

July 22 Practice Session Guidance

The 4 Pillars of Our Mission:

Character:

It's not about winning, but trying your best

Experience:

Make each session fun

Play Equity:

Equal play time & play involvement

Safety:

Keeping players safe from physical & emotional harm



July 22 Practice Session Summary

- Practice is from 7:00 7:30pm.
- Most likely you will only get 20 minutes of practice.
- Our recommendation is to have a warm up and focus practicing plays.

Segment	Who is Included	Rationale
Warm Up	Players	Gets players off on a "fun foot" and get to know each other
Play Development	Players	Completion PercentagesPractice the plays you will implement
Defensive Development	Players	Practice any plays or techniques to cover offensive players



July 22 – Warm Up, Flag Drill

Activity	Equipment	Details	Instruction
The Gauntlet 10 cones 1 football Flags for each player		 Video – Drill # 2 – 1:25 point of video Each player has a flag Place one Defender on each field line Their goal is to flag the runner The Defenders can only move along the line 	 Defenders Use shuffle step to move along the line It makes you "larger" and more difficult for the runner to get around It also helps in runner cut backs
		 Place one player at the "top" of the area with a ball Their goal is to run through the Gauntlet from one end to the other Remember, no spinning is allowed 	 Runner Avoid coming to a complete stop and then juking ilt is more effective to sprint straight with quick jukes

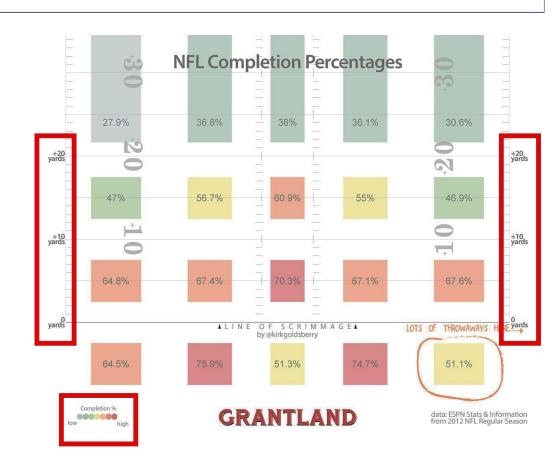






July 22 – Completion Percentages

 A reminder of Completion Percentages as you plan our your game day plan



July 22 – Play Development

Activity	Equipment	Details	Instruction
Existing Plays	Flags Ball	• N/A	 Practice existing plays at half speed and then at full speed Practice without defense and then add defensive players
New Plays	N/A	 8 Year Olds – Provide 10 plays to introduce over the season 10 Year Olds – Provide 10 plays to introduce over the season Older Age Group – Provide 10 plays to introduce over the season 	 Practice at full speed Ensure QB drops back after getting the snap (unless they are in shot gun)





