## Scotland return to the Euros as David Marshall heroically saves Serbia penalty by Sean

The Scotland national team had not qualified to a major competition in 22 years until this match (Serbia v Scotland) taking place at 7:45pm on the 12th of November 2020. The game would take place at Serbia's home ground (the Red Star Stadium) in Belgrade.

Serbia were the favourites for this match but that didn't stop the Scots. Scotland dominated the first half which unfortunately finished 0-0. Scotland were unlucky to not have had a lead at this point.

But not to worry Ryan Christie scored a banging goal from outside the box in the 52nd minute. At this point the game looked like it was Scotlands to win, and they pushed for more goals. Until the three arguably best players on the pitch were subbed off (Dykes, McGinn and Christie)! Scotland had lost all energy, and Serbia scored a last minute equaliser on the 90th minute bringing distraught to all Scotland supporters in the nation.

It proceeded to go to extra time and the game was looking rusty. It seemed like Scotland had lost all hope but they managed to hang on until penalties.

The penalties kicked off with Leigh Griffiths taking first, who smashed it into the right side making it 1-0 Scotland in pens, although Serbia also scored making it 1-1. Callum McGregor then stepped up and took his similar to Griffiths' making it 2-1, but yet again Serbia also scored theirs, Marshall almost getting his hands on it. The penalties went on like this until Kenny McLean slotted his into the bottom left corner making it 5-4 to Scotland. All the pressure was now on Serbia's star striker Alexandra Minkavich on Serbia's final penalty, he placed it down the right side and Craig Marshall saved it!!! Scotland players and fans were in tears of joy, Craig Marshall made sure it counted and the whole team went nuts. This was one of the greatest moments in Scotlish football history. The team sung 'Yes sir, I can Boogie' and David Marshall was now a hero to all football fans in Scotland.