Objectives of the activities are to help players when, where and how to combine when defenders are applying pressure.
Area of the grid can vary depending on the age and ability but should be about 15 x 18 yards.

**Activity Version 1**: 4v2, teams of 4 keep possession, if the 2 win the ball they keep possession. Attacking team’s attempts to connect with a combination (wall-pass, give & go), if successful the defender/s switches out. If a combination has not occurred after 20 seconds, defenders switch.

**Activity Version 2**: Same concept as previous activity, should just allow for more combinations including over-lapping runs.

**Activity Version 3**: Can be played with 4v2 or 5v3. If the defenders win possession and combine around an opponent that player goes out until possession is won back.

**Activity Version 4 (not pictured)**: Play 5v5, every time a wall pass or give and go is successful a player from the opposing team is eliminated and can only come back in when their team completes a successful combination. Team can win if they eliminate all the opposition.