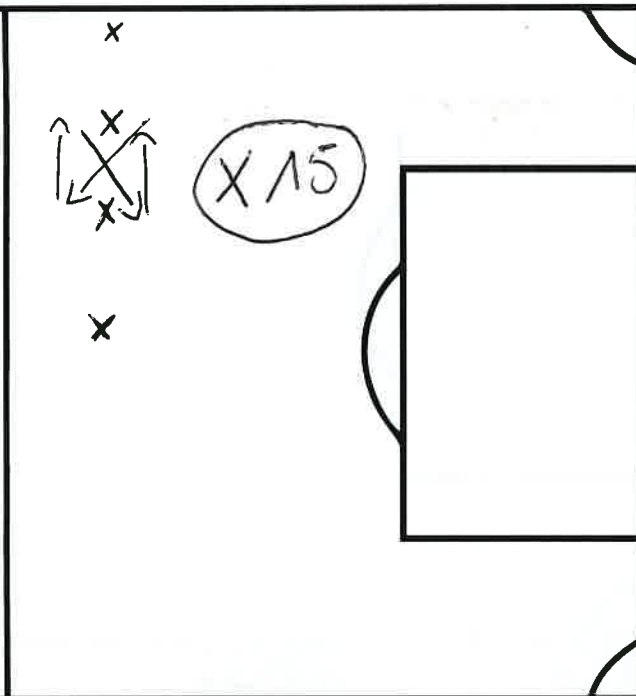
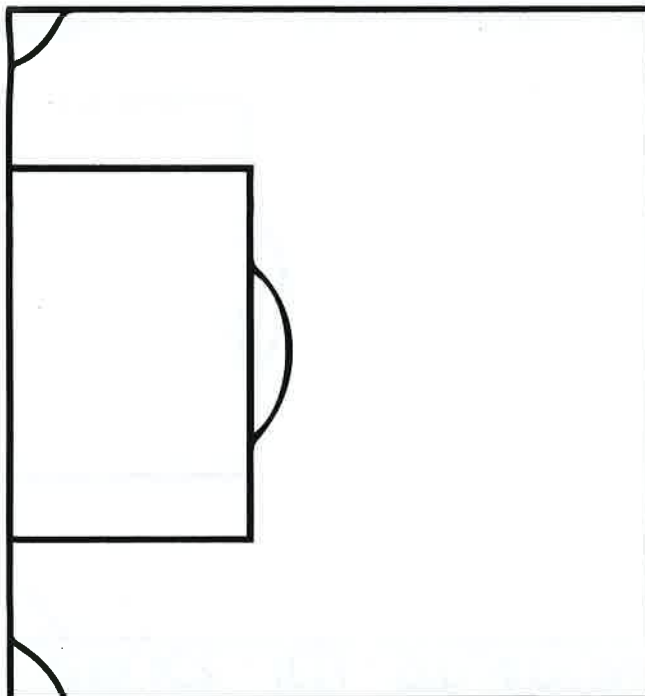
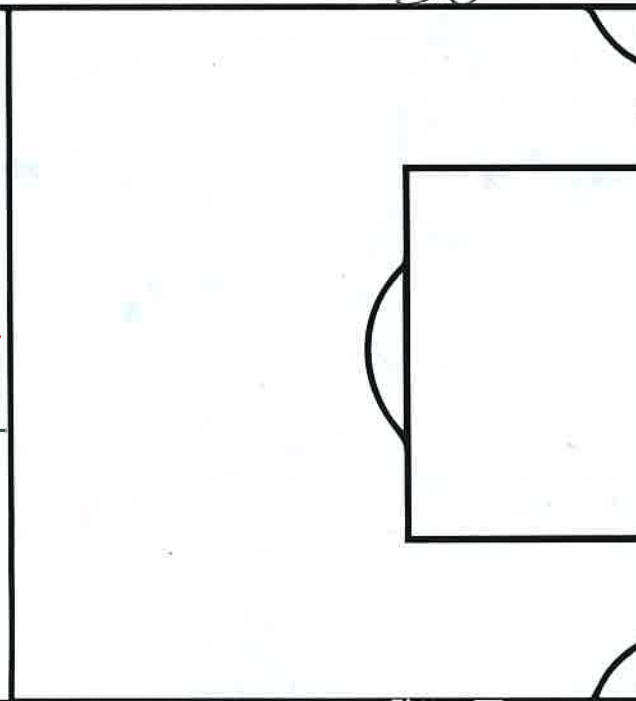
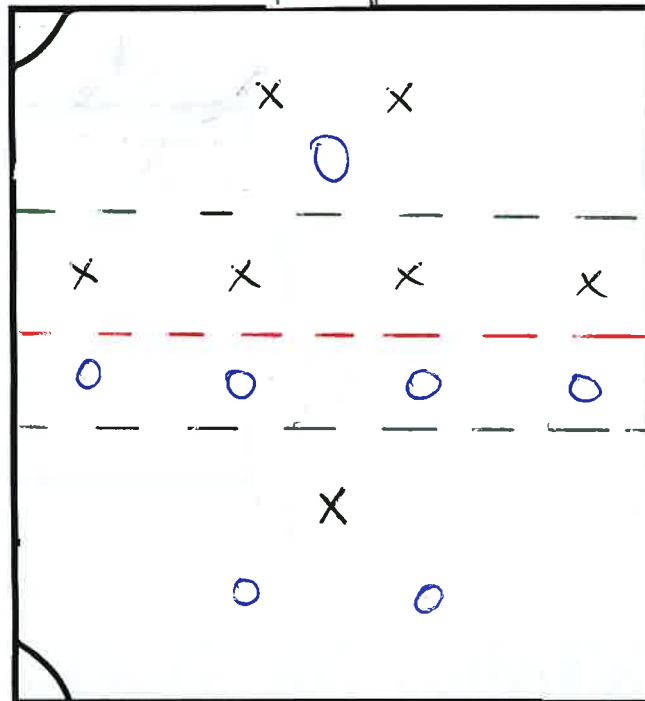


GDB :



GDB :



Jeu
7 vs 7 + 1 Joker
Systeme : 2 4 1
V1 = Pour marquer 1 touche
V2 = Pour marquer de moitié passe
V3 = Toute l'équipe doit être --- libre
V4 = " " " " --- OFF

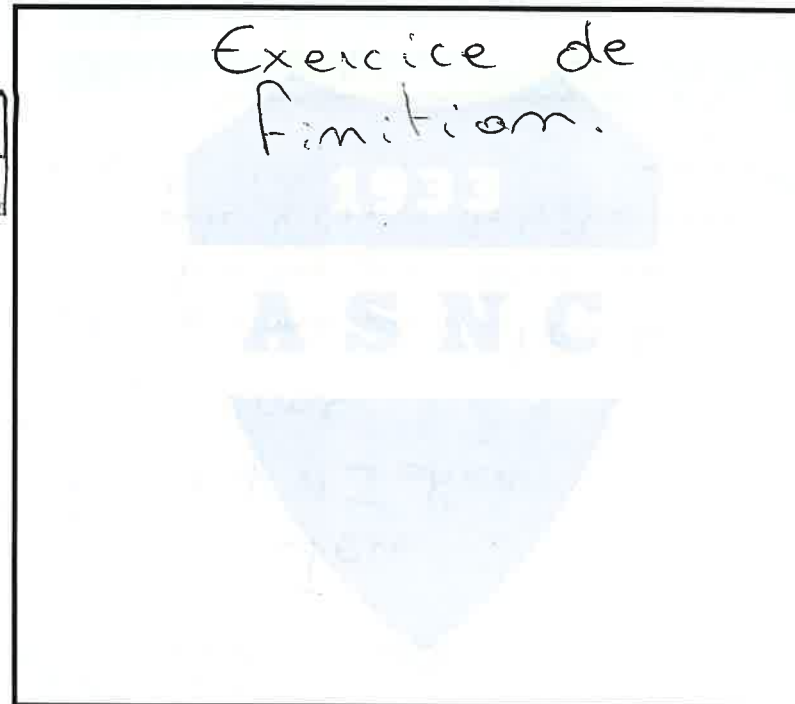
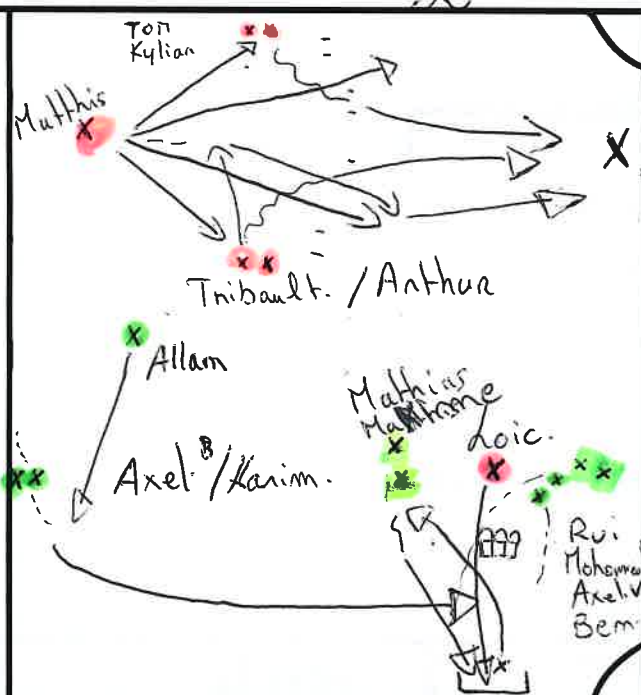
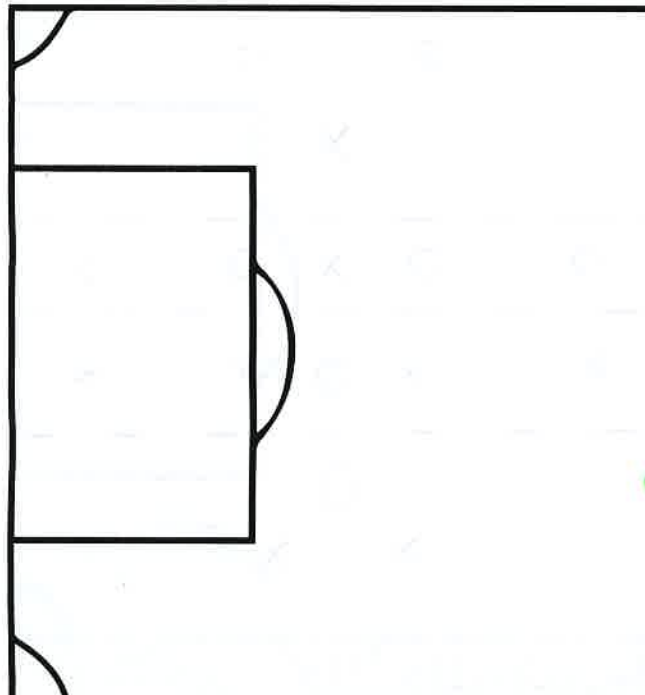
Savoir Jouer Rapidement
à la transition.
Savoir Reformuler le Bloc Rapide

EXERCICE - JEU - SITUATION

TEMPS : 30'

JOUEURS : 15

GDB: 2



Exercice de
finition.

EXERCICE - JEU - SITUATION

TEMPS :

JOUEURS :

GDB:

