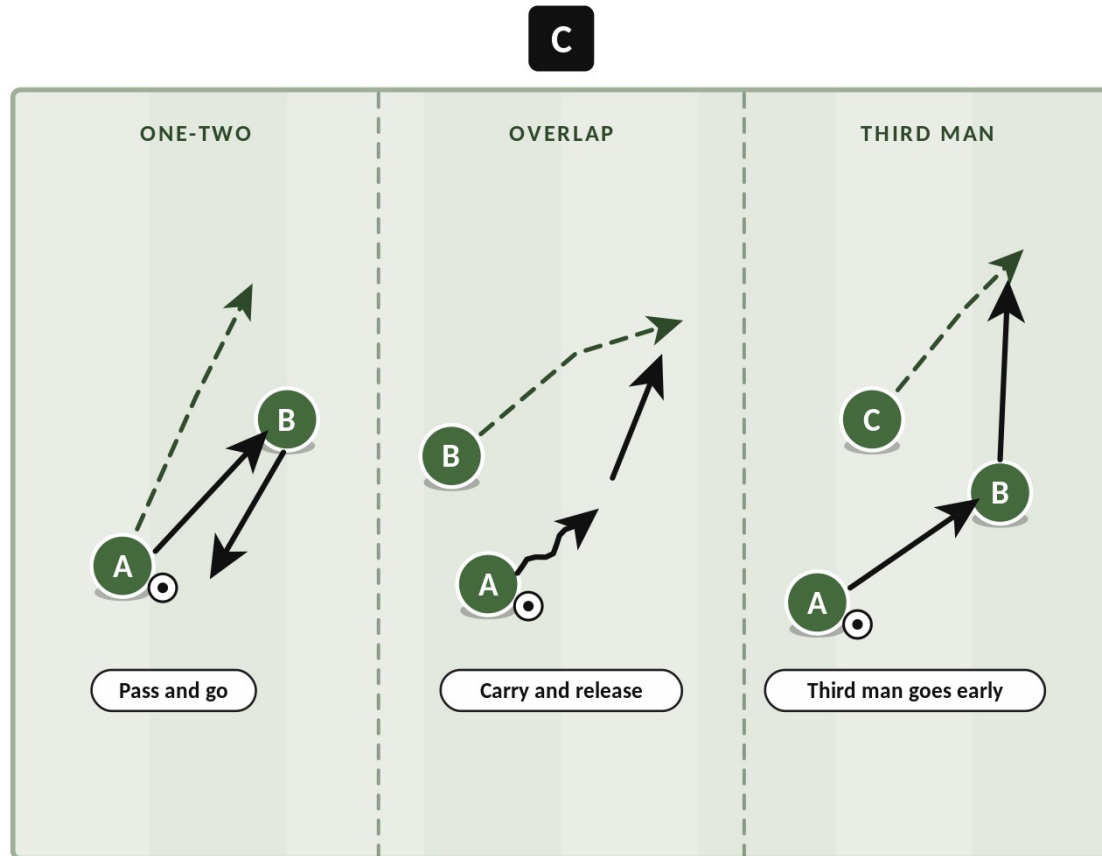
Ground needed: about 60 × 40 m. Tonight is the review page session — protect the last five minutes. The reflection is a genuine conversation about a real body of work, not a two-minute wrap-up, and it will tell you more about what has landed than any amount of watching.

ITEM	QTY	USED IN
Footballs (size 4)	16	All practices
Flat markers	56	Zoned grid, stations, pitch edges
Cones (tall)	12	Three gates per station (12.2)
Bibs — red / blue / yellow	8 / 8 / 2	12.1 onwards
Mini goals	4	Skill game (12.3) — two per end
Full-size goals	2	Conditioned match (12.4)

12.1 THE COMBINATION CIRCUIT

Refresh all three combinations in six minutes, then hand the choice to the players. Three zones, one for each combination, then a final phase where groups move freely and pick their own.

30 x 21 m • groups of three • the group chooses which combination to use • 10 minutes



TWO MINUTES IN EACH ZONE • THEN THE GROUP CHOOSES FOR ITSELF

● Players ⊙ Ball ➡ Pass ➡ Run **C** Coach

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SET UP

- 30 × 21 m grid divided into **three vertical zones** by dashed lines of flat markers.
- **Zone 1 — one-two. Zone 2 — overlap. Zone 3 — third man.**
- **Groups of three**, one ball each. Four or five groups with a squad of 14–16.
- Balls at the grid edge so early arrivals start immediately.
- Coach outside the grid, moving between zones. Almost no talking tonight.

HOW IT RUNS

- Minutes 0–3 — arrival.** Greet each player by name, ball each, free dribbling. **Collect the Session 11 homework** — *did you find a run that was made and never found?*
- Minute 3 — Zone 1, one-two.** Two minutes. *Pass and go, set it back first time.* No other coaching.
- Minute 5 — Zone 2, overlap.** Two minutes. *Carry slowly, run around the outside, release when he's past.*
- Minute 7 — Zone 3, third man.** Two minutes. *A to B, and C is already running.*

- 5. Minutes 9–10 — free choice.** Groups move anywhere in the grid and use whichever combination they like. Nobody tells them which. Watch which one each group defaults to — that's useful information for the rest of the session.

RULES & SCORING

- One combination per zone until minute nine.
- **In the free phase, a group may not use the same combination twice in a row.**
- All the technical rules from the block still apply: one-touch sets, release after the runner is past, run on the first pass.
- Groups rotate roles constantly — nobody stays in one job.
- Loose ball: nearest player retrieves and the group restarts on the move.

COACHING POINTS — THE FOUR CORNERS

Technical	All three techniques as taught. Expect the third man to be the weakest — it's a week old against a much older one-two.
Tactical	Not yet. This is deliberate revision; the decisions start in 12.2.
Physical	Continuous movement with accelerations in each zone. A good general warm-up because all three combinations demand different running patterns.
Psychological	Point out — briefly, once — how much they can do now that they couldn't in September.
Social	All three calls should be audible: " one-two! ", " outside! ", " through! " If the squad is using them without prompting, the block has landed.

WATCH FOR

WHAT YOU'LL SEE	WHAT TO DO
One combination visibly weaker than the others	Note it and give that zone an extra minute. Don't fix it verbally — give it time instead.
Groups defaulting to the same one in the free phase	The no-repeat rule handles it. If they ignore it, ask: <i>which one haven't you used?</i>
Technique slipping — extra touches on the set, late third-man runs	One reminder per group, then move on. This is revision, not instruction.
Groups standing to organise who does what	<i>Don't plan it. Look up and do whichever one is on.</i>

ASK THEM

- Which of the three feels easiest? Which feels hardest?
- In the free zone, which one did your group use most? Why that one?
- What's the one rule of the one-two? The overlap? The third man?
- Which one would work best against a defender who dives in?
- Which one would work best against a defender who stands off?

ADJUST IT

HARDER	EASIER
Free choice from minute five , dropping the zoned phase entirely.	Three minutes per zone and skip the free phase.
Add a floating defender in the free phase.	Two combinations only — drop the third man if it isn't there yet.
One touch for everybody.	Walk each zone through once before playing it.

HARDER	EASIER
Groups must complete all three before repeating any.	Groups of four so there's more time between involvements.

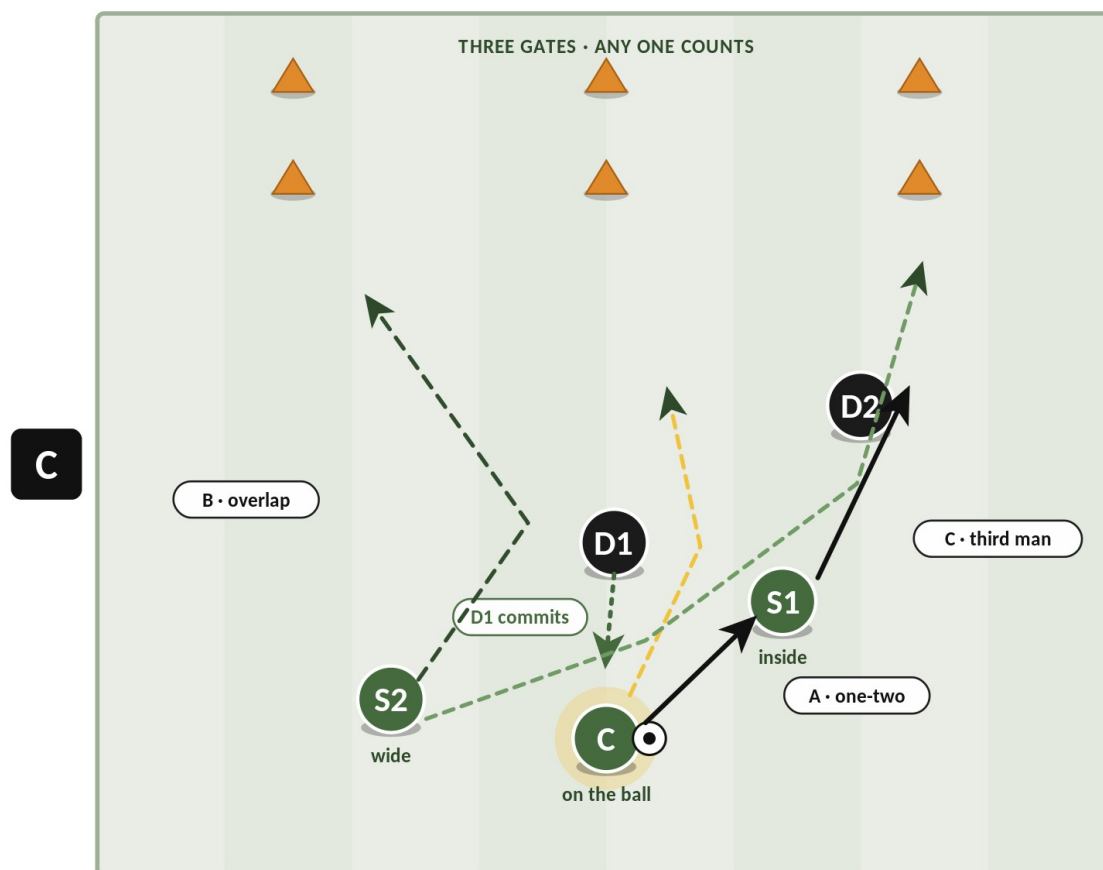
IT'S WORKING WHEN

- All three combinations recognisable and reasonably executed.
- Groups choosing rather than being told in the final phase.
- All three calls being used.
- The technical rules — one-touch set, late release, early run — surviving without reminders.

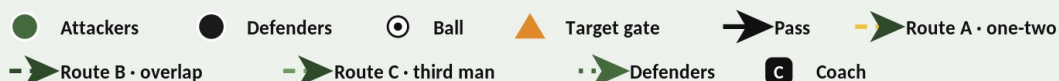
12.2 PICK YOUR COMBINATION

One picture, three answers. The ball carrier has an inside support player and a wide one, and two defenders whose behaviour decides which route is open. Nobody is told which to use — the defenders tell them.

26 x 21 m per station • 6 players per station • 2–3 stations • three routes, one choice • 15 minutes



THE DEFENDERS DECIDE WHICH ROUTE IS ON • ROTATE EVERY REPETITION



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SET UP

- Two or three stations, each 26 × 21 m, with 4 m between them.
- Per station: **three 2.6 m gates** across the far line; one ball plus a spare; two blue bibs.
- Six players per station: carrier (C), inside support (S1), wide support (S2), two defenders, one waiting.
- **Defenders are given a secret instruction each repetition** — either 'commit to the ball', 'stand off and hold', or 'follow the inside player'. The coach whispers it or shows a card. The attackers must read it live.
- Coach positioned to the side, watching the carrier's head as much as their feet.

HOW IT RUNS

1. **Set the picture in 45 seconds.** *Three ways through. He decides which one — you just have to see it.*
2. **Minutes 0–4 — announced.** The coach says out loud which instruction the defenders have, so the attackers can connect the defender's behaviour to the right answer. Do this four or five times per station.

3. **Minute 4 — one question, twenty seconds.** *If he commits to the ball, which one is on? If he stands off? If he follows the inside man?* Get the three answers from the group before continuing.
4. **Minutes 4–11 — secret.** Defenders receive their instruction privately. Attackers must now read it. Expect a lot of wrong choices in the first two minutes.
5. **Minutes 11–15 — defenders choose freely** and may change their mind mid-repetition. This is as close to a real match as a technical practice gets.
6. **Rotation:** carrier → inside support → wide support → defender → back of the line.

RULES & SCORING

- **2 points** for getting through a gate. **3 points** if the combination used matched what the defenders gave them.
- **No repeating the same combination twice in a row** within a group.
- **2 points to the defenders** for an interception or for stopping all three routes.
- Technical rules stand: one-touch sets, release after the runner is past, third man moves on the first pass.
- **After every repetition, the carrier says one word** — *one-two, overlap* or *third man* — naming what they chose. This is the whole practice and it takes two seconds.

COACHING POINTS — THE FOUR CORNERS

Technical	All three techniques under genuine pressure. The set-back and the timing of the release are the two that break down first.
Tactical	The three triggers. Defender commits to the ball → one-two through them. Defender stands off and holds → overlap around them. Defender follows the inside player → third man beyond them. Say these three sentences once, then only ever ask about them.
Physical	Varied running patterns and repeated accelerations. Rotate often; the wide support role does the most running.
Psychological	Wrong choices are the point of tonight. A player who picks the overlap when the one-two was on has still read something and acted on it — praise the decision-making attempt, then ask what they saw.
Social	Support players should call what they are offering. The carrier cannot see everything and shouldn't have to.

WATCH FOR

WHAT YOU'LL SEE	WHAT TO DO
Carrier deciding before the defenders move	<i>When did you decide? Try holding it half a second longer and looking first.</i>
Always the same combination regardless of the picture	The no-repeat rule handles it. Then ask: <i>what did he actually do? Which one does that make available?</i>
Support players static and offering nothing	<i>He's got no options. Whose fault is that?</i> The answer is theirs, not the carrier's.
Technique collapsing because players are thinking about the choice	Normal and temporary. Go back to announced instructions for two minutes and let the execution recover.
Defenders not following their instruction	It ruins the practice quietly. Check it every couple of repetitions.
The carrier unable to name what they chose	This is the most useful diagnostic in the practice. If they can't name it, they guessed — and now they know.

ASK THEM

- If the defender commits to the ball, which one is on?

- If he stands off, which one?
- If he follows your inside man, which one?
- What did you actually see before you chose?
- Support players — what were you offering him?
- Defenders — which of the three was hardest to defend?
- Which combination is your team's best? Which is weakest?
- How would you stop all three?

ADJUST IT

HARDER	EASIER
Defenders may change their behaviour mid-repetition.	Keep the instructions announced for the whole practice.
One touch for the supporting players.	Two routes only, dropping whichever is weakest.
Add a third defender, so only one route is ever genuinely open.	Passive defenders who show the picture but don't tackle.
The carrier must name the combination BEFORE playing it, out loud — the hardest version and the most revealing.	Bigger area (30 × 24 m) giving more time to see and choose.

IT'S WORKING WHEN

Carriers **looking up before choosing** rather than deciding early.

The chosen combination matching the defenders' behaviour more often than not by minute twelve.

All three combinations appearing across the practice.

Support players offering and calling their option.

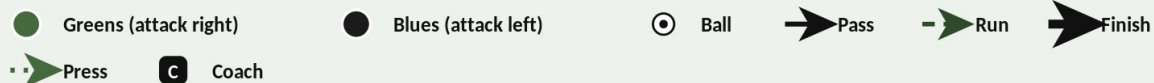
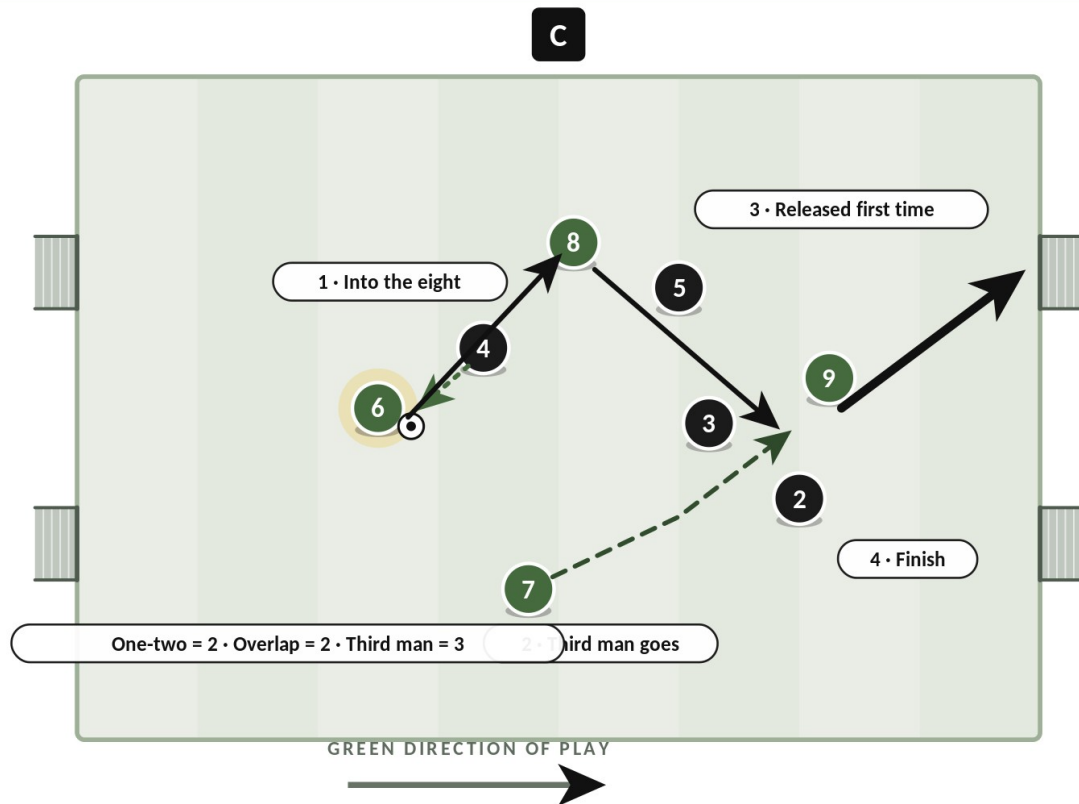
Players able to **name what they chose** — and increasingly, why.

Defenders reporting that they couldn't cover everything.

12.3 THE COMBINATION SCOREBOARD (4 v 4)

All three combinations live on the same scoreboard, with one rule that forces variety: you may not score with the same combination twice in a row. Teams have to use their whole toolkit rather than their favourite tool.

32 x 22 m • every combination scores • you may not use the same one twice in a row • 15 minutes



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SET UP

- Two pitches, each 32 × 22 m, side by side with a 5 m corridor between them.
- Per pitch: **two mini goals at each end**, 4 red bibs, 4 blue bibs, 2 balls.
- 4 v 4 per pitch (16). With 14, run 4v4 and 3v3. With 15, run 4v4 and 4v3.
- **Write the scoring on a cone or say it twice** — three values and a rule is a lot to hold onto mid-game.
- Coach in the corridor between the pitches with a spare ball.

HOW IT RUNS

1. **Bibs out while you explain.** Balanced teams.
2. **Explain in 30 seconds:** *One-two is 2. Overlap is 2. Third man is 3. A goal is 2. But you can't use the same combination twice in a row.*
3. **Game 1 — no coaching.** Watch which combination each team reaches for first.
4. **Between games 1 and 2, one question:** *Which one have you not used yet, and why not?*
5. **From game 3, add the chain bonus:** two different combinations in the same attack scores 5.
6. **Four games of three minutes with 45 seconds between,** ladder as usual.

RULES & SCORING

- One-two = 2. Overlap = 2. Third man = 3. Goal = 2. Two different combinations in one attack = 5.
- The same combination may not be scored twice in succession by the same team.
- Teams keep their own score and announce which combination they used. If they can't name it, it doesn't count.
- Ball out: the coach rolls a new one in immediately.
- No stoppages. Coaching in the 45-second gaps, as a question.

COACHING POINTS — THE FOUR CORNERS

Technical	All three under fatigue and pressure. Expect the third man to suffer most.
Tactical	Read, then choose. The no-repeat rule forces players to look for what's available rather than what's comfortable. Support players should be offering different options simultaneously — one inside, one beyond.
Physical	Three minutes on, 45 off, four times. Varied running patterns. Shorten the last game if needed.
Psychological	Naming the combination out loud is the mechanism that turns doing into understanding. Insist on it gently but completely.
Social	The scoring rewards the players who provide rather than finish. Read the combination tallies out loud between games and name the providers.

WATCH FOR

WHAT YOU'LL SEE	WHAT TO DO
One combination doing all the scoring	The no-repeat rule handles it, but check they're not simply scoring normal goals instead.
Teams unable to name what they did	<i>If you can't name it, it doesn't count.</i> They will start paying attention within one game.
The rule slowing the game down while players deliberate	<i>Don't plan it. Look up and take what's there.</i>
Third man never used because it's hardest	It's worth three for exactly that reason. Point at the scoreboard rather than explaining again.
Arguments over what counted	Five seconds maximum. Give it to the attacking team and restart.

ASK THEM

- Which one have you not used yet? Why not?
- What tells you which combination is on?
- Which is your team's strongest? Which needs work?
- What made the 5-point attacks possible?
- Who provided the most combinations tonight?
- How would you defend against a team that can do all three?
- Has anyone used one they'd never tried before?

ADJUST IT

HARDER	EASIER
Only combinations score — normal goals count nothing.	Drop the no-repeat rule.
All three must be used before any can be repeated.	Equal values (2 each) so the scoring is simpler to hold.

HARDER	EASIER
Two-touch maximum across the pitch.	3 v 3 on 28 × 20 m — clearer pictures, fewer options to process.
Chain bonus raised to three different combinations in one attack for 8 points.	Add a neutral player who can be the wall, the overlapping runner or the third man.

IT'S WORKING WHEN

All three combinations appearing in every game by game 3.

Teams able to name what they used.

Support players offering different options at the same time.

At least one 5-point chained attack.

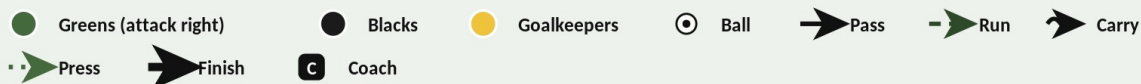
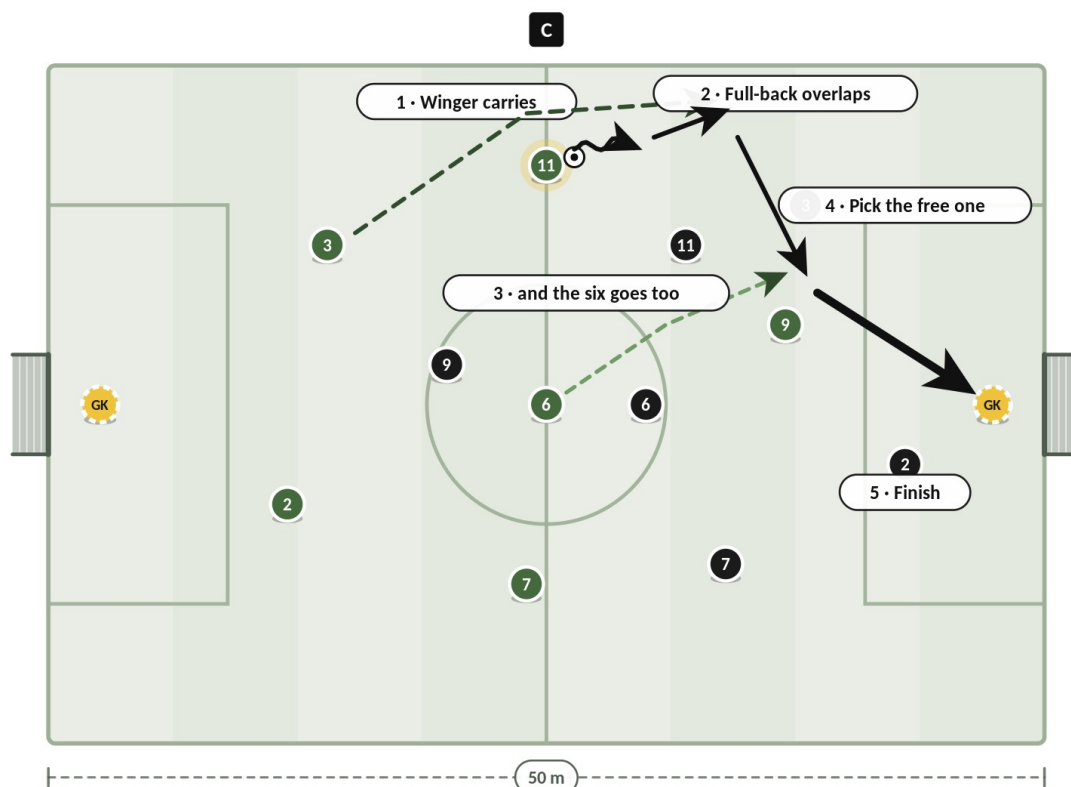
The no-repeat rule producing variety rather than paralysis.

Providers being named by teammates.

12.4 FREE COMBINATION MATCH (7 v 7)

Everything from this theme in one game. Any combination that beats an opponent scores, and the only constraint is that a team may not use the same one twice running. Then, for the last four minutes, everything comes off and you watch what remains.

50 x 34 m • any combination that beats an opponent = +2 • never the same one twice running • 15 minutes



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SET UP

- 50 x 34 m with full-size goals. No extra markings.
- Four spare balls in the back of each goal.
- 7 v 7 including goalkeepers (14). With 15–16, play 8v8 or roll subs every 90 seconds.
- 2-3-1 outfield shape. Rotate keepers at the halfway point.
- Coach on the halfway line, outside the pitch.

HOW IT RUNS

- 1. Keep the bibs and teams.** Keepers and shape in 30 seconds.
- 2. Explain the condition once:** *Any combination that beats an opponent is two points. Not the same one twice in a row.*
- 3. Minutes 0–5 — no interruption.** Watch which combinations survive into a full-sized match. Some will not, and that's honest information.
- 4. Minute 5 — drinks break, one question:** *Which of the three works best on a big pitch? Why?* Let them argue about it for thirty seconds.
- 5. Minutes 6–11 — announce every combination by name,** both players named, whichever team.

6. Minutes 11–15 — everything off. No conditions, no bonuses, just a game. This is the exam. Watch how many combinations still appear when nothing is being paid for.

RULES & SCORING

- **Goal = 3 points. Any combination that beats an opponent = +2. Not the same combination twice in succession.**
- The team must be able to name what they used.
- No touch restrictions. This is a match.
- Keepers restart within five seconds. Throw-ins may be taken as pass-ins.
- **Final four minutes: all conditions removed.**

COACHING POINTS — THE FOUR CORNERS

Technical	Everything from this theme, under fatigue, at match size. Expect quality to drop and don't chase it.
Tactical	On a full pitch the overlap is easiest because there's space wide; the one-two is most frequent because pressure is constant; the third man is rarest and most valuable because it breaks lines. Let the players discover that ranking themselves at the break.
Physical	The last fifteen minutes of a twelve-week arc. Prioritise ball rolling time over everything.
Psychological	The final four unconditioned minutes matter more than the eleven before them. Say nothing during them. Just watch and count.
Social	Listen for the squad running itself — calls, angles, runs made for other people. That's the real product of this theme.

WATCH FOR

WHAT YOU'LL SEE	WHAT TO DO
Combinations disappearing on the bigger pitch	Normal. Note which one survives and which doesn't; that's this theme's starting point.
Long balls skipping the midfield	<i>What did that miss out?</i> Groundwork for this theme.
Only the confident players combining	Ask a quieter player at the break: <i>what would you need to be part of that?</i>
Everything breaking down in the last four minutes	Also information, and not a failure. It tells you the habits are conditioned rather than owned — and that's what this theme will address.
A combination you haven't taught appearing	Praise it loudly. A squad inventing solutions is the point of the whole curriculum.

ASK THEM

- Which of the three works best on a big pitch? Why?
- Which one did we use most tonight?
- When the conditions came off, did you keep doing it?
- What's the hardest part — seeing it, or doing it?
- A few months ago, could you have done that?
- What do you want to get better at next?

ADJUST IT

HARDER	EASIER
All three combinations must be used before any repeats.	Drop the no-repeat rule.
Only goals from combinations count.	Any three-player passing sequence counts.
Two-touch in the middle third.	Bigger pitch (55 × 38 m).
The goalkeeper must start one combination per team.	6 v 6 on 44 × 30 m with rolling subs.

IT'S WORKING WHEN

All three combinations appearing at least once.

Players naming what they used without prompting.

Combinations still appearing in the final four unconditioned minutes — this is the single most important indicator of the whole block.

Support arriving before it's needed.

The squad talking to each other more than you talk to them.

Finish, match day & homework

REFLECTION — 5 MINUTES, SITTING DOWN

- This is the **end of this theme** — review the whole theme, and take the full five minutes.
- *Name the three combinations and tell me the one rule of each.*
- *How do you know which one is on? (What the defender does.)*
- *In the last four minutes, when I stopped giving points — did you keep doing them?* Be honest with them about what you saw.
- *Which one is our team best at? Which one do we need to work on?*
- *Who has made the most runs for other people across this theme?* Let them name each other.
- **Name every player once** and give each of them one specific thing that has improved since you ran Session 9.
- Finish by telling them what's coming: *later on we work on keeping the ball as a team.*

MATCH-DAY LINK

MATCH OBJECTIVES	WATCH FOR	ASK AFTERWARDS
- At least one of each combination appears during the match. - Support arrives before it's needed — an angle offered before the carrier is in trouble. - Nobody plays the same solution twice in a row when a better one is available.	- Which combination survives into a competitive match. It won't be all three. - Whether support is offered early or late. Late support is why combinations fail. - Who provides. Note the players who create for others; they are usually under-praised.	- <i>Which combination did we actually use on Saturday?</i> - <i>Was there a moment you saw one on but didn't take it?</i> - <i>Who made you look good?</i>

HOMEWORK — "NAME IT" · 15 MINUTES, THREE TIMES BEFORE YOU NEXT TRAIN

- **Watch and name.** Fifteen minutes of any professional match. Every time you see a combination, **say out loud which one it is** — one-two, overlap or third man. Count how many of each you find. This is the whole homework and it is more valuable than any ball work this week.
- **Wall work, all three.** Against a wall: ten one-twos with each foot; then twenty carries where you release into a marked space at the moment you count three; then twenty half-turn receives played first time into a target. Fifteen minutes total.
- **One question for a grown-up.** Ask someone who watches football: *what's the hardest kind of pass to defend against?* Bring their answer. There's no right answer — the point is the conversation.
- *Optional extra:* find one goal on video that used two different combinations in the same move.

WHERE TO GO NEXT

Same theme — combination play. These cover the same ground from other angles and can be run in any order, before or after this one: **9** The Wall Pass; **10** Overlaps and Underlaps; **11** The Third-Man Run.

A natural follow-on. Session 13 — Possession Principles. Where the earlier sessions build individuals and pairs, these build a team. Width and depth, support angles as a shape rather than an instinct, the difference between a pass that keeps the ball and one that progresses it, and the first work on switching play. The combinations from this theme do not go away — they become the tools a possession team uses when the press arrives. Bring your notes from tonight's review, particularly on which combination survived the unconditioned final minutes.

Or simply run this one again. Nothing in the set has to be done once. A session repeated three weeks later with a harder progression is usually worth more than a new session the players are meeting cold.

Review — where the squad stands on combination play

Complete this within a day of Session 12. This theme is where a group of individuals starts to look like a team, so the audit questions are mostly about relationships rather than technique.

WHAT YOU SHOULD BE SEEING

AREA	WHAT YOU SHOULD NOW BE SEEING
The one-two	Pass and go, with a one-touch set-back. It should now appear in matches without being asked for — it's the most transferable of the three.
The overlap	Runs beyond the ball carrier from full-backs and midfielders, and — crucially — runs that continue when the ball doesn't come.
The third man	The run starting on the FIRST pass. Expect this to be the weakest of the three; it's a week old and it's genuinely difficult.
Support before the trouble	Teammates offering an angle as a defender approaches rather than after the carrier is stuck. This is the biggest behavioural shift of the block.
Choosing	Players picking the combination that matches the picture rather than repeating a favourite. Session 12 is the test of this.
Generosity	The set-back, the run that creates space for someone else, the pass that makes a teammate look good. Count how often these are praised by players rather than by you.
Vocabulary	One-two, outside, through — added to the ten phrases from Blocks 1 and 2. Thirteen across the set.

SQUAD AUDIT — FILL THIS IN

QUESTION	PLAYERS
Which combination survived the unconditioned final minutes of Session 12?	
Which one collapsed as soon as the points stopped? Why do you think that is?	
Who consistently offers support before a teammate is in trouble?	
Who makes runs for other people? Name them — and have you told them?	
Who still only combines with one particular teammate? What would change that?	
Which players are creating and which are only finishing?	
Has anyone become noticeably more generous with the ball since you ran Session 9?	
Who could explain all three combinations to a new player? That's your captain material.	

IF THE SQUAD HAS THIS COMFORTABLY

- **Go into this theme with combinations as a condition, not a topic** — require a combination before a goal counts in possession games, and the two themes reinforce each other.
- **Introduce positional names properly.** A squad that can combine is ready to understand why a number six stands where they do.

- **Add the fourth combination — the give-and-go around the corner** (a set into a third player who returns it wide) as an extension in this theme's warm-ups.
- **Raise the technical floor:** one-touch sets and first-time releases as the default in every practice, not as a progression.
- **Give the two or three players who can explain the combinations a teaching role** in this theme. Nothing deepens understanding faster.

IF THE SQUAD IS STRUGGLING

- **Keep the one-two and drop the third man for now.** Two combinations done well beat three done badly, and the third man will land far more easily after this theme's possession work.
- **Make every practice area bigger.** Combination play needs space to be visible; in a tight area everything looks like a scramble.
- **Go back to announced defenders.** If players can't read the picture, tell them the picture for another fortnight — the reading comes later.
- **Reward the attempt, not the completion,** in every game for the next few sessions.
- **Check whether the problem is technical.** If the set-back is taking two touches, the issue is Session 2's first touch, not Session 9's combination — and it needs fixing there.
- **Shorten the technical practice to ten minutes** and give five to the skill game. Games teach combinations better than stations do.

CARRY THIS FORWARD

The three habits worth carrying into anything you run next: support offered before it's needed, the willingness to run for someone else, and the one-touch set.

Name the players who create rather than finish. This theme is built on their behaviour, and they should hear that from you before Session 13 rather than after it.

Where this sits. The individual toolkit, the duel and the partnership each have their own theme. Everything in the later themes is about the team.