













DRIBBLE - DRIBBLE & SCORE HURLING



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▲	Cones
(Sliotar
	Whistle

This is an invasion game to develop the dribble technique

Organisation

- · Mark out a grid with cones
- Divide the Players into two teams
- Each team tries to keep possession of the ball by dribbling and passing using the ground strike
- A score is recorded when the ball is dribbled over the opponents end-line
- Hurleys should not to be raised above knee level

 $\mbox{\it STEP Variation}\mbox{\it Players}$ - To reduce the challenge: Reduce the number of players

Notes			