

Date: \_\_\_\_\_ - Match: \_\_\_\_\_ - \_\_\_\_\_ - Result: \_\_\_\_:\_\_\_\_ (P1: \_\_\_\_:\_\_\_\_)

### Hit pattern attacker

Name: \_\_\_\_\_

No.: \_\_\_\_ / Position: \_\_\_\_

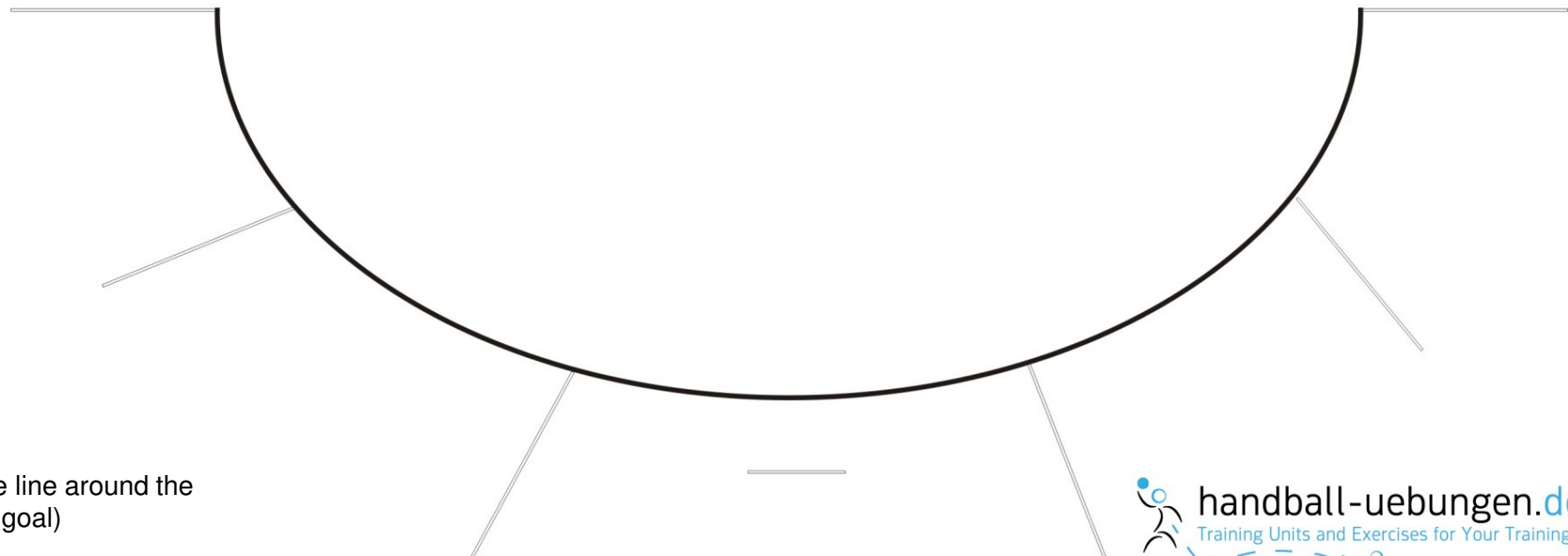


### 7 meter throw

Goal	saved

### Counter attacks

Goal	saved



### Declaration:

- 1: 1. throw = no goal
- F2: 2. throw = fast break (with circle line around the number = fast break goal)

③: 3. throw = Tor

**Hit pattern attacker**

Name: \_\_\_\_\_

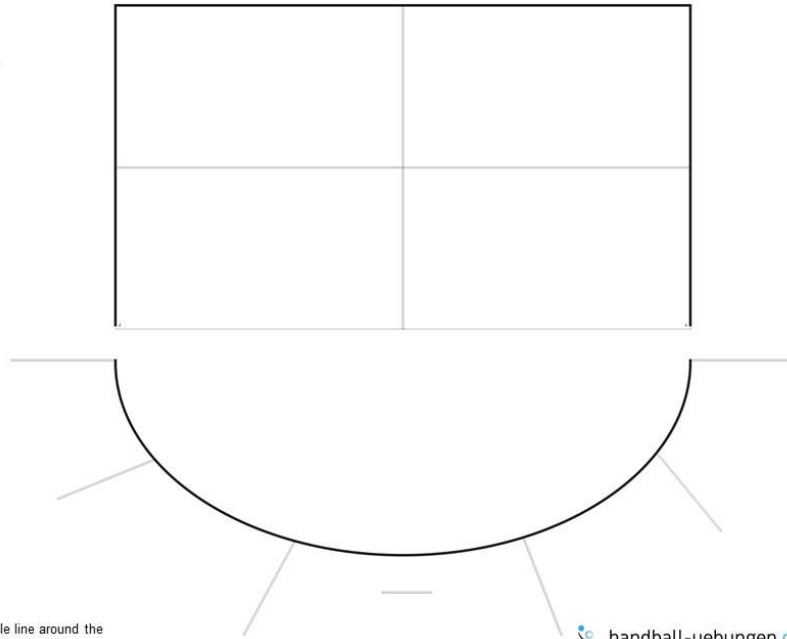
Nr.: \_\_\_\_ / Position: \_\_\_\_

**7 meter throw**

Goal	saved

**Counter attacks**

Goal	saved



Declaration:

- 1: 1. throw = no goal  
 F2: 2. throw = fast break (with circle line around the number = fast break goal)

③: 3. throw = goal



**Hit pattern attacker**

Name: \_\_\_\_\_

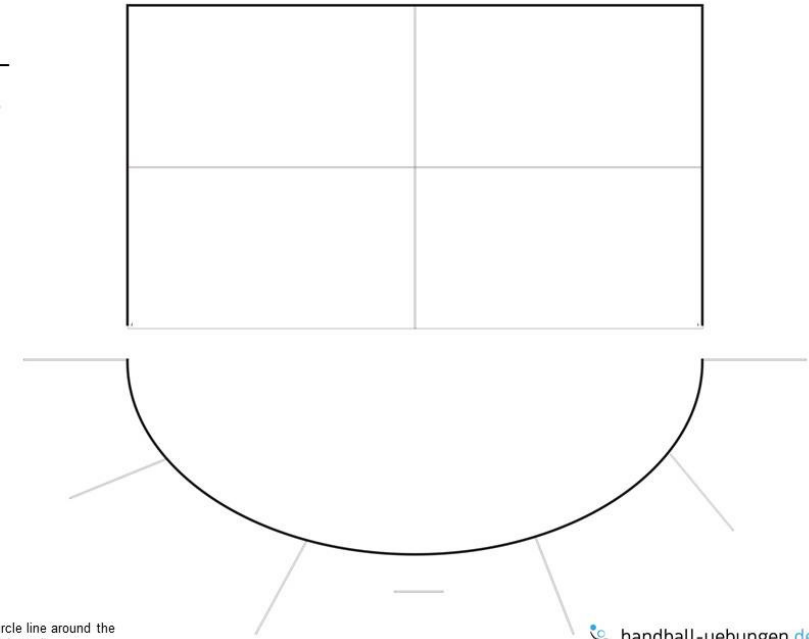
Nr.: \_\_\_\_ / Position: \_\_\_\_

**7 meter throw**

Goal	saved

**Counter attacks**

Goal	saved



Declaration:

- 1: 1. throw = no goal  
 F2: 2. throw = fast break (with circle line around the number = fast break goal)

③: 3. throw = goal



**Hit pattern attacker**

Name: \_\_\_\_\_

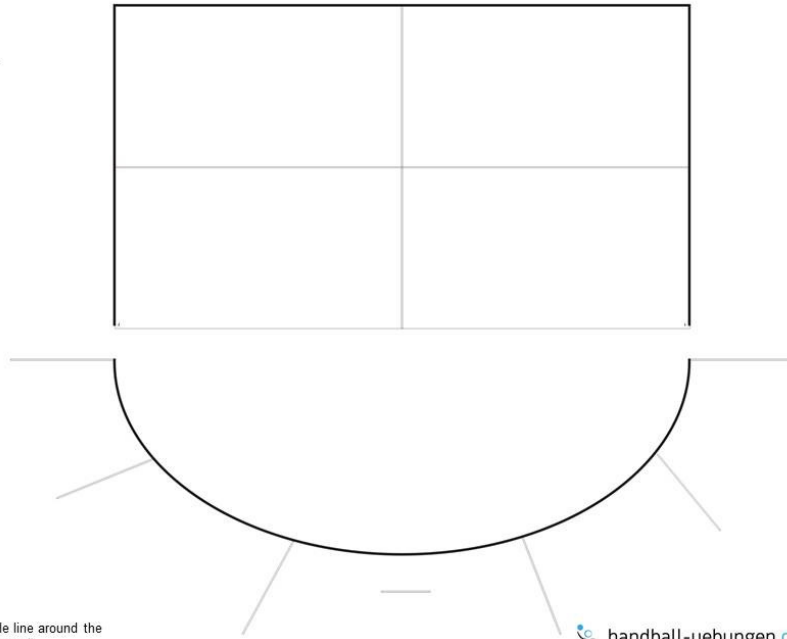
Nr.: \_\_\_\_ / Position: \_\_\_\_

**7 meter throw**

Goal	saved

**Counter attacks**

Goal	saved



Declaration:

- 1: 1. throw = no goal  
 F2: 2. throw = fast break (with circle line around the number = fast break goal)

③: 3. throw = goal



**Hit pattern attacker**

Name: \_\_\_\_\_

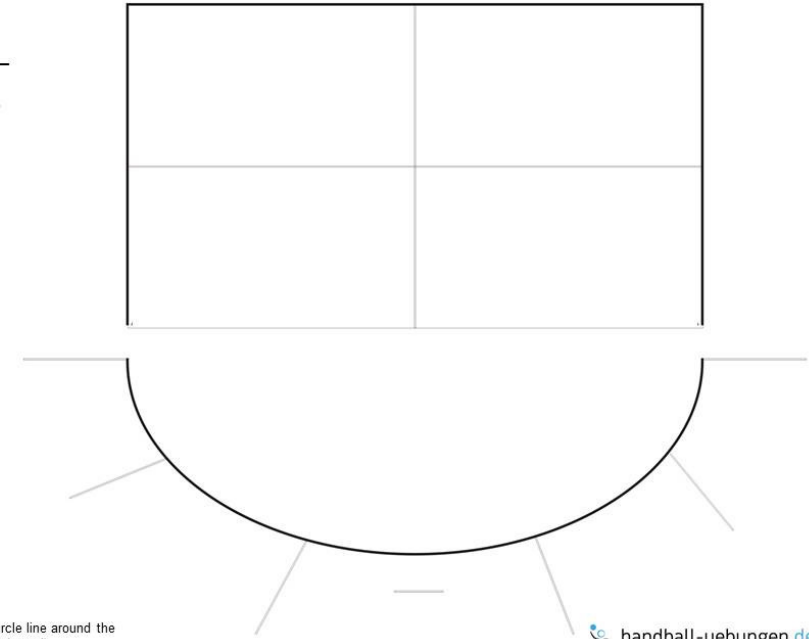
Nr.: \_\_\_\_ / Position: \_\_\_\_

**7 meter throw**

Goal	saved

**Counter attacks**

Goal	saved



Declaration:

- 1: 1. throw = no goal  
 F2: 2. throw = fast break (with circle line around the number = fast break goal)

③: 3. throw = goal

