FIELD UMPIRE OFF SEASON

WEEK **12**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
CONDITIONING						
Session 16		Session 17		Session 18	⇔	BW FLUSH RECOVERY CIRCUIT
CHANGE OF DIRECTION						
UMPIRE CHOICE COD		UMPIRE CHOICE COD		None	⇔	
ROBUSTNESS						
BODY ARMOUR C2		BODY ARMOUR C1		BODY ARMOUR C2	\Leftrightarrow	
Strength						
(You can complete strength on running days – but do so <i>after</i> all conditioning/COD etc.)						
Strength A		Strength <u>B</u>				

TRAINING SEQUENCE

Session 16	Session 17	Session 18	
MOBILITY + T1 WARMUP	MOBILITY + T2 WARMUP	MOBILITY + WARM UP DRILLS	
UMPIRE CHOICE T1 COD DRILLS	UMPIRE CHOICE T2 COD DRILLS	NONE	
	3 SETS OF		
Weekend ALFW or Big Club Visit	(10m Float:10m Bwd:15mAccel:) x3	AFLW GAME	
= Flush EXTRA	- SPIN TO HIT BWD RUN 10M	OR	
	- BWD IN SAME DIRECTION		
Otherwise	- Spin Again for Accel 15m	SOLID CLUB VISIT	
4-6x 50m Building Strides	- 60-90" rest в/w reps	OR	
(WALK RECOVERY + 30" REST)			
+	2-5x Following Combo Run Set	2x sets of	
2-4x SETS of		Weekend Mashup 2.0	
<u>3' Run</u> w 90" Rest	<u>200м</u> w 90" rest		
<u>2' Run</u> w 90" Rest	<u>150м</u> w 75" rest		
<u>1' Run</u> w 90" Rest	<u>100м</u> w 60" rest		
	50M w 90" rest to complete 1x set	SET ASIDE 2HR FOR THIS SESSION	
REST EXTRA 2' ON TOP OF LAST REP.		Plan ahead for schedule	
COMPLETE APPROPRIATE NO. OF SETS.	<u>RPE</u> = 7	TAKE ADEQUATE HYDRATION	
Body Armour C2	Body Armour C1	Body Armour C2	