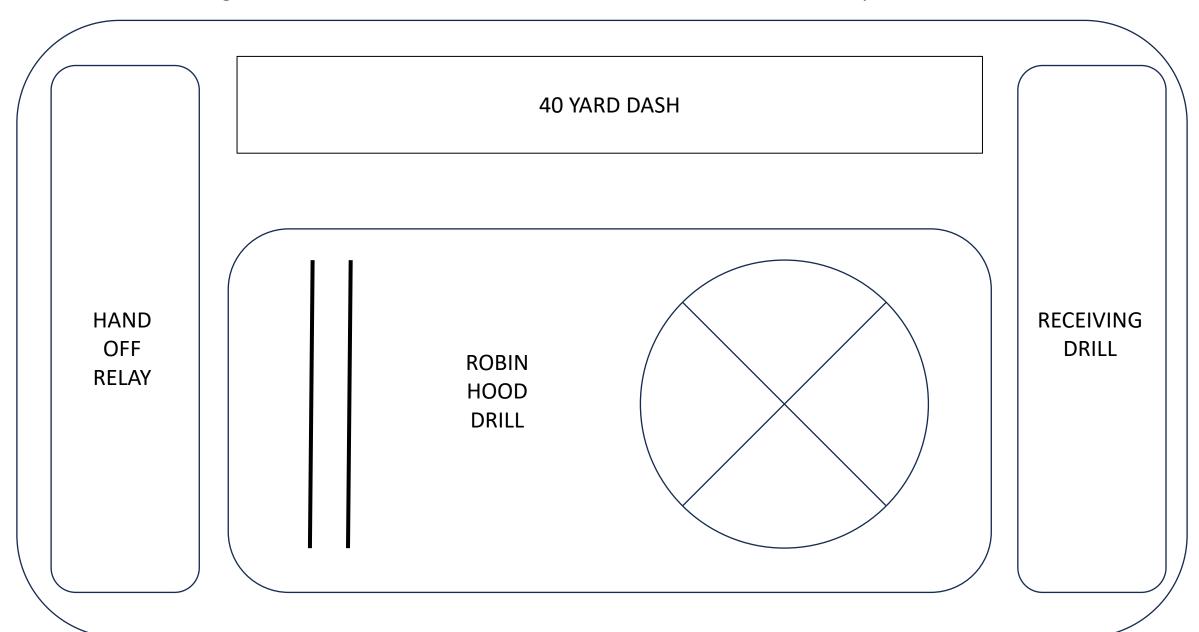
Combine Logistics

- Two 90-minute sessions
 - 12:30-2:00
 - 2:30–4:00
- Session Breakdown
 - 15 minutes intro and warm-up
 - 15 minutes per station (60 min)
 - 15 minutes Sharks and Minnows
 - Alvin addresses parents during sharks and minnows game
- Intent is to be more focused on fun and friendly competition than last year

- Stations
 - 40-YD Dash
 - Hand-Off Relays
 - Robin Hood Drill
 - Receiving Drills
- Everyone starts as a "3"
 - Exceptional (+2)
 - Great (+1)
 - Needs development (-1)
 - Novice (-2)

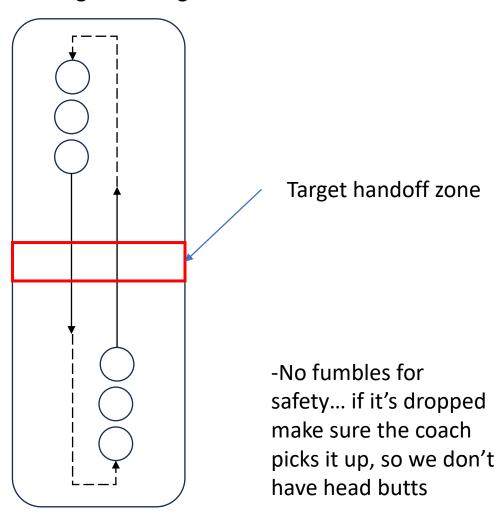
Will organize the stations like this if inside... same if outside but we can spread out a bit.



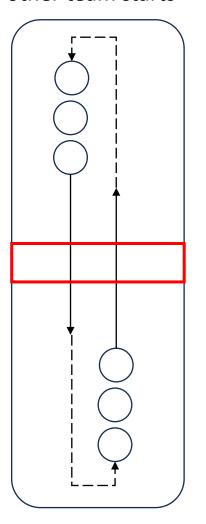
Hand-Off Relay

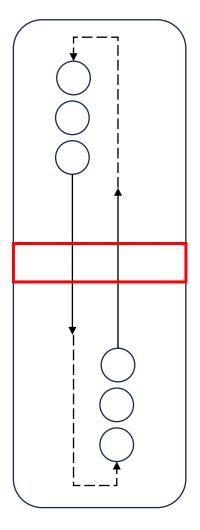
-Start with single line to get the feel

for it



-Then set up two lines and make it a race; if odd numbers just let that team go once before the other team starts

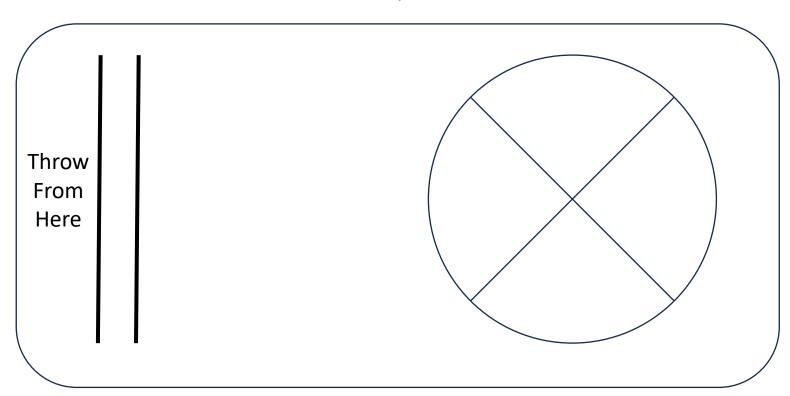




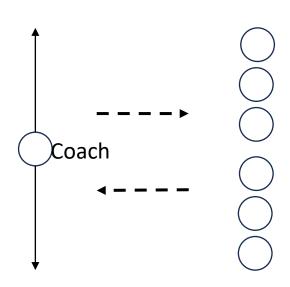
Robin Hood (aka. Finding QBs...)

-Target zone will probably set up with cones; we'll use a flag or endzone pylon to mark "closest to the pin".

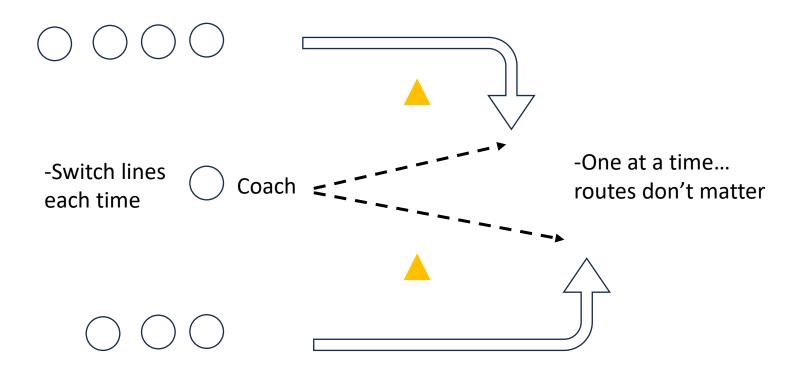
-Start with single throw toward the target zone-go through the line a few times. Then let everyone get 2-3 throws (time dependent) "for score" playing up the competition.



Receiving Drill



-Start by moving up and down the line throwing back and forth noting skill level



-Then form two lines and have kids just run street ball touchdown plays for fun-note folks that are lost and those making good cuts and catching well

40 YD DASH

• Run fast... make good time