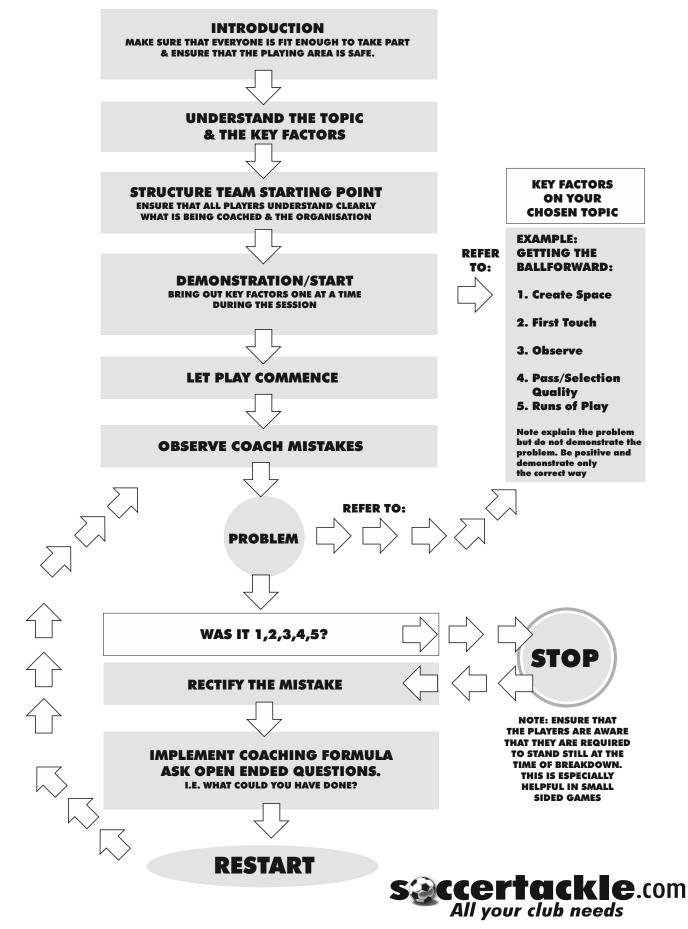
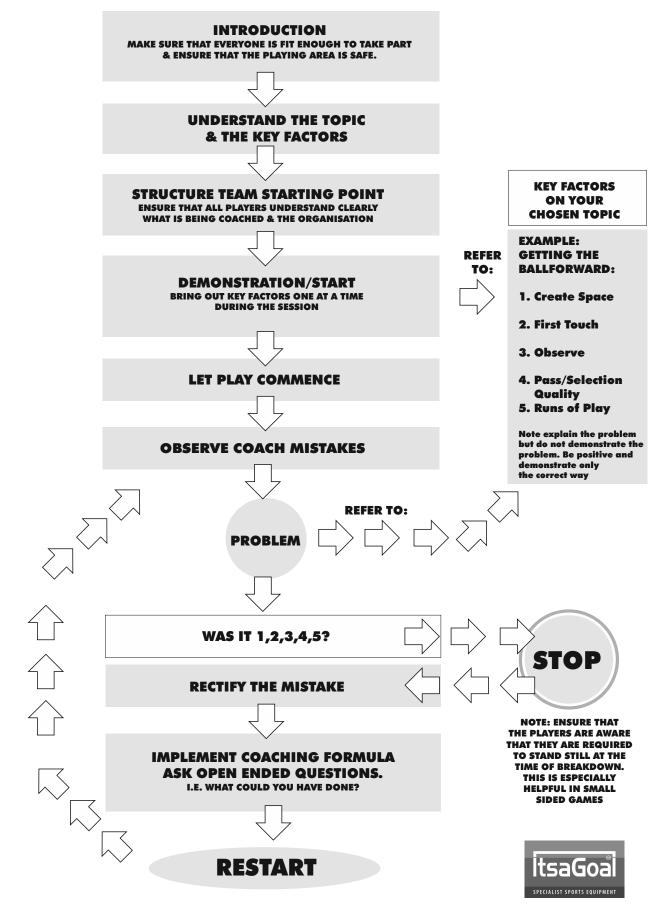
### FLOW CHART FOR A SUCCESSFUL COACHING SESSION



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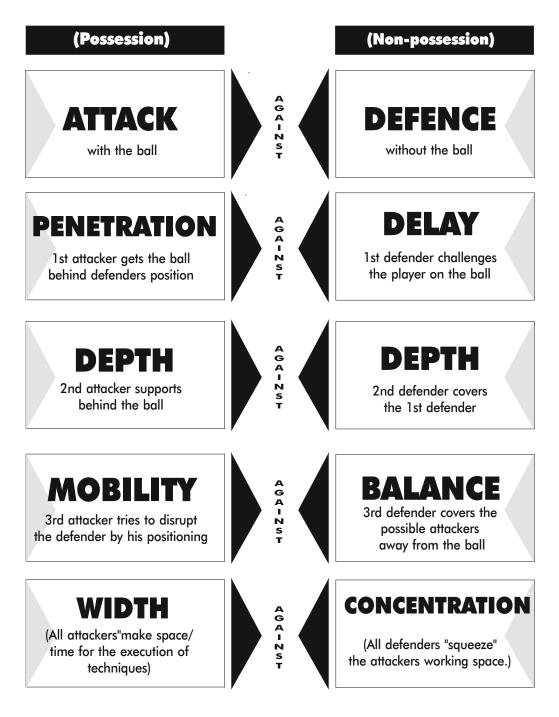
### FLOW CHART FOR A SUCCESSFUL COACHING SESSION



### THE PRINCIPLES OF PLAY

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### **FUNCTIONS OF PLAYERS**

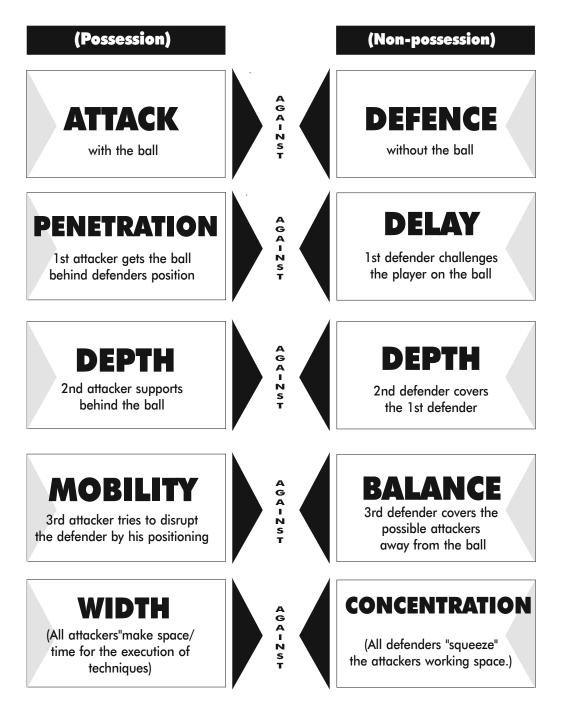




### THE PRINCIPLES OF PLAY

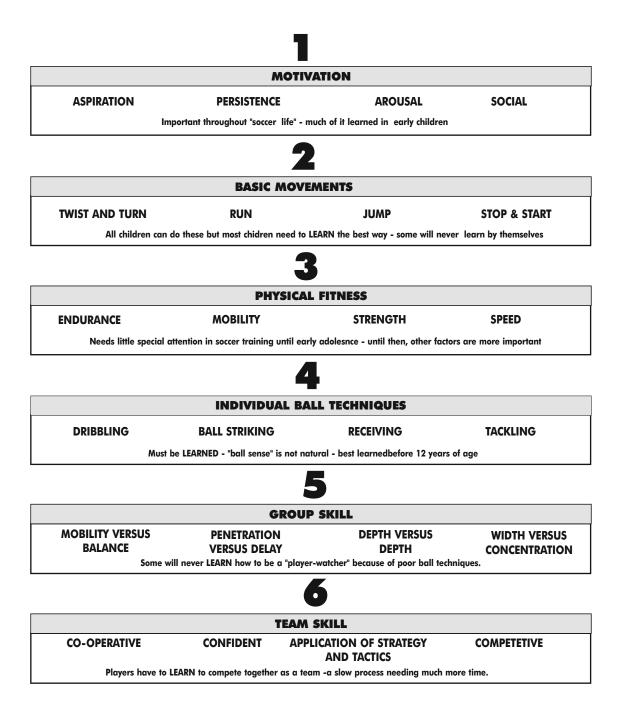
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### **FUNCTIONS OF PLAYERS**



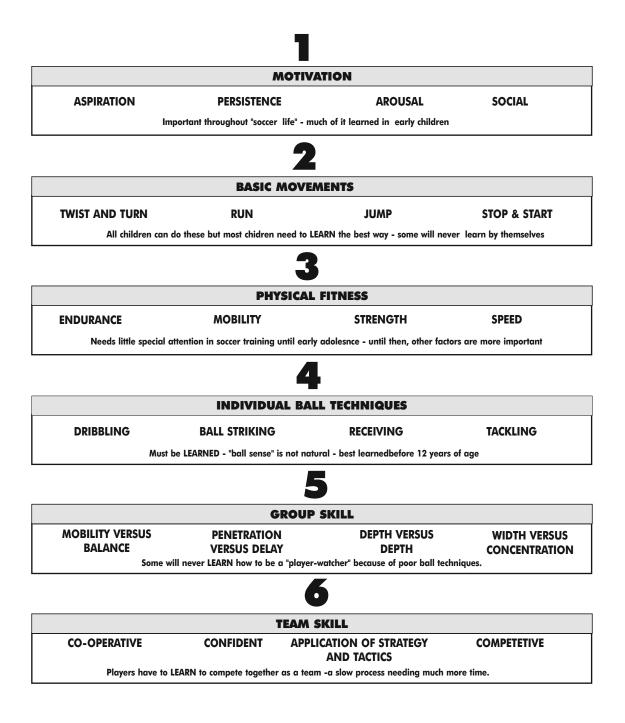


# THE SIX LEVELS OF LEARNING



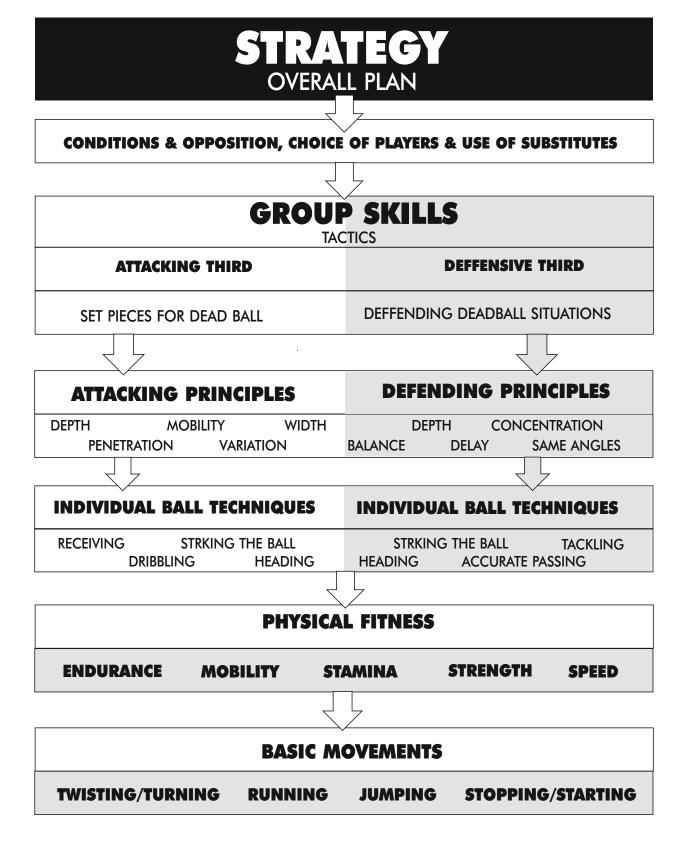


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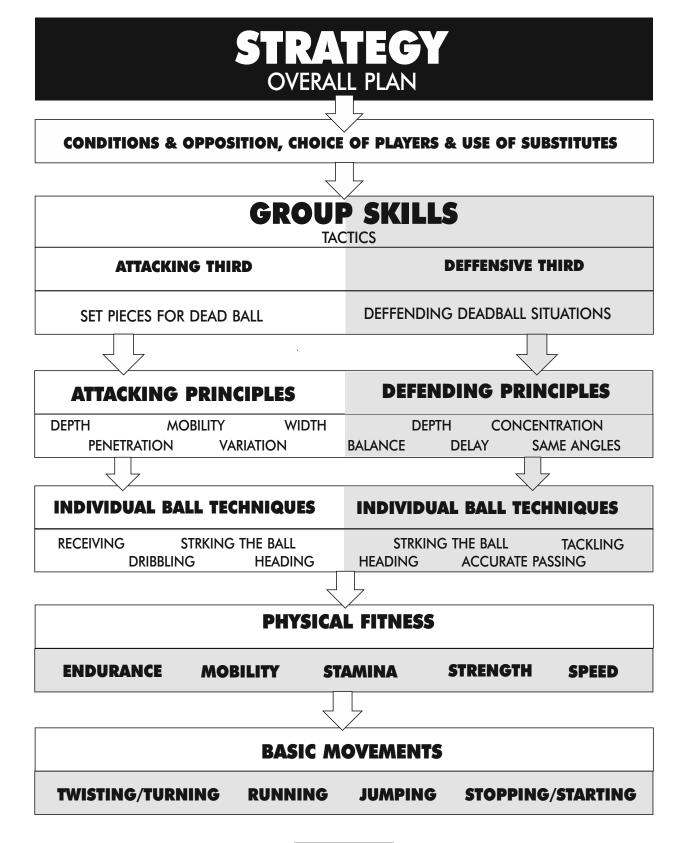


# THE REQUIREMENTS OF TEAM PERFORMANCE





# THE REQUIREMENTS OF TEAM PERFORMANCE







MAKE NOTES OF C	INSPIRE	PREMATCH STATEGY AND TACTICS SET PIECES 1. TEAM 2. GROUP 3. INDIVIDUAL	INFORM	10 MINUTES BEFORE GAME
MAKE NOTES OF OFFICIALS HANDLING OF THE GAME, OPPOSITION STRENGTH AND WEAKNESSES FOR FUTURE GAMES, AND YOUR PLAYERS FITNESS LEVELS	give strategy time to work	ERRORS WHO ALLOWED WHO WHO WHO WHY WHY PROVIDED		
		D HOW WHO POSSESSION WHERE WHERE WHERE WHO HOW	OBSERVE	FIRST HALF OF GAME
	keep your head	MOBILITY DEPTH AND WIDTH PENETRATION GROUP SKILLS DELAY DEPTH BALANCE CONCENTRATION	OBSERVE AND ANALYSE	OF GAME
	DONT CRITICISE OR ANTAGONISE OFFICIALS	OUR PLAYERS THEIR PLAYERS	SE	10
	NTAGONISE OFFICIALS	DECISIONS 1. TEAM 2. GROUP 3. INDIVIDUAL 4. OPPONENTS	DECIDE	10 MINUTES BEFORE HALF TIME
	MOTIVATE	INFORM	INFORM	HALF TIME
CONSTRUCTIVE CONVENT PRAISE THE GOOD WORK BEFORE HIGHLIGHTING MISTAKES	END OF GAME	ANALYSE EFFECT OF DECISIONS ON OPPOSOTION ARE THE DECISIONS WORKING DECISIONS ACTED UPON 1. TEAM 2. GROUP 3. INDIVIDUAL	OBSERVE	SECOND HALF

# THE MANAGERS MATCHDAY RESPONSIBILITIES

MAKE NOTES OF C	INSPIRE	PREMATCH STATEGY AND TACTICS SET PIECES 1. TEAM 2. GROUP 3. INDIVIDUAL	INFORM	10 MINUTES BEFORE GAME
MAKE NOTES OF OFFICIALS HANDLING OF THE GAME, OPPOSITION STRENGTH AND WEAKNESSES FOR FUTURE GAMES, AND YOUR PLAYER	give strategy time to work	ERRORS WHO ALLOWED WHO WHO WHO WHY WHO PROVIDED		
		HOW WHO WHERE POSSESSION WHERE WHO HOW	OBSERV	FIRST HALI
	keep your head	MOBILITY DEPTH AND WIDTH PENETRATION <b>GROUP</b> SKILLS DELAY DEPTH BALANCE CONCENTRATION	OBSERVE AND ANALYSE	FIRST HALF OF GAME
	DONT CRITICISE OR ANTAGONISE OFFICIALS	Ż INDIVIDUALS PLAYERS PLAYERS	YSE	10
	ITAGONISE OFFICIALS	DECISIONS 1. TEAM 2. GROUP 3. INDIVIDUAL 4. OPPONENTS	DECIDE	10 MINUTES BEFORE HALF TIME
PLAYERS FITNESS LEVELS	MOTIVATE	INFORM	INFORM	HALF TIME
CONSTRUCTIVE COMMENT PRAISE THE GOOD WORK BEFORE HIGHLIGHTING MISTAKES	END OF GAME	ANALYSE EFFECT OF DECISIONS ON OPPOSOTION ARE THE DECISIONS WORKING DECISIONS ACTED UPON 1. TEAM 2. GROUP 3. INDIVIDUAL	OBSERVE	SECOND HALF

# **OBSERVATION TEST**

### HOW MANY "F's" ARE IN THE FOLLOWING SENTENCE?



YOU WILL BE SURPISED HOW MANY GET IT WRONG FIRST TIME AROUND



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