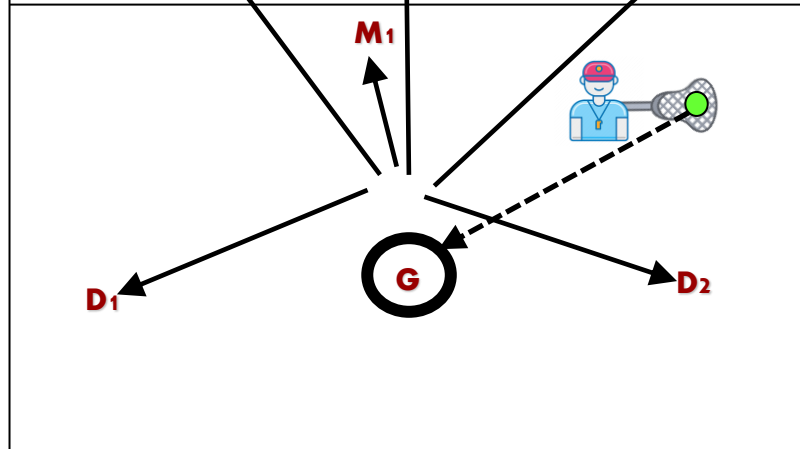
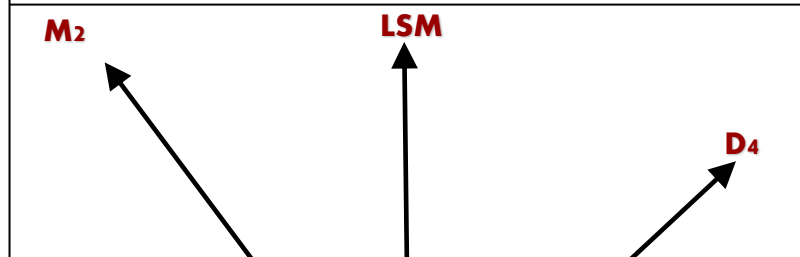
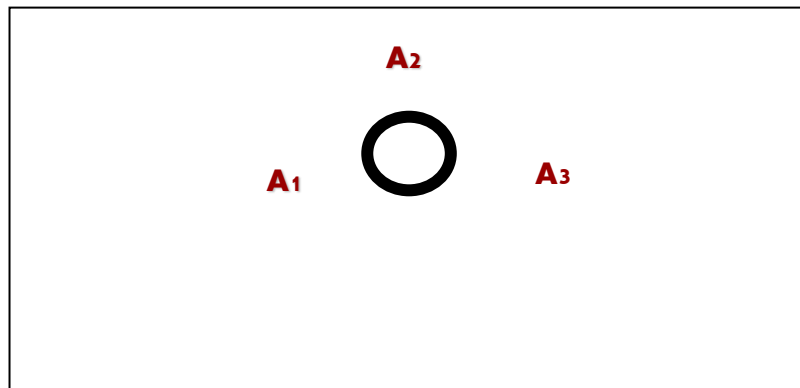
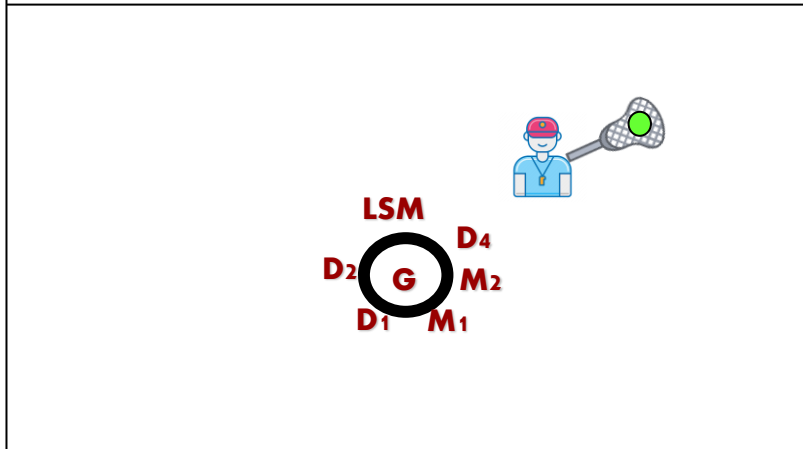
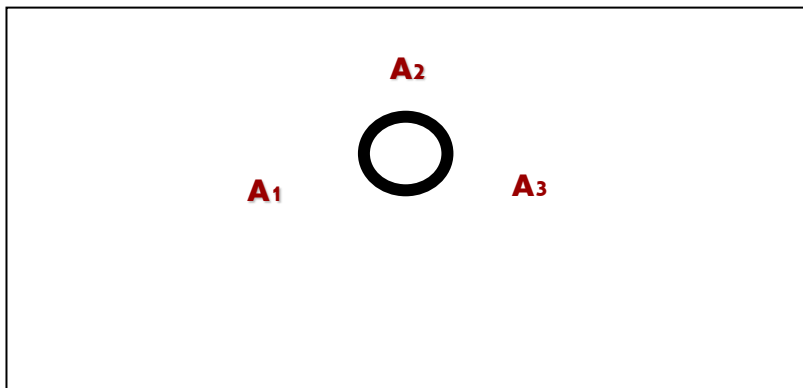
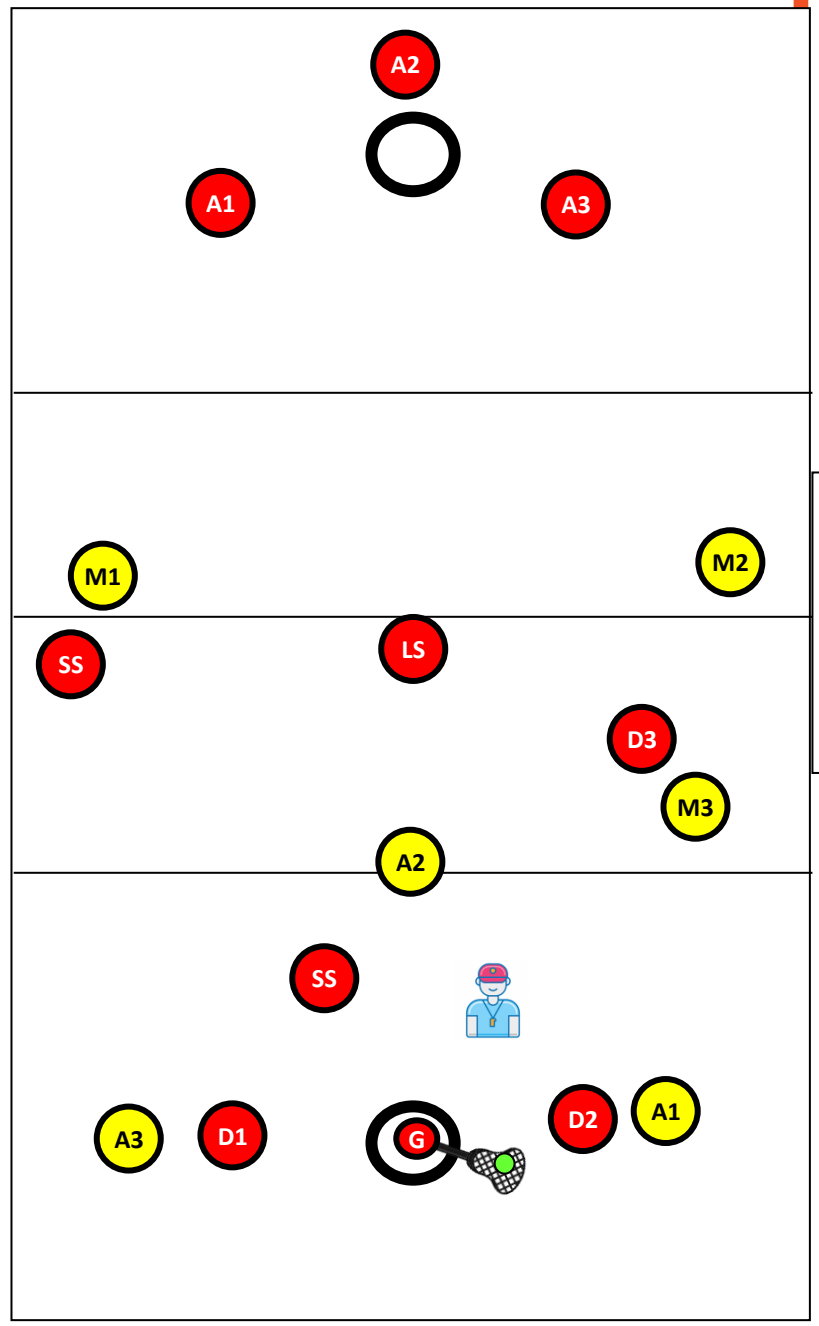
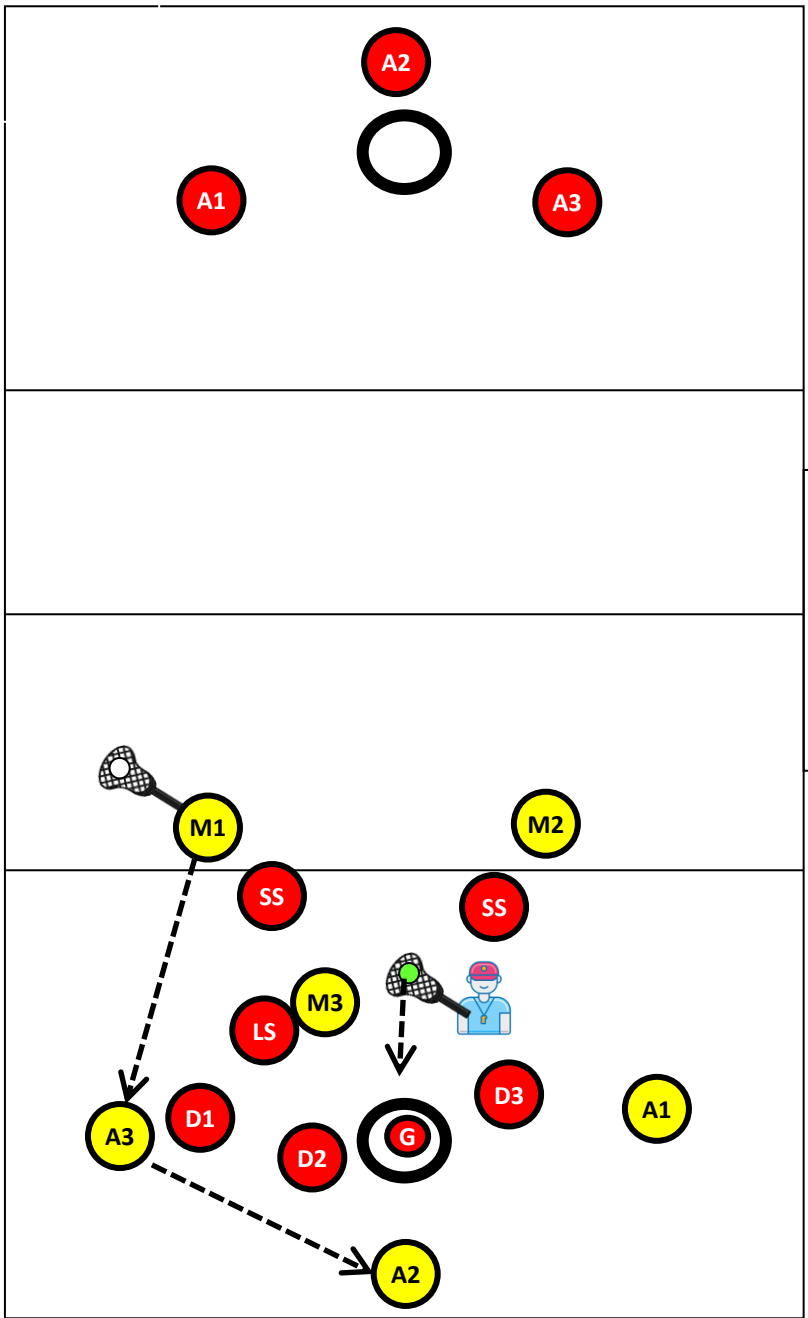


Circle around the crease to diamond clear



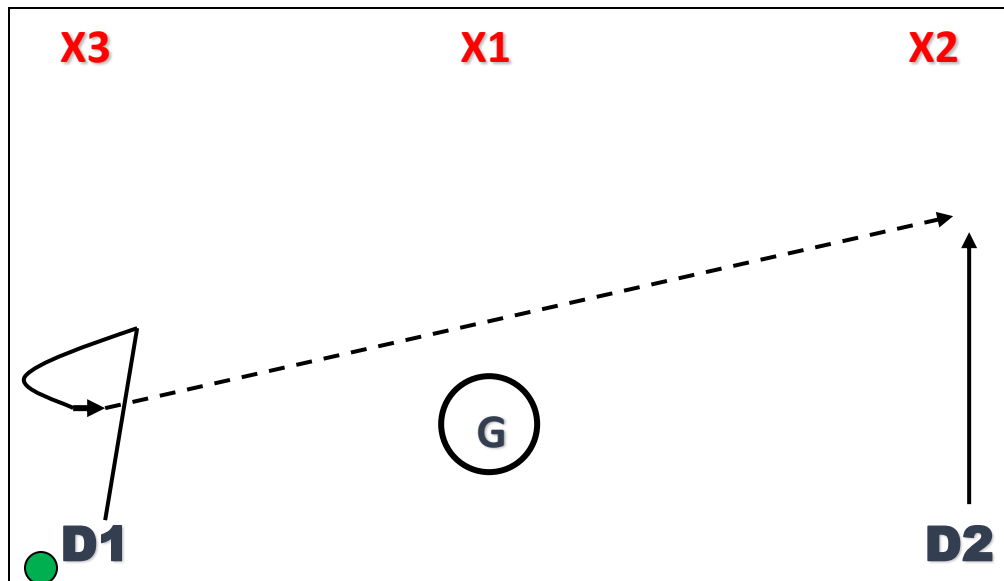
## Air Ball to Clear

Offense passes a pretend ball around the perimeter  
Coach shoots on goalie and yells "Break"  
Defense breaks into clearing pattern  
Clear it live to a shot



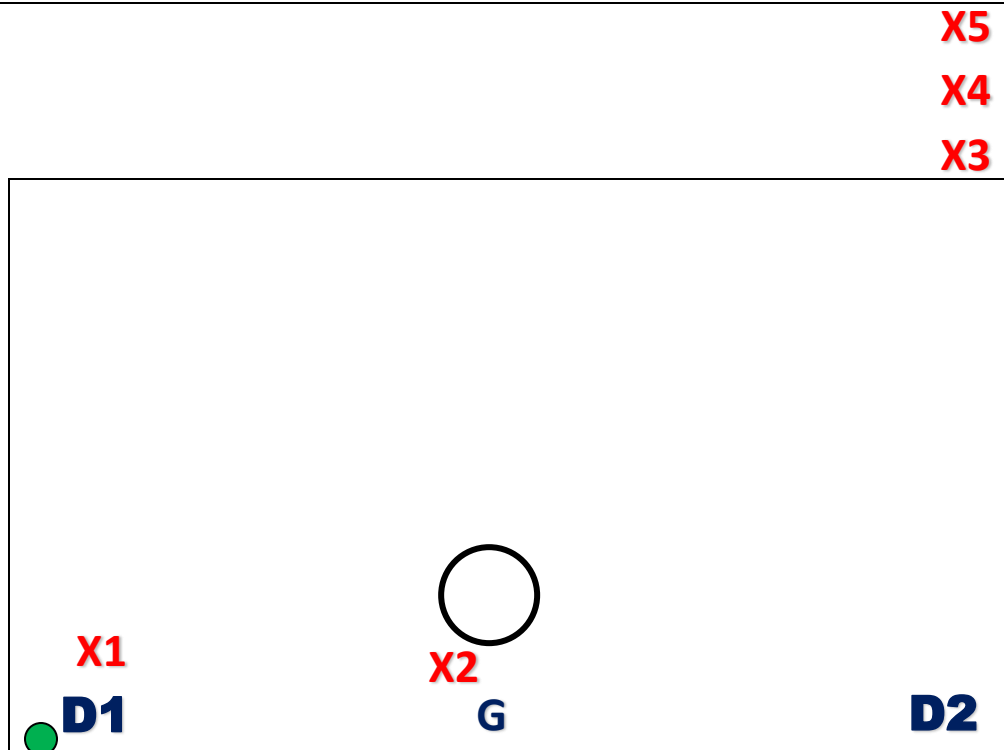
## Rollback Clearing to a 32

- 1) D1 runs rolls back and throws and up and over pass to D2.
- 2) D2 runs to midline and drops the ball.
- 3) X's pick up ball and counter attack 3 v 2



## Little 32 Toomey Drill

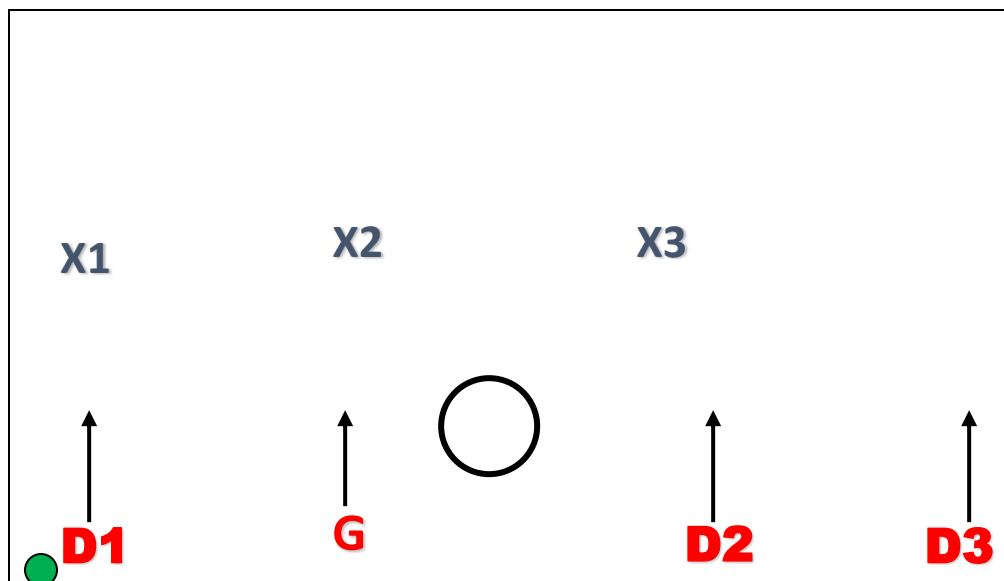
- 1) Practices 3 v 2 clearing from the endline. Ride it anyway you like.
- 2) When defenders get to Mid-Line they drop the ball and give ball to the offense
- 3) Offense adds a guy from the midline and play it 3 v 2. one or no cradles.



## Bigger Toomey Drill

- 1) Defenses clear it; with or without riders.
- 2) If you do have riders, you can only use 3 riders, you will release a 4<sup>th</sup> offensive player when the defense clears it
- 3) When defenders get to Mid-Line give ball to the offense
- 4) Offense goes on a 43 the other way coming back at defenders. One or no cradles.

X4



## Clearing one way to 6 v 6

- 1) Steady clearing one way into a 66
- 2) Practice subbing
- 3) End with a set play or Turbo or a situation
- 4) Next group of clearers ready to go

