FIELD UMPIRE OFF SEASON

WEEK **11**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	
CONDITIONING							
Session 13		Session 14		Session 15	⇔	BW FLUSH RECOVERY CIRCUIT	
CHANGE OF DIRECTION							
UMPIRE CHOICE COD		UMPIRE CHOICE COD		None	\$		
ROBUSTNESS							
BODY ARMOUR C1		BODY ARMOUR C2		BODY ARMOUR C1	\Leftrightarrow		
Strength							
(You can complete strength on running days – but do so after all conditioning/COD etc.)							
Strength A		Strength <u>B</u>					

TRAINING SEQUENCE

Session 14	Session 15	
MOBILITY + T2 WARMUP	MOBILITY + WARM UP DRILLS	
UMPIRE CHOICE T2 COD DRILLS	NONE	
4SETS OF (15M FLOAT:15M ACCEL) x3		
- FLOAT IS EASY, ACCEL IS HARD	AFLW GAME	
- 60-90" rest в/w reps	OR	
2-5x Following Combo Run Set	SOLID CLUB VISIT	
	OR	
Turn 'n Burn (x2)		
INTO	WEEKEND MASHUP	
50m RETURN OT60" (x4)		
	SET ASIDE 2HR FOR THIS SESSION	
w 2' Resт в/w sets		
(ON TOP OF LAST REP OF 50M RETURN)	PLAN AHEAD FOR SCHEDULE	
<u>RPE</u> = 7	TAKE ADEQUATE HYDRATION	
Body Armour C2	Body Armour C1	
	MOBILITY + T2 WARMUP UMPIRE CHOICE T2 COD DRILLS 4SETS OF (15M FLOAT:15M ACCEL) X3 - FLOAT IS EASY, ACCEL IS HARD - 60-90" REST B/W REPS 2-5x FOLLOWING COMBO RUN SET TURN 'N BURN (X2) INTO 50M RETURN OT60" (X4) W 2' REST B/W SETS (ON TOP OF LAST REP OF 50M RETURN) RPE = 7	