FIELD UMPIRE OFF SEASON

WEEK 13						
DAY 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Conditioning						
SESSION 19		SESSION 20		SESSION 21	\Leftrightarrow	<u>BW</u> <u>Flush</u> <u>Recovery</u> <u>Circuit</u>
CHANGE OF DIRECTION						
Umpire Choice COD		UMPIRE CHOICE COD		None	\Leftrightarrow	
ROBUSTNESS						
Body Armour <u>C1</u>		Body Armour <u>C2</u>		<u>Body Armour</u> <u>C1</u>	⇔	
STRENGTH						
(You can complete strength on running days – but do so <i>after</i> all conditioning/COD etc.)						
<u>Strength</u> <u>A</u>		<u>Strength</u> <u>B</u>				

TRAINING SEQUENCE

Session 19	Session 20	Session 21	
MOBILITY + T1 WARMUP	MOBILITY + T2 WARMUP	MOBILITY + WARM UP DRILLS	
UMPIRE CHOICE T1 COD DRILLS	UMPIRE CHOICE T2 COD DRILLS	NONE	
Weekend ALFW or Big Club Visit = Flush EXTRA Otherwise 4-6x 50M BUILDING STRIDES (WALK RECOVERY + 30" REST)	3SETS OF (10M FLOAT:10M BWD:15MACCEL:) X3 - SPIN TO HIT BWD RUN 10M - BWD IN SAME DIRECTION - SPIN AGAIN FOR ACCEL 15M - 60-90" REST B/W REPS	AFLW GAME OR Solid Club Visit OR <u>Weekend Mashup</u> OR	
+ 2-4x SETS OF <u>800M</u> OT5' <u>600M</u> OT4' <u>400M</u> OT4'	2-5x Following Combo Run Set (10" Shuttle Run : 20" Rest) x4' 2' Rest (10" Straight-line : 10" Rest) x3' 2' Rest	2x SETS OF <u>Weekend Mashup 2.0</u> OR <u>3x SETS OF</u> <u>HEAVEN & HELL</u>	
COMPLETE APPROPRIATE NO. OF SETS BASED OFF YOUR DAY -1/+1	2x Sets absolute minimum based on being club visit top-up con.	set aside 2 hr for these sessions Take adequate hydration	
Body Armour C1	Body Armour C2	Body Armour C1	