

BUILD YOUR WALL

with Stan Anderson
& Camp Shutout

CONSIDER

A HIGH LINE

If the kick will likely be a serve - and not a shot - consider pushing your defenders to a high line to create space for yourself.

NOTE THE KICKING FOOT

For wider kicks, inswingers may be shots, but outswingers are usually serves.

Players in the wall:

0-1

1-2

2-3

3-4

4-5

5-6

DON'T GO TO THE POST TOO SOON!

Be wary of quick free kicks. Wait until you KNOW that play has been stopped and will not restart until the referee's whistle.

ALIGN BALL, POST & INSIDE SHOULDER

Touch your head to the post and spot a line to the ball. Align the *outside* player of your wall so that his *inside* shoulder falls on that line.

COMMANDS

1) "Five!"

Immediately call out the number of players you want in the wall. This is based on the placement of the ball and the skill (and preferred foot) of the kicker.

2) "Left Two!"

Align your wall with simple, loud, two-word commands. Direction and number of steps.

3) "Hold!"

Lock down your wall with this final, authoritative command.