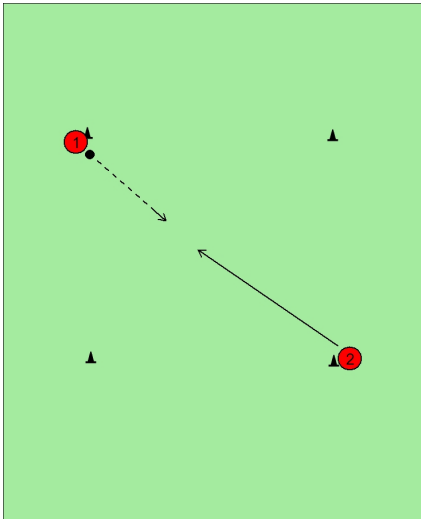




### Opposite corners

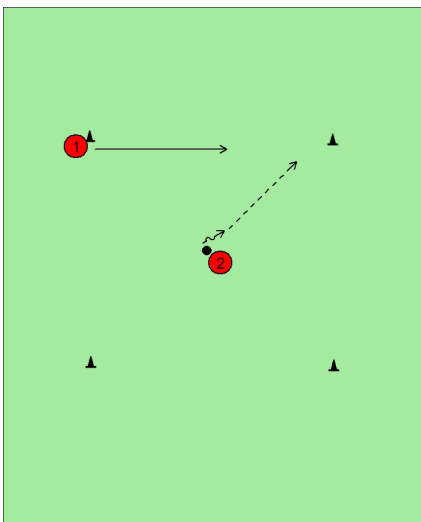


#### How it works

Each player starts at opposite corners of a grid.

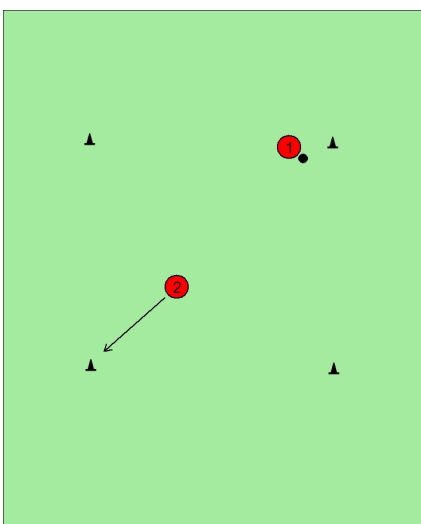
Player 2 makes a run to the centre of the grid.

Player 1 passes the ball into the feet of Player 2.



Player 1 then makes a move to either of the cones to each side of them.

Player 2 makes a turn to respond to the direction of Player 1 and passes to the cone towards which the player is running.



Player 1 runs on to receive and control the ball at the cone.

Player 2 must then run to the opposite corner ready to repeat the drill.

Reverse player roles after 1/2 minutes or until ten passing sequences have been completed. Can the players keep the drill going for 30 seconds/1 minute without errors? Which group can keep going the longest without an error?

#### Possible changes

For advanced players, try four players repeating the same drill in the same grid. Players need to be aware of each other, especially when crossing in the middle of the grid. Limit the players to always moving and passing clockwise or, if they really want a challenge, let them move freely to one side or the other.