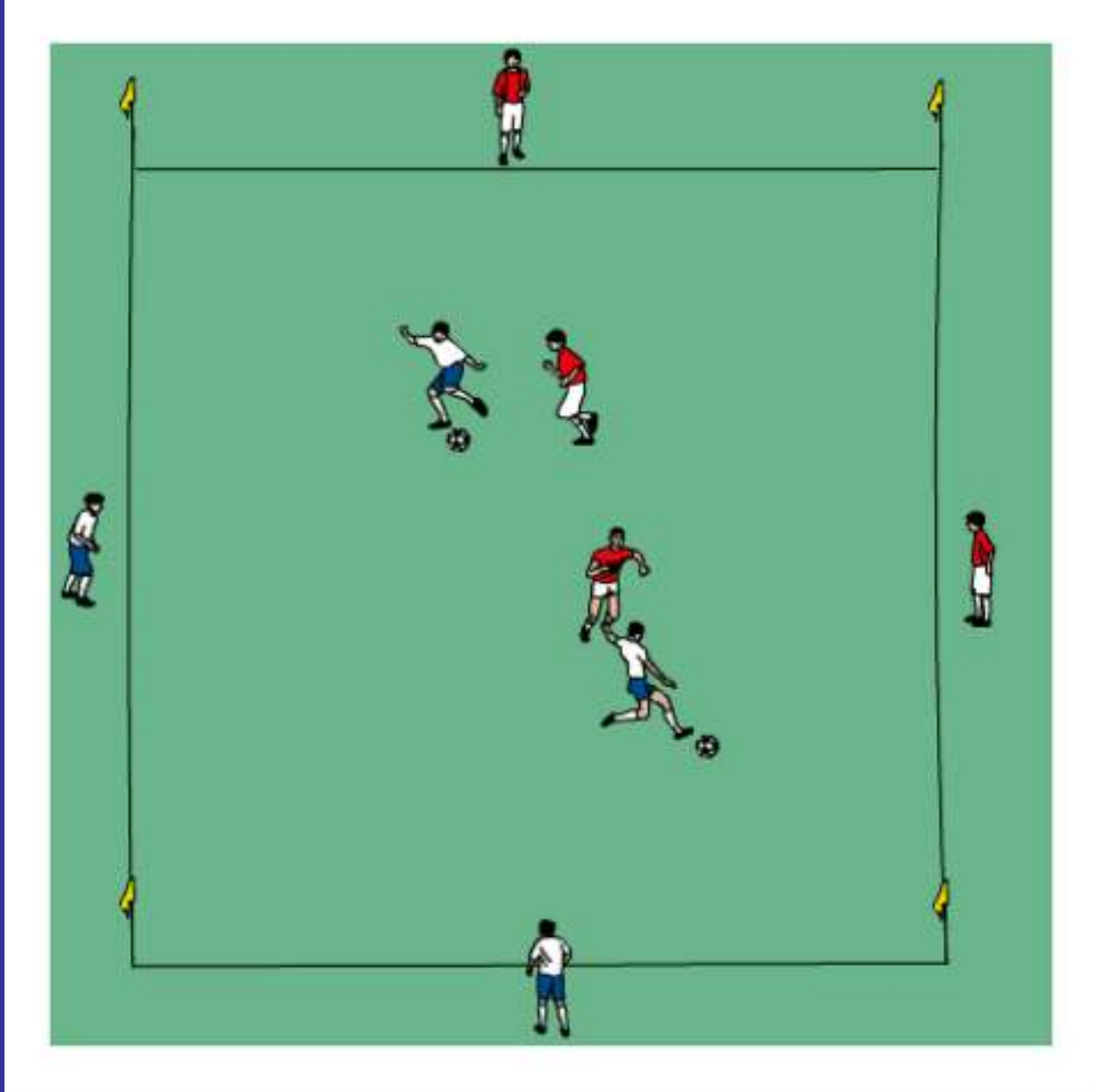




Two x 1v1 with Four Bumper Players

Purposes: Passing and Receiving / Creating Space

Organization: 20 x 20 yds * Four neutral bumpers *
60-second rounds * Score by passing to an open
bumper * No point for passing to the original server *
Rotate four players every round * Each player starts
one round in possession * Aggregate score wins *
Four rounds to complete the game.



Tom Turner, April 2009