







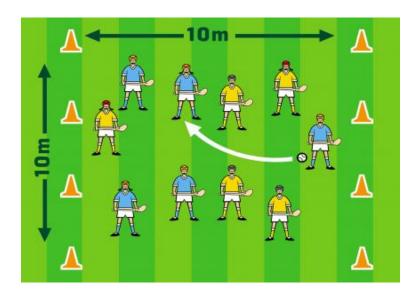






HAND PASS - POSSESSION HAND PASS HURLING





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<u> </u>	Cones
	Player
(Sliotar

This is a grid game designed to improve the players' ability to perform the hand pass under pressure

Organisation

- Divide the players into two teams of three to five players each
- Mark out a grid 10m by 10m using cones
- Team A must retain possession of the ball by hand passing it to each other
- Team B gain possession by intercepting the ball, or when the ball hits the ground or leaves the grid
- The player in possession may not be tackled
- Each successful catch gains a score; alternatively, the team who makes the highest number of passes in succession wins

STEP Variation

Players - To increase the challenge; increase the number of players on each team

Notes			