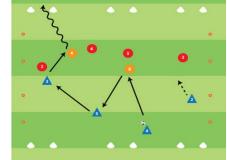
Name:	Brant Wojack		Team:	USSF Socc	USSF Soccer D Team	
Date:	Today	Mesocycle:		Microcycle/Day:	Tueso	day
<b>TRAINING</b>	G OBJECTIVE(	S):				
opponent of the stand of the st	compactness p penetrate forv gangles, expan	revents us from plaward into our oppoe sion of 3,2, playing f	ents half UNDER CONTRO	in defensive posture). W L. To eliminate opponer rating passes whenever	VHY? To main nts forward lin possible. HO	er distributes to 3,5,4,2, tain posession, organize our ne. WHAT? Runs to create W? Passing accuracy (correct
魚			40 x 40 yard area (opti group (4-16 players) of COACHING POINTS A Stay light on the toes ju direction. Keep ball on	kay to have an odd 3. So  / KEY CONCEPTS  ogging in place. Pass arc	box using con occer balls ound the box Receive with	Activity Time: 3min. Recovery Time: 30sec. ers) es). Group players into 4 per  1 touch, 2 touch, reverse outside of foot, double contact,
* •		• • •	30 x 30 yard area. 10 p	Intervals: ical Environment / Equi	neutral). Smal	l cones and 12 large cones (white



you and your opponent. Overlap and combinations.



III. EXPANDED ACTIVITY Intensity: MED **Activity Time:** 2min. Duration: 17min. Intervals: Recovery Time: 10sec.

## **ORGANIZATION (Physical Environment / Equipment / Players)**

6 v 4 counterattack both directions. 2,3,4,5 should pass up to 6 and 8. Half field, 2 full sized goals, 10 field players and 2 goalkeepers. 8-12 balls, colored pinnies.

## **COACHING POINTS / KEY CONCEPTS**

When red has ball press them and get possession back then quickly expand out. Pass and dribble away from pressure not into it, use full width of the field. Let 6,8 know if they can turn or not. Play combinations with 6,8 and send them through to goal.



**IV. GAME Activity Time:** HIGH 3min. Intensity: **Recovery Time:** Duration: 20min Intervals: 2min.

## **ORGANIZATION (Physical Environment / Equipment / Players)**

6 v 6 with 2 goalkeepers, half field, 2 full sized goals, colored pinnies, 4-6 soccer balls at each goal

## **COACHING POINTS / KEY CONCEPTS**

No restrictions, blue must stay under control and build their attack intelligently and not play into pressure.v However if Red play a high press then blue should play directly sending 6,8 through to goal (are players reading the game correctly?)