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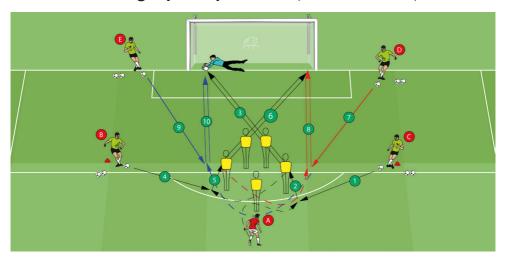
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Precision training - quadruple action (side + baseline)



ORGANIZATION & STRUCTURE

Four dummies in trapezoid formation at the edge of the penalty area, 4 feeders with 2-3 balls, 2 shooters, full-size goal with goalkeeper.

- 1. C passes into the path of A.
- 2. A sprints to the ball and takes it to the right side past the dummy.
- 3. A shoots at the goal and sprints towards B.
- 4. B passes the ball into the path of A.
- 5. A dribbles past the dummy and shoots at the goal.
- 6. A sprints towards D.
- 7. D passes the ball into the path of A.
- 8. A shoots directly with the right foot at the goal and sprints towards E.
- 9. E passes into the path of A.
- 10. A shoots directly with the left foot at the goal.
- 11. This is followed by a second series or the next player takes their turn.

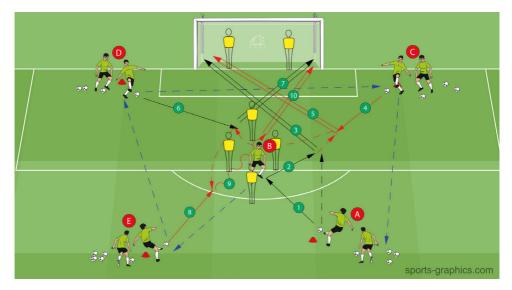
COACHING POINTS

• The shooter should finish the balls directly from the baseline with the outer foot.

VARIATIONS

• The number of passers and the direction of the passes vary.

Endless form - Goal shot with quadruple actions with target zones



ORGANIZATION & STRUCTURE

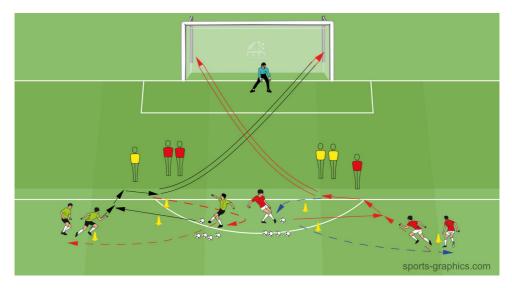
At the edge of the penalty area (distance depends on the training focus), set up 4 dummies in a diamond shape, with 4 players positioned with the ball at different locations, target zones are set in the goal.

- 1. A passes to B and sprints towards the goal.
- 2. B passes into the path of A and runs to position E.
- 3. A shoots on goal.
- 4. C passes the second ball into the path of A and runs to position A.
- 5. A shoots the second ball into the goal.
- 6. A runs through the striker diamond and receives a pass from D, who runs to position C.
- 7. A runs back towards E and receives a pass into space. E then runs to position D.
- 8. A dribbles through the striker diamond.
- 9. A shoots on goal and offers himself for the next pass from position A, and so on.

VARIATIONS

- Passes from different directions.
- Reduction to double-action or triple-action.
- Variation in the location of the striker diamond (distance from the goal, shifting sideways).

Goal shot in the "Robben Position" after a pass into the run



ORGANIZATION & STRUCTURE

Three dummies are set up as opponents as shown in the diagram, with 1 goalkeeper, and 1 cone gate for the passer, with 2-3 players on each side.

- 1. The first player passes through the cone gate into the path of the shooter.
- 2. The shooter runs to the ball, takes a short control, and performs the "Robben movement." (After a quick and short step diagonally back, he shoots towards the goal.)
- 3. Afterward, players switch positions.

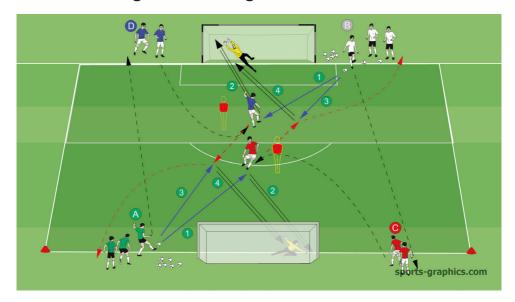
COACHING POINTS

- Good timing between passer and shooter.
- Precision in shooting from the "Robben Position" is crucial (often high into the far corner).
- It's about shot technique training and precision after a pass.

VARIATIONS

Different angles, varying distances.

Double-action goal shot on 2 goals



ORGANIZATION & STRUCTURE

Field: Double penalty area, 10-12 players and two goalkeepers, 8-12 balls, two goals, passers positioned beside the goals.

- 1. C sprints around the dummy, and A passes to C (simultaneously, the same process occurs from B to D).
- 2. C and D shoot directly at the goal (or after a short ball control).
- 3. C and D sprint immediately after the shot in the opposite direction.
- 4. A passes to D and B to C.
- 5. Afterwards, players switch positions as follows:
- 6. A moves to position D, B to position C, C to B, and D to A.

VARIATIONS

- Passing from the other side. The dummies need to be repositioned accordingly.
- Balls are thrown high, and players head the ball.
- The first ball is played flat, and the second ball is played high.