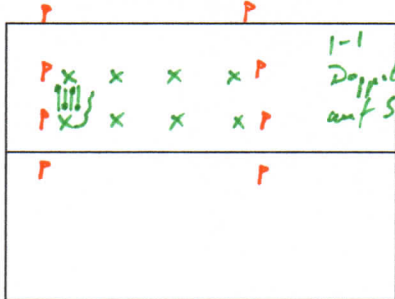
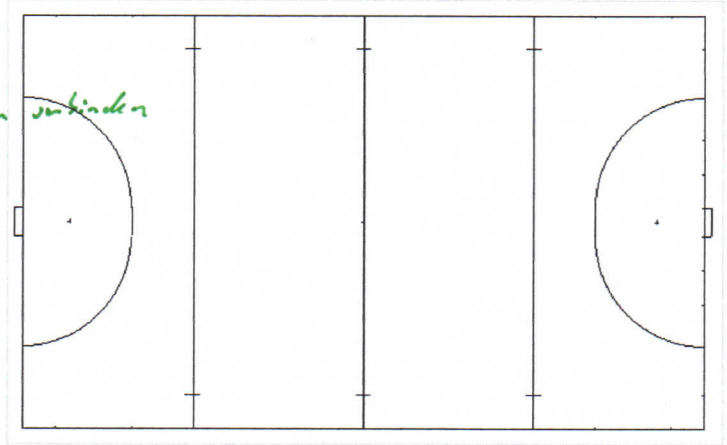
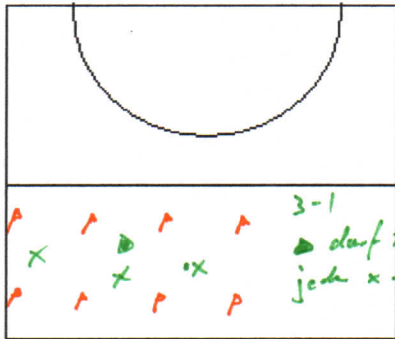
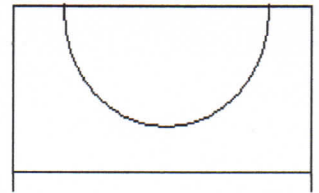
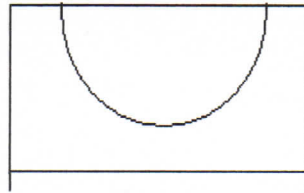
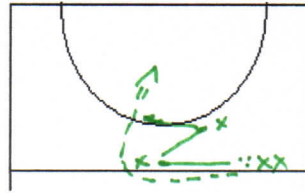


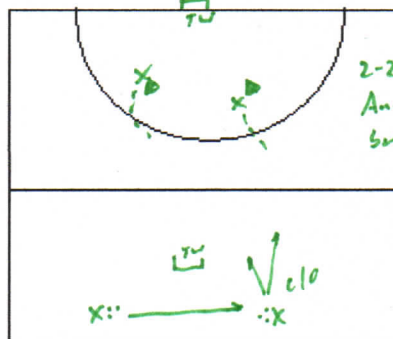
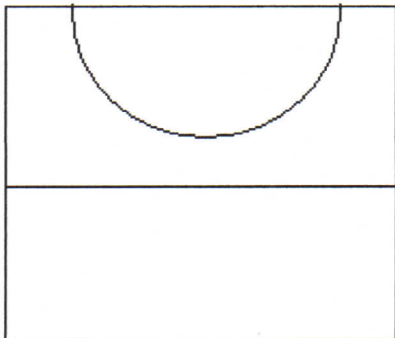
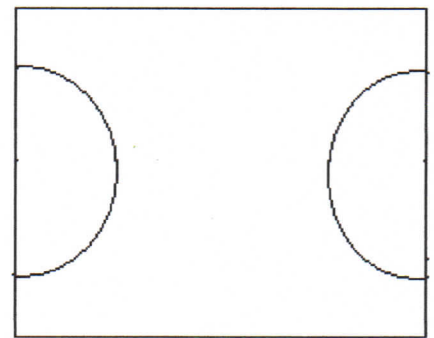
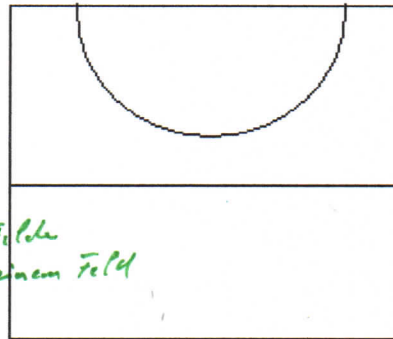
ankommen
Ball behaupten
verbinden
esobst \blacktriangle Ball muß es mit seinen Außen verbinden



1-1
Doppelpässe
auf Signal ins 1-1



3-1
 \blacktriangle darf in alle Felder
jede x nur in seinem Feld



2-2
Angriff von x
bei Ballabweisung von \blacktriangle Konter/begegnung
x↑
 \blacktriangle ↓

