

SOLO RUN

The Solo Run is used to carry the sliotar to a better position, or to get away from an opponent. The sliotar may be carried balanced on the Hurley, or hopping on the Hurley.



Point the Hurley forward, with the bas flat and the toe pointing away from body on the dominant side.

KEY TEACHING POINTS

To Coach this Skill use the **IDEA** method

- I** NTRODUCE the skill
- D** EMONSTRATE the technique
- E** XECUTE the activity
- A** TTEND and provide feedback



Toss the sliotar onto the bas of the Hurley. Place non-dominant hand along the handle for balance.



Move forward balancing or hopping the sliotar.



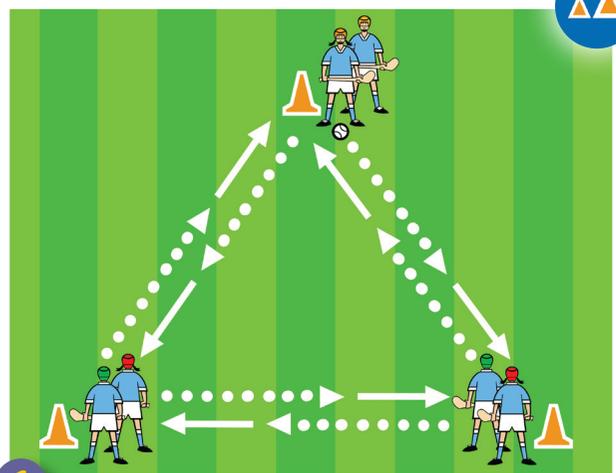
To help control the Hurley, use a shortened grip.

LOOK OUT FOR THESE COMMON ERRORS

- Holding the Hurley with the toe facing inwards
- Holding the Hurley at full length



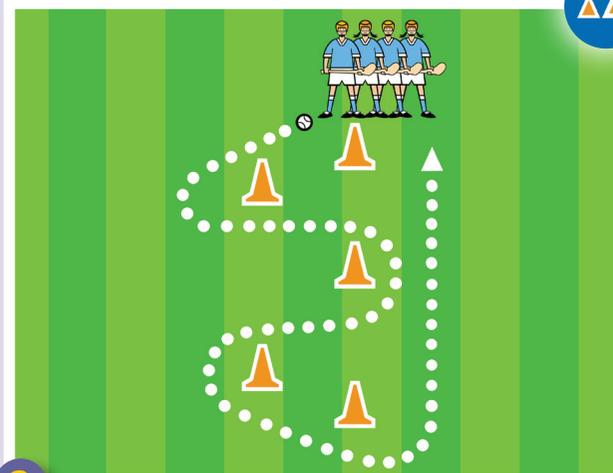
SOLO RUN PRACTISE THE TECHNIQUE



1

SOLO AND PASS

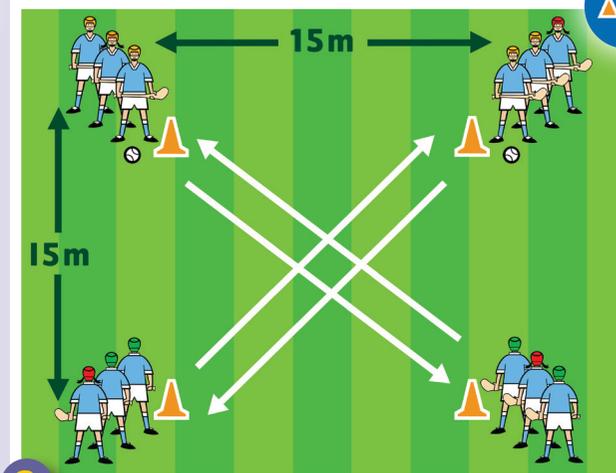
Players solo and hand pass either from the hand or off the Hurley.



2

ZIG ZAG SOLO

Players solo around the cones and hand pass to the next player.

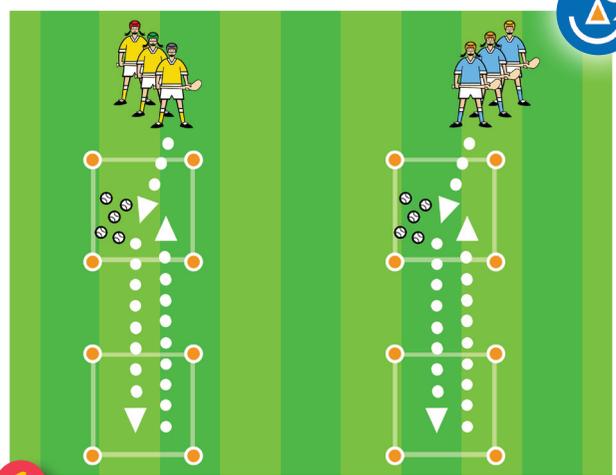


3

THROUGH THE MIDDLE

Players solo through the middle and hand pass the sliotar to players from the group opposite.

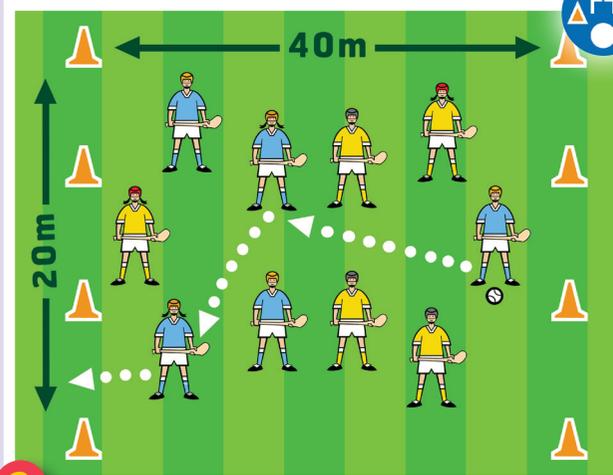
SOLO RUN DEVELOP THE SKILL



1

GRID SWAP

Mark out two grids. Players to transfer sliotars from one grid to next using the solo run.



2

ON THE RUN

Divide into 2 teams. Teams score by soloing the sliotar over their opponents endline.

VARIATIONS

The STEP method is a simple way to vary any exercise, drill, activity or game.

S pace **T**ask **E**quipment **P**layers

- S** vary the size of the playing area. Increasing the size can reduce the difficulty, decreasing the size can increase the intensity
- T** alter the task that players are expected to perform. Change the skill, add in additional skills or movements or alter the rules
- E** alter the equipment - using a bigger or smaller ball, Hurley or against a wall may increase or decrease the challenge
- P** increase or decrease the number of players to vary the challenge, or introduce opposition, from token opposition to partial opposition to full opposition.

DESCRIPTIVE ICONS



Basic Drill



Intermediate Drill



Advanced Drill



Fun Game



Modified Game



Game Play Routine