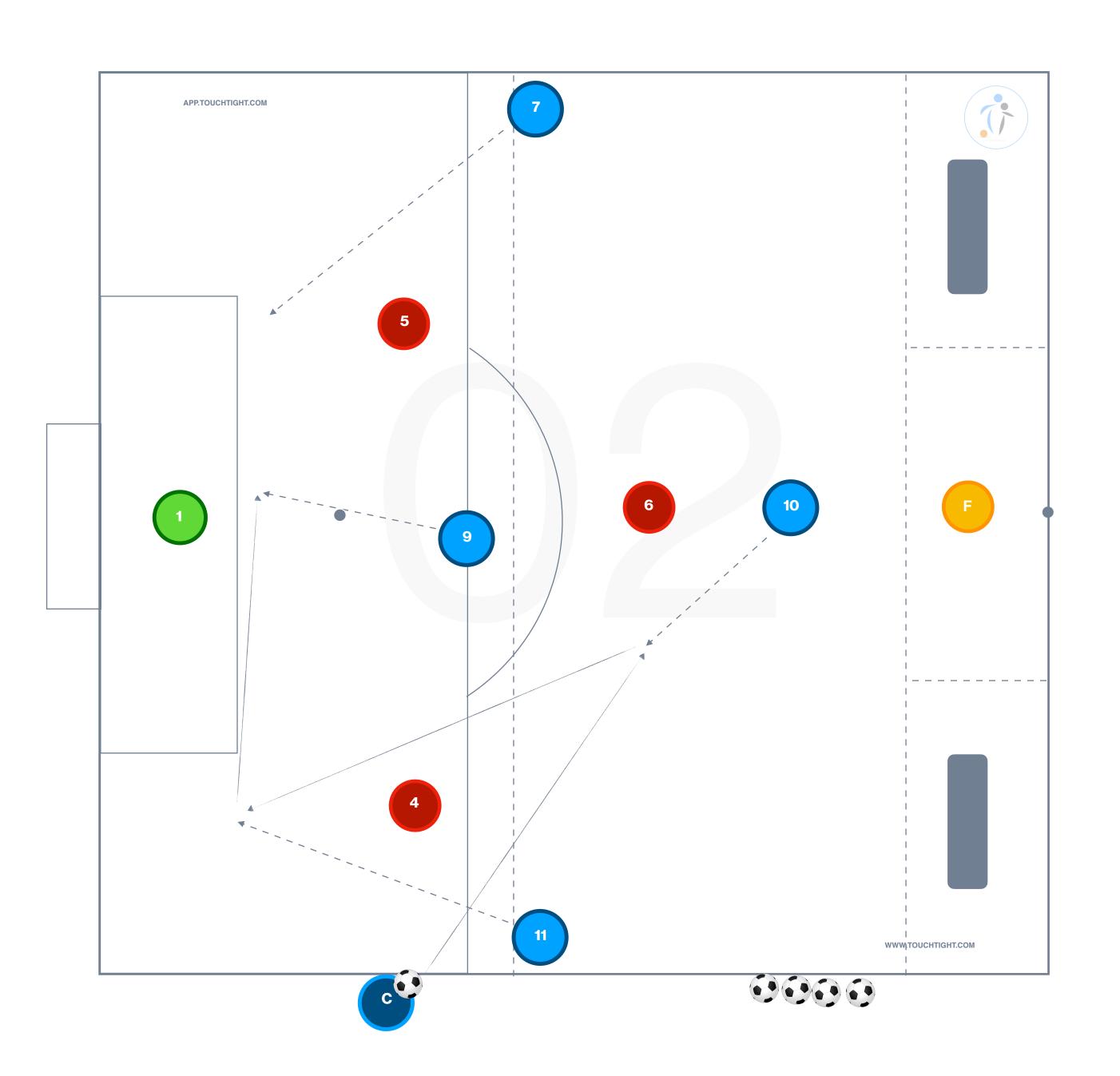
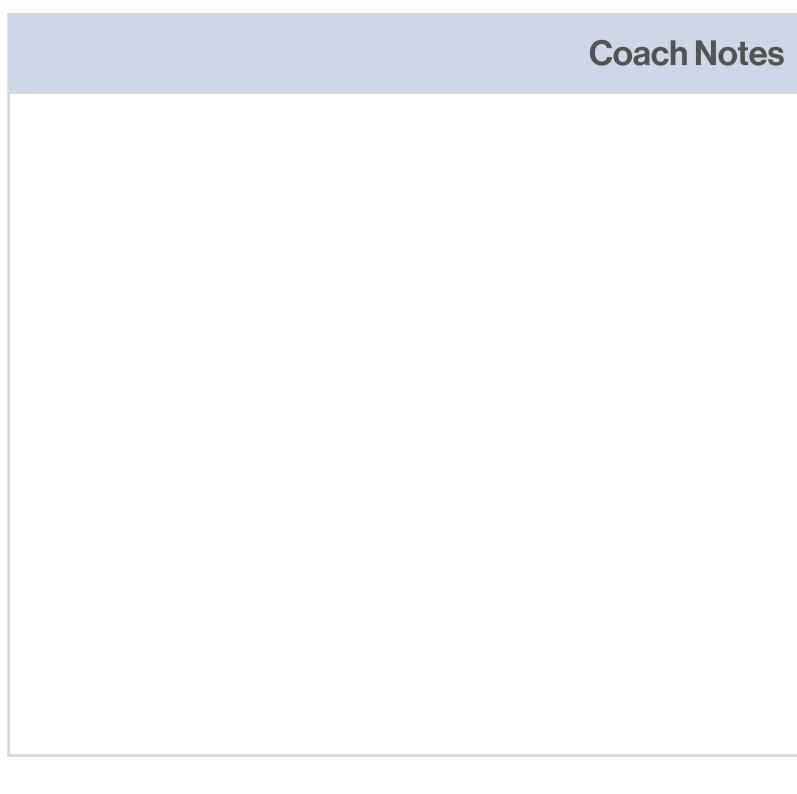
Club	Age Group







ntigr touch

this single player overload.

Progressions Conditioning type of counter (solo, combination, direct) Goal for number of passes made by possession team 2. Amend numbers in play З.

Area
Inten

Date	Start Time	Duration	No. of Players

Organisation

3 Opposition players managed against four coached players plus a target player for possession team to play into to score in one of two mini goals.

Coach counter attacking team to attack quickly in a 13 against managed team in a 21. This replicates

teams attempting to play out in central areas and focuses the counter on exploiting spaces left in

Key Coaching Points

Attacking midfielder (10) high press on central midfielder (4) to regain and create a 4 v 2 around the box; focus on runs beyond from wide players.

Once inside the box in around byline, develop movement and quality of decision and final ball to finish. Near (9), central (10) far (7) examples.

As defenders (5 & 6) drawn out to wide players, 2 v 1 gaps appear in the box for forward runners (7 & 9). How can we ensure this is maximised?

Player Questions

Where are the spaces that defenders have left to be exploited?

2. How can you improve your decision-making in the final third?

3. Can you identify the triggers to start the press?

a Size	Duration	Sets
ensity	Work to Rest Ratio	Energy Type



Clu	b Age Group	Coach	Session Title	Date	Start Time	Duration	No. of Players

Player

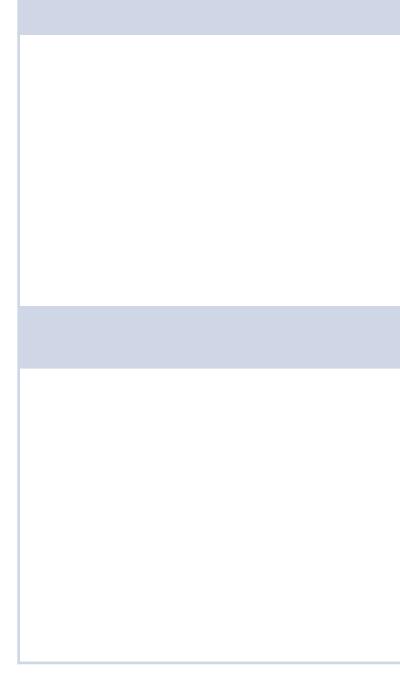
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	Objective	Objective Tech / Tact / Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Image: Soc / Phy / Psych Ima

Evaluation

Coach (Self) **Session Organisati**

Detail any individuals, pairs, trios and units to work on in the group and specify what detail you will be developing within each session element.

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Evaluation

Players (Motivation / Engagement / Learning)

Action Points





