



Round 13

T1

Pre-Session [Mobility](#) + 2km Ramp Warmup + [T1 Drills](#)

+

Pick any ONE (1) T1 Pattern (Link [Here](#))

+

Pick Conditioning Based On Oval Space Available

“Plenty Of Oval Space”

3x Point-Post to Point-Post

(Same 80m effort as last 10x Rounds)

Walk return recovery

+

[Jenko Biathlon](#)

“Reassess subsequent running based on how you feel & reduce MAS by 1xset if too fatigued.

No need to overdo it”

+

Throw-Ins

+

3x sets of following combo

1' MAS @ 100%

60” rest then into

3' MAS

15” On: 15” Off @ 110% (Straight Line)

3' rest b/w sets

+

Optional Easy Run To Finish

“Limited Oval Space”

4x 80m Fwd/Back/Stop/Start

* (See below for description)

Walk return recovery

+

2x 150m Accel/Decel

- Cone each 25m
- Accelerate to cone
- Hard decelerate to complete stop
- Accelerate to next cone etc.

+

[Slipper Scrum](#)

+

Throw-Ins

+

3 x 4' MAS

15” On: 15” Off @ 110% (Straight Line)

3' rest b/w sets

+

Optional Easy Run To Finish





Modified T1

Pre-Session [Mobility](#) + 2km Ramp Warmup + [T1 Drills](#)

+

Pick any ONE (1) T1 Pattern (Link [Here](#))

+

Pick Conditioning Based On Oval Space Available

“Plenty Of Oval Space”

2x Point-Post to Point-Post

(Same 80m effort as last 10x Rounds)

Walk return recovery

+

Jenko Biathlon

“Reassess subsequent running based on how you feel & reduce MAS by 1xset if too fatigued.

No need to overdo it”

+

Throw-Ins

+

2x sets of following combo

1' MAS @ 100%

60" rest then into

3' MAS

15" On: 15" Off @ 110% (Straight Line)

3' rest b/w sets

+

Optional Easy Run To Finish

“Limited Oval Space”

3x 80m Fwd/Back/Stop/Start

** (See below for description)*

Walk return recovery

+

2x 150m Accel/Decel

- Cone each 25m
- Accelerate to cone
- Hard decelerate to complete stop
- Accelerate to next cone etc.

+

Slipper Scrum

+

Throw-Ins

+

2 x 4' MAS

15" On: 15" Off @ 110% (Straight Line)

3' rest b/w sets

+

Optional Easy Run To Finish





Hybrid T1

Pre-Session [Mobility](#) + 2km Ramp Warmup + [T1 Drills](#)

+

Pick any ONE (1) T1 Pattern (Link [Here](#))

+

3km LSR

+

[Slipper Scrum](#)

+

2-3 x 1km Efforts at Threshold

60" rest b/w sets

+

3km LSR

T2

Pre-Session [Mobility](#) + 2km Ramp Warmup + [T2 Drills](#)

+

Pick any ONE (1) T2 Pattern (Link [Here](#))

+

4 x 500m @ 6min Average +10" Pace

60" rest b/w reps

+

10x Throw-Ins To Target

+

Select ONE of Two Options

A) 2x 1km Surge as above

B) 2x 1km THD (based off 6min test)

+

Easy 3-5km Jog To Finish





T2 THD

Pre-Session [Mobility](#) + 2km Ramp Warmup + [T2 Drills](#)

+

Pick any ONE (1) T2 Pattern (Link [Here](#))

+

3 x 1.5km Efforts

60" rest b/w reps

+

10x Throw-Ins To Target

+

Easy 3-5km Jog To Finish

Hybrid T1 Catch-Up

Pre-Session [Mobility](#) + 2km Ramp Warmup + [T2 Drills](#)

+

Pick any ONE (1) T2 Pattern (Link [Here](#))

“Plenty Of Oval Space”

3x Point-Post to Point-Post

(Same 80m effort as last 10x Rounds)

Walk return recovery

+

Jenko Biathlon

“Reassess subsequent running based on how you feel & reduce MAS by 1xset if too fatigued.

No need to overdo it”

+

Throw-Ins

+

3x sets of following combo

1' MAS @ 100%

60" rest then into

3' MAS

15" On: 15" Off @ 110% (Straight Line)

3' rest b/w sets

+

Optional Easy Run To Finish

“Limited Oval Space”

4x 80m Fwd/Back/Stop/Start

** (See below for description)*

Walk return recovery

+

2x 150m Accel/Decel

+

Slipper Scrum

+

Throw-Ins

+

3 x 4' MAS

15" On: 15" Off @ 110% (Straight Line)

3' rest b/w sets

+

Optional Easy Run To Finish





	110%	Straight 10" (m)	Straight 15" (m)	1' @ 100%
Group 1	5.9	59	89	320m
Group 2	5.7	57	86	310m
Group 3	5.5	55	83	300m

Fwd/Back/Stop/Start

- Aim of the drill is to visualise 80m Game period with all aspects of game demands
- Each rep to be done different (umpire choice) but needs to be done HARD!!!!

[REMINDER VIDEO ON INSEASON SETUP/STRUCTURE](#)

Weekly Schedule								
	Mon	Tuesday	Wednesday	Thursday	Friday	Sat	Sun	Mon
Thursday Game	Easy 8km	Modified Main Group	Pre Game Run	Game	Flush or day off	Easy 8km	Optional THD	Easy 4-6km
Friday Game	Easy 8km	Main Group	Easy 4-6km	Pre Game Run	Game	Flush or day off	Easy 8km	Easy 8km
Saturday Game	Easy 8km	Main Group	Easy 8km	T2	Pre Game Run	Game	Flush or day off	Easy 8km
Sunday Game	Easy 8km	Main Group	Easy 8km	T2	Easy 4-6	Pre Game Run	Game	Easy 8km
Monday Game	Easy 8km	Main Group	Easy 8km	Easy 4-6	T2	Flush or day off	Pre Game Run	Game

