## FIELD UMPIRE OFF SEASON

## **W**EEK **14**

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	
CONDITIONING							
Session 22		Session 23		Session 24	$\Leftrightarrow$	BW FLUSH RECOVERY CIRCUIT	
CHANGE OF DIRECTION							
UMPIRE CHOICE COD		UMPIRE CHOICE COD		None	⇔		
ROBUSTNESS							
BODY ARMOUR C2		BODY ARMOUR C1		BODY ARMOUR C2	⇔		
Strength							
(You can complete strength on running days – but do so <i>after</i> all conditioning/COD etc.)							
Strength A		Strength B					

## TRAINING SEQUENCE

	I KAINING SEQUENCE		
Session 22	Session 23	Session 24	
MOBILITY + T1 WARMUP	MOBILITY + T2 WARMUP	MOBILITY + WARM UP DRILLS	
UMPIRE CHOICE T1 COD DRILLS	UMPIRE CHOICE T2 COD DRILLS	NONE	
Weekend ALFW, Intra-Club	4sets of Bounce Prep OT90"	AFLW GAME	
Big Club Visit	(Bounce/Backaway w <u>Hard</u> 40m	OR	
= Flush EXTRA	EFFORT AS IF FOLLOWING CLEARANCE)	SOLID CLUB VISIT /INTRA-CLUB	
Otherwise	3-5x Sets Of	OR	
4-6x 50m Building Strides		Weekend Mashup	
(WALK RECOVERY + 30" REST)	(4x) <u>85м ОТ45"</u>	OR	
+	with Extra 90" Rest @ End Of Sets	2x sets of	
3-4x COMBO SET		Weekend Mashup 2.0	
<u>800м</u> ОТ5'	COMBO T1-2 OR MODIFIED BY HPM	OR	
INTO	May Do Less Than 3x Sets	ON .	
(4x) <u>200м</u> ОТ2'		3x sets of	
W Extra 90" Rest At End Of x4 reps		HEAVEN & HELL	
	Note the shift to 'classic' inseason		
ONCE COMPLETED FINISH WITH	T2 model. Shorter, sharper, higher	SET ASIDE 2HR FOR THESE SESSIONS	
1 x 5' F/L (20":40")	intensity, but less overall volume	TAKE ADEQUATE HYDRATION	
Body Armour <b>C2</b>	Body Armour <b>C1</b>	Body Armour <b>C2</b>	