Video Clips for Each Phase of the Session

WARM UP - https://youtu.be/tflCh7g5ph8

WHOLE 1 - https://youtu.be/TdSSHUpevls

PART - https://youtu.be/Y_BiOqS4E3U

WHOLE 2 - https://youtu.be/KGVcPNjdRn0

WHOLE CONTINUED - https://youtu.be/I HKNh0CfKc

GAME - https://youtu.be/FaZdk0avV0c



Finishing from the Final Pass, 1v1 with Attacker/GK - Anticipate and Adjust Yourself To Shoot

Category: Tactical: Attacking principles **Skill:** Mixed age

Pro-Club: Colorado Rapids Soccer Club Danny Stone, Las Vegas, United States of America

WARM UP - Attacking Combination Play

Ballwork Warm Up: 25x35 yard channels.

Free play attacking passing combinations against passive defenders.

Play through channel to opposite side, switch play, come back down other channel.

Defenders either track players or fill spaces. Attackers base movement and choice of pass from defenders action.

Tempo

Creative

Realistic

Thought

Timing



WHOLE

WHOLE:

5v4 in each half, attacking numerical advantage, plus neutral player, plus GK.

Free unopposed zone, players from opposite half can check into zone to receive ball and get turned to attack.

Progress to two players and one defender can come into zone to make it opposed, but still attacking advantage. Forces more realistic movement and choice of pass from defending players. Encourage tempo, movement, positivity, responsibility - ATTITUDE and MINDSET to go and score goals.



PART

PART: 35x40 yard area.

3v2 to goal with GKs and counter attack target.

First player moves to receive pass and gets half turned to attack.

Progression - First pass can go anywhere, 3v2 off first pass.

Encourage tempo, movement, positivity, responsibility, creativity - ATTITUDE and MINDSET to go and score goals.

If defenders or GK win ball, play to counter attacking target player. Defenders work two, rest one (or as desired).



WHOLE

WHOLE:

5v4 in each half plus neutral player, plus GK. Always attacking numerical advantage.

Free unopposed zone, players from opposite half can check into zone to receive ball and get turned to attack.

Progression 1 - two players and one defender can come into zone to make it opposed, but still attacking advantage. Forces more realistic movement and choice of pass from defending players. Progression 2 - Allow one defender to also join attack (most likely full backs) to make a 7v4 (plus GK).

Encourage tempo, movement, positivity, responsibility - ATTITUDE and MINDSET to go and score goals.



FINAL GAME

FINAL GAME:

10v10 plus Neutral player.

Leave zone marked on field - but free movement, free play. Continue to encourage and praise tempo, movement, positivity, responsibility - ATTITUDE and MINDSET to go and score goals.

