

Best from

- The opposition half, but not too close to the line because defences are likely to be up very quickly.

Why it works

- The multiple angles run by “dummy” runners inevitably confuses the defence who will be standing still to cover the options.
- The “loop” by 10 pulls the defence out, whilst the “dummy switch” with 13 holds inside defenders.
- Because 12 has turned, he is temporarily hiding the ball, further adding to the deception.
- 11 should be able to find some space on the shoulder of 12.

Good if you have

- A strong running 11 who can get into the game in the middle of the pitch.
- An opposition midfield that is not likely to charge up in defence.

What players should do

- 10 passes immediately to 12 and then runs around behind 12 as if to take a “loop pass”.
- 12 takes a pass from 10, turns back to defenders, “dummies” to 10 on the “loop” and 13 on the “switch”, passes to 11 coming on their “outside shoulder”.
- 13 waits until 10 has performed “dummy loop” and then moves into a position to make a “dummy switch” with 12.
- 11 waits until 10 and 13 have performed their “dummy moves” before taking a “pop ball” on 12’s “outside shoulder”.

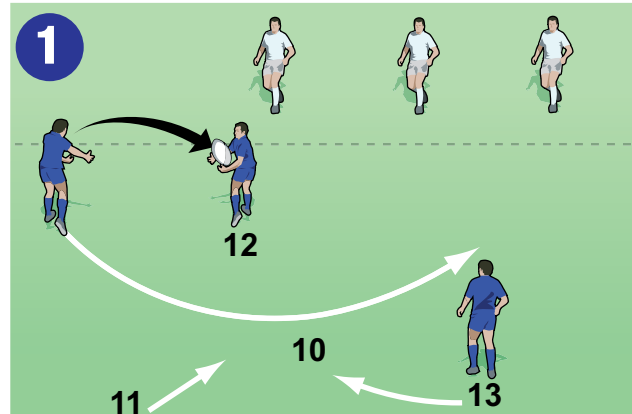
Common mistakes

- 13 and 11 start their runs too early. 13 has to make the run look as convincing as possible.
- 12 does not perform the “dummies” realistically. The defence needs to think that 10 and 13 are going to get the ball so there needs to be an element of over-exaggeration.

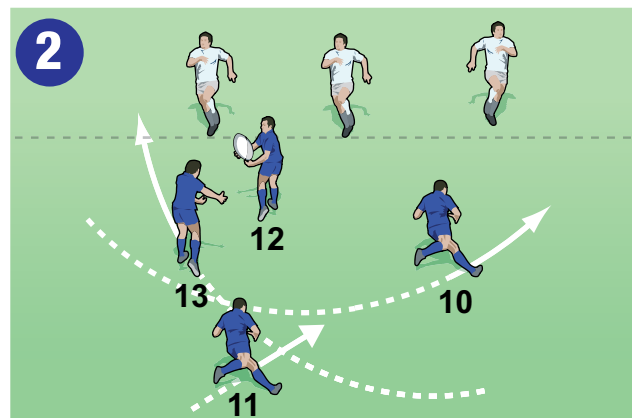
Think about

- 12 standing very flat so 10 does not have to run too far backwards.
- 15 and 14 standing very wide to draw out defence.
- “Dummy” runners making as much noise as possible.

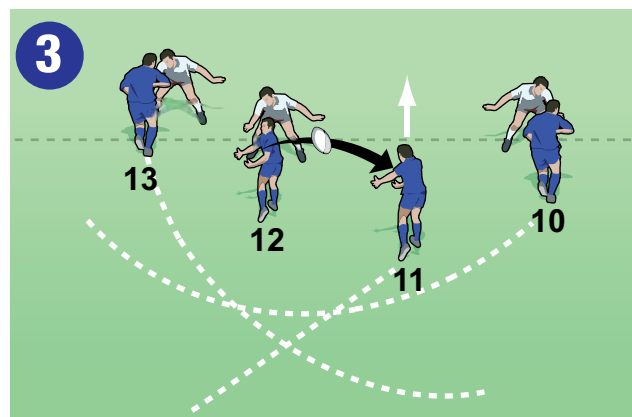
Direction of run Ground covered Pass



10 loops behind 12. 12 dummies to 10. 13 runs behind 10, towards 12's inside shoulder.



12 dummy passes to 13 as 10 continues to arc out.



12 passes to 11 as he arrives on 12's outside shoulder.