

Game-Sense Training

(1) **DRIVE** at anything



(2) **DRIVE** the white back,
- making **ONE RED**



(3) **DRIVE** the red back,
- making **ONE BLUE**



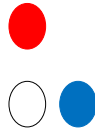
(4) **DRAW** onto the white and
then **DRIVE** the red back
- making **TWO BLUE**



(5) **DRAW** onto the white and
then **DRIVE** the blue back
- making **TWO RED**



(6) **DRIVE** the white back
and then **DRAW**
- making **THREE RED**



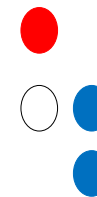
(7) **DRIVE** the white back
and then **DRAW**
- making **THREE BLUE**



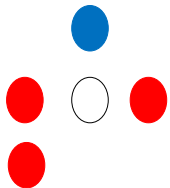
(8) **DRIVE** the white back
and then **DRAW**
- making **THREE BLUE**



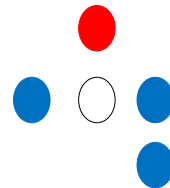
(9) **DRIVE** the white back
and then **DRAW**
- making **THREE RED**



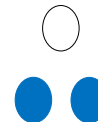
(10) **DRIVE** the white back
and then **DRAW**
- making **THREE BLUE**



(11) **DRIVE** the white back
and then **DRAW**
- making **THREE RED**



(11) **DRIVE**
- making **ONE RED**



The following activities should be incorporated into a game-sense approach. This means utilising games or match play situations where players are empowered to think of tactics, quick decision making and problem solving in a highly motivational environment.

CHALLENGE YOUR TEAM-MATE, PARENT OR COACH!

It is important to remember that it may not always be possible to score a point by aiming directly for the jack. Sometimes, you must be prepared to use several balls to score one point, which may be achieved by using different angles and gently nudging your own balls into gaps.

*REMEMBER – it is a game of **SKILL** and **STRATEGY**, not brute force!*