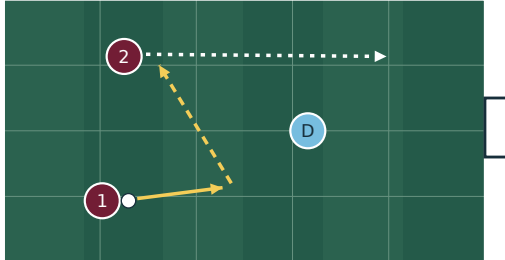


The four types of 2v1

Recognise the picture. Connect the pair. Use the advantage.

Frontal 2v1

Draw the defender. Keep both options.



On the ball: Pass if they commit; dribble if they block the pass.

Supporting player: Stay wide and within passing range.

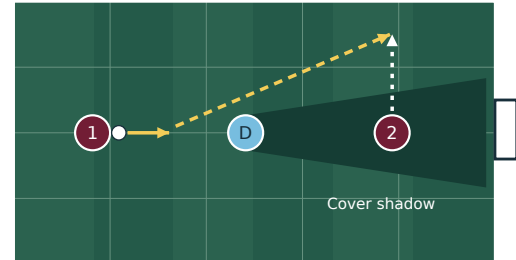
Defender: Delay and restrict the passing lane.

WATCH FOR

Does the carrier choose the open route?

Behind 2v1

Move out of the cover shadow.



On the ball: Engage the defender; pass as the lane opens.

Supporting player: Start behind the defender, then move into view.

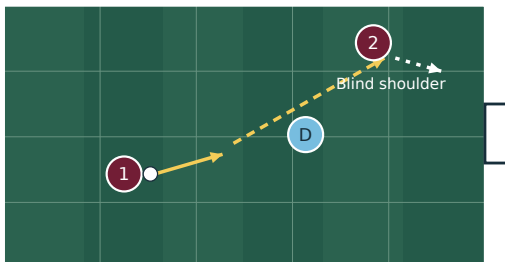
Defender: Press the ball and screen the forward pass.

WATCH FOR

Is there a clear lane to the supporting player?

Side 2v1

Support on the blind shoulder.



On the ball: Draw the defender; pass beyond pressure.

Supporting player: Stay at least level, with a clear passing angle.

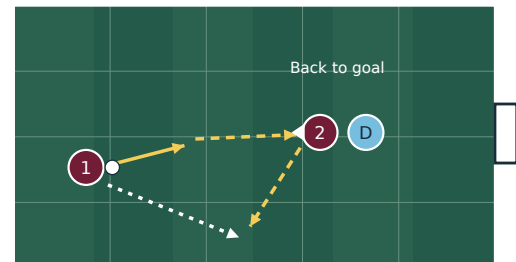
Defender: Adjust to see both attackers.

WATCH FOR

Can the support receive beyond the defender?

Back-to-goal 2v1

Protect, turn or combine.



On the ball: Pass to a safe foot and support the next action.

Supporting player: Scan. Lay off if tightly marked; turn if free.

Defender: Stay connected and deny the turn.

WATCH FOR

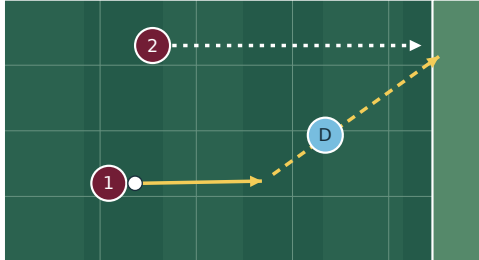
Does the next action match the pressure?

Scoring methods

A clear target, with a choice to carry or combine.

To an end zone

Progress into space with control.



Score: Dribble in, or pass to a teammate in the zone.

Set the rule: Choose either or both ways before starting.

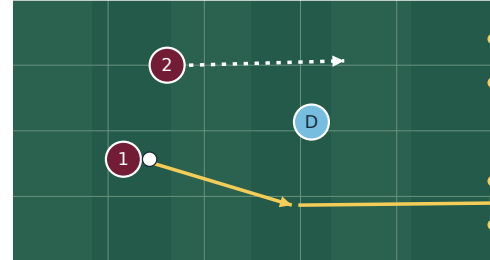
Decision: Carry past the defender or release the support.

WATCH FOR

The receiver must control the ball in the zone.

Through two gates

Separate the threats. Choose a gate.



Score: Carry through either gate under control.

Alternative: Pass through for a teammate to receive beyond.

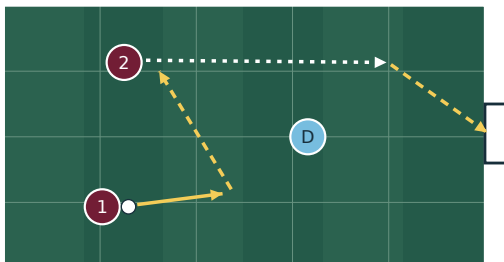
Decision: Change direction as the defender moves.

WATCH FOR

Keep both gates within the defender's reach.

Mini goal / big goal (if GK)

Create the better finishing chance.



Score: Either attacker can finish in the mini goal.

With a GK: Use a big goal: two attackers vs defender + GK.

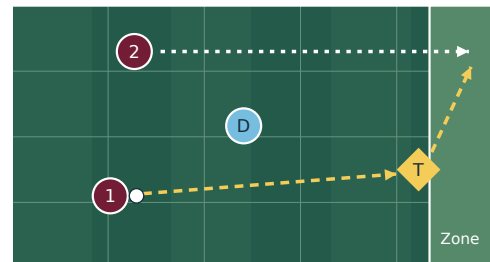
Decision: Shoot, pass or take another touch.

WATCH FOR

Keep the shot available; no compulsory pass.

Target + end zone

Connect, set, run beyond.



Combine: Pass into the target; the other attacker runs beyond.

Target: Set the ball into the runner's path.

Score: Receive the target's pass in the zone under control.

WATCH FOR

Time the third-man run as the target receives.

1 / 2: attackers | D: defender | White dot: ball | Attack right (counter: left)

Gold solid: carry | Gold dashed: pass / shot | White dotted: run | One possible action

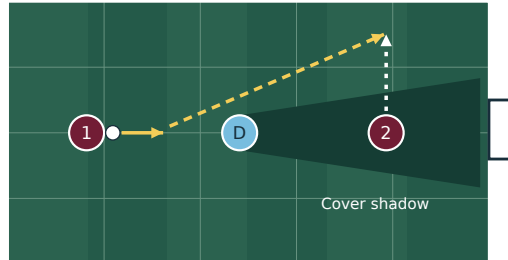
Gold diamond / T: target player

Build & adjust

Set the problem. Let the pair solve it.

1. Set the starting picture

Set the picture. Let it change.



Choose: Frontal, behind, side or back to goal.

Start live: All three players can move and react.

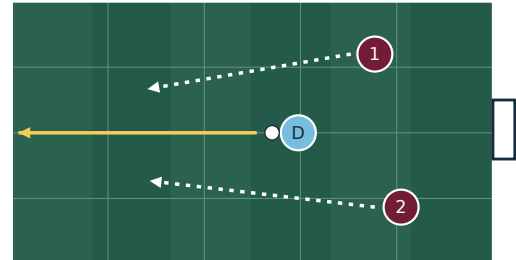
Behind 2v1: Start with the defender between the attackers.

WATCH FOR

Does the support move out of the cover shadow?

2. Set the target and transition

Give the defender a next action.



Target: Choose a zone, gates, goal or target + end zone.

On a regain: The defender carries over the starting line.

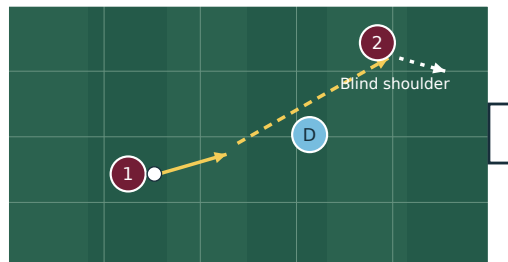
Reaction: Both attackers recover; play through deflections.

WATCH FOR

Explain the scoring rule before starting.

3. Adjust space and rotate

Change one thing. Watch the response.



Space: Width separates options; length allows runs.

Pressure: Too easy? Tighten it. Too rushed? Ease it.

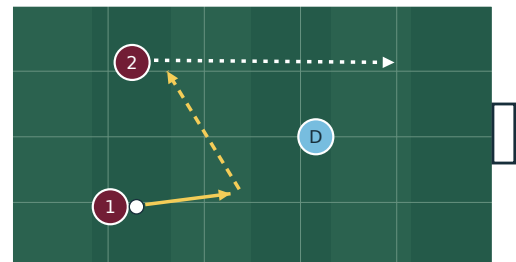
Rotate: All three roles, both sides, spare balls ready.

WATCH FOR

Keep repetitions flowing and queues short.

4. Protect choice; check transfer

Keep the choice to carry or pass.



Start free: Free touches; a successful dribble stays valid.

Add a reward: Use a combination bonus only for a clear purpose.

Play a game: Remove the rule and look for the same decisions.

WATCH FOR

What made the defender choose?