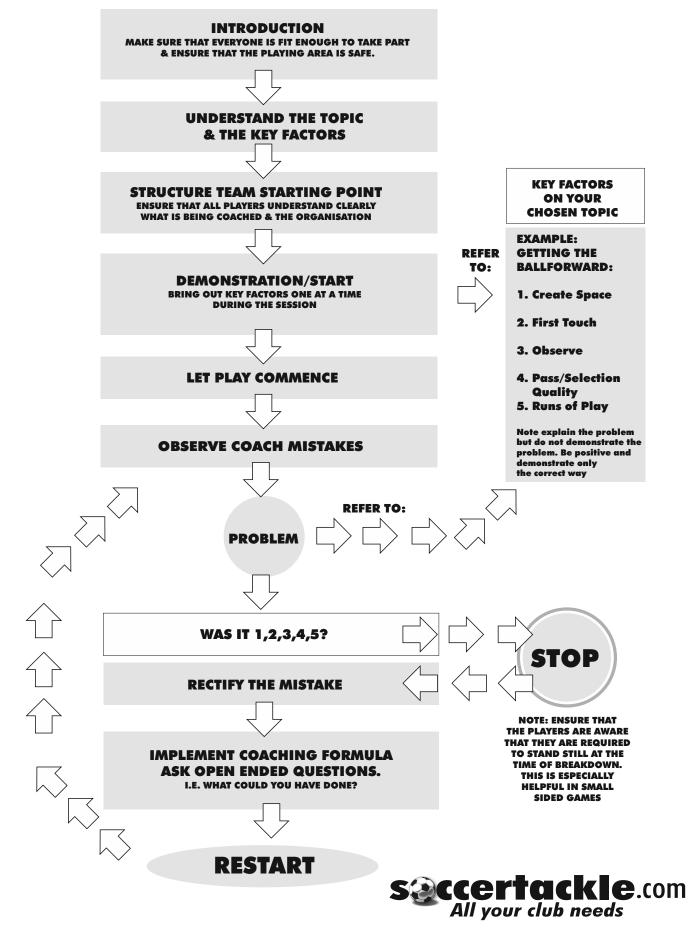
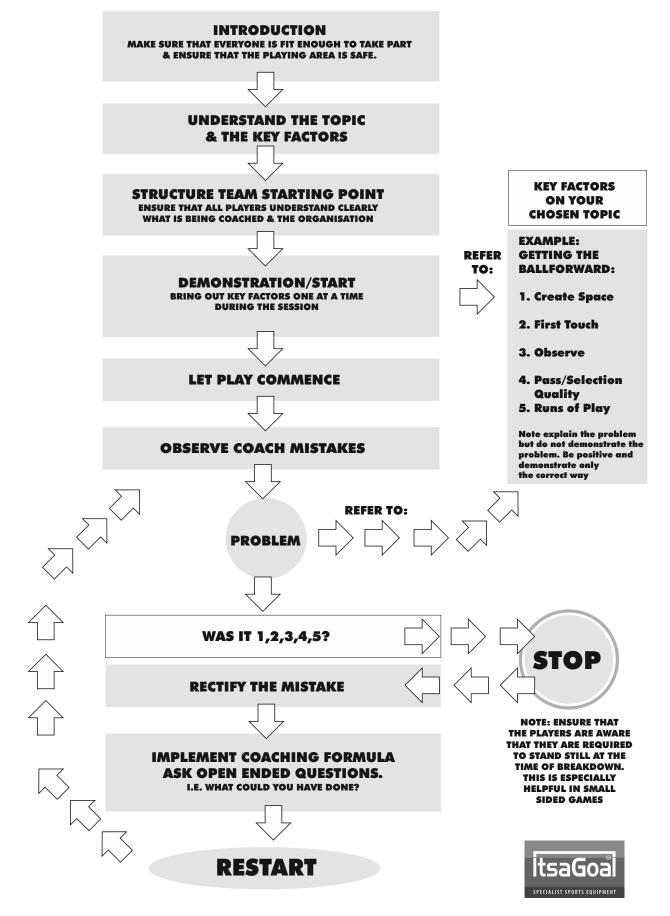
FLOW CHART FOR A SUCCESSFUL COACHING SESSION



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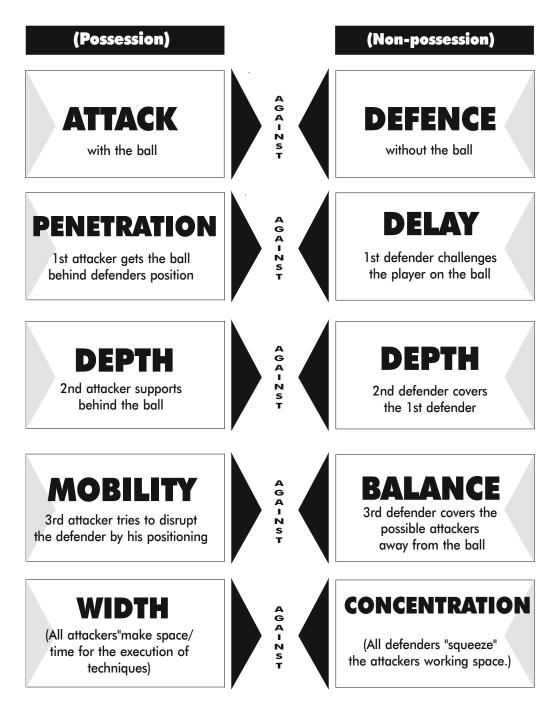
FLOW CHART FOR A SUCCESSFUL COACHING SESSION



THE PRINCIPLES OF PLAY

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FUNCTIONS OF PLAYERS

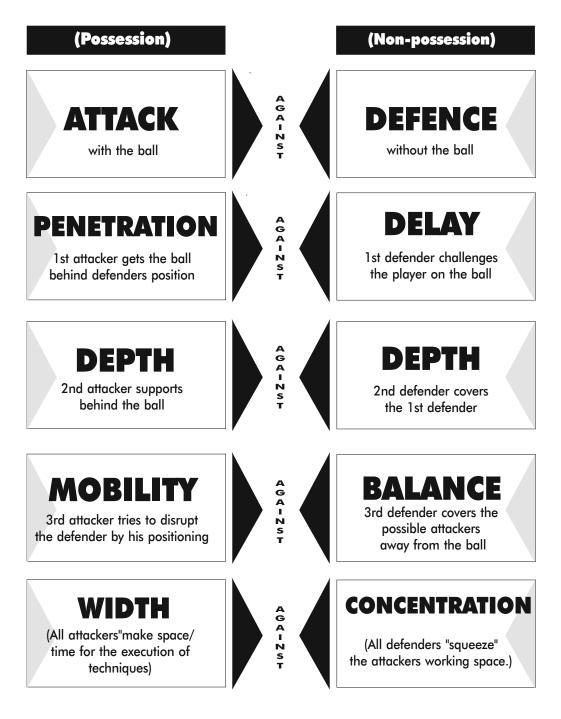




THE PRINCIPLES OF PLAY

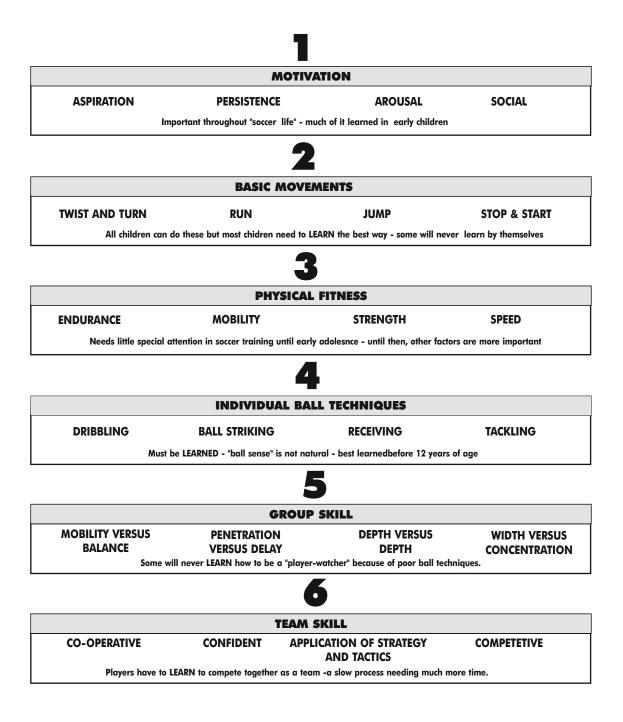
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FUNCTIONS OF PLAYERS



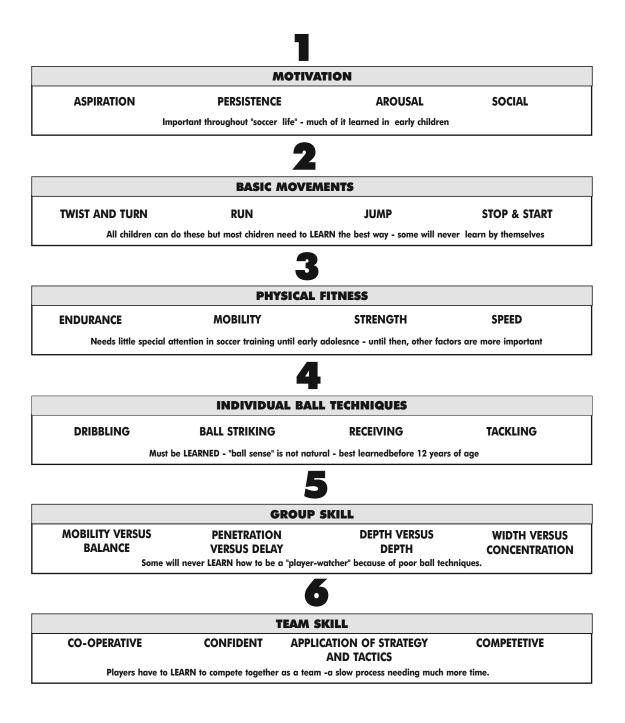


THE SIX LEVELS OF LEARNING



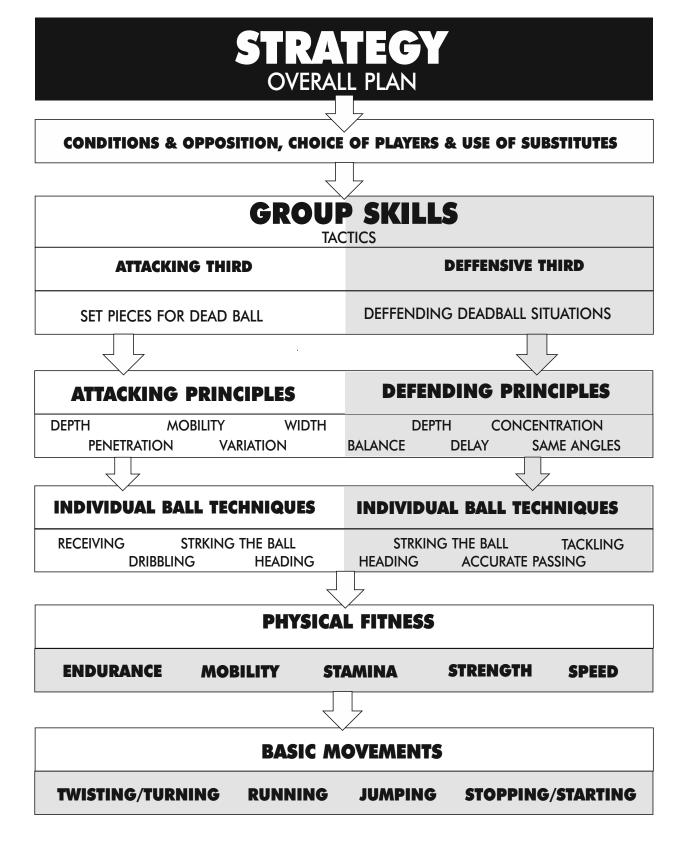


THE SIX LEVELS OF LEARNING



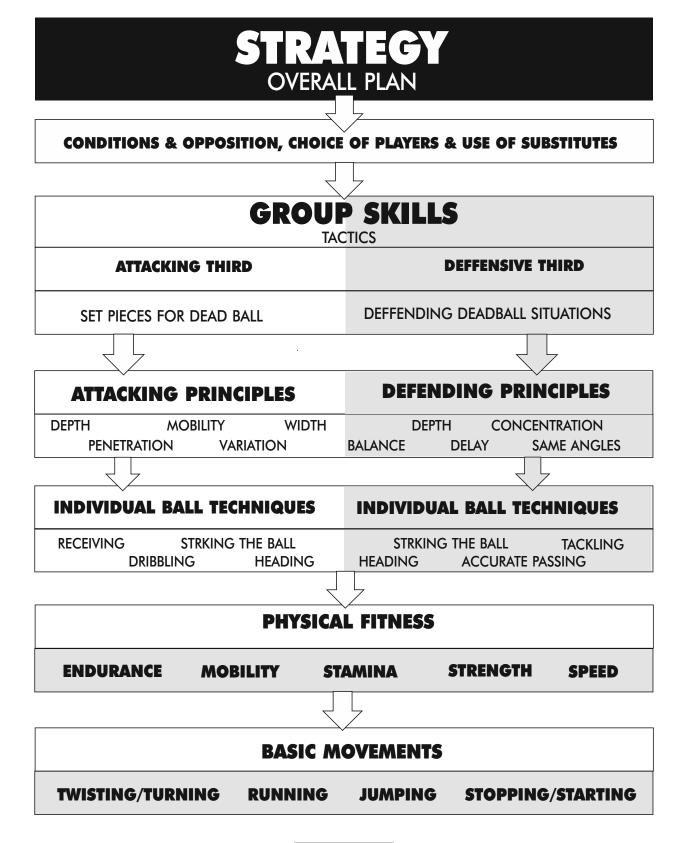


THE REQUIREMENTS OF TEAM PERFORMANCE





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 GROUP 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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