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SCO

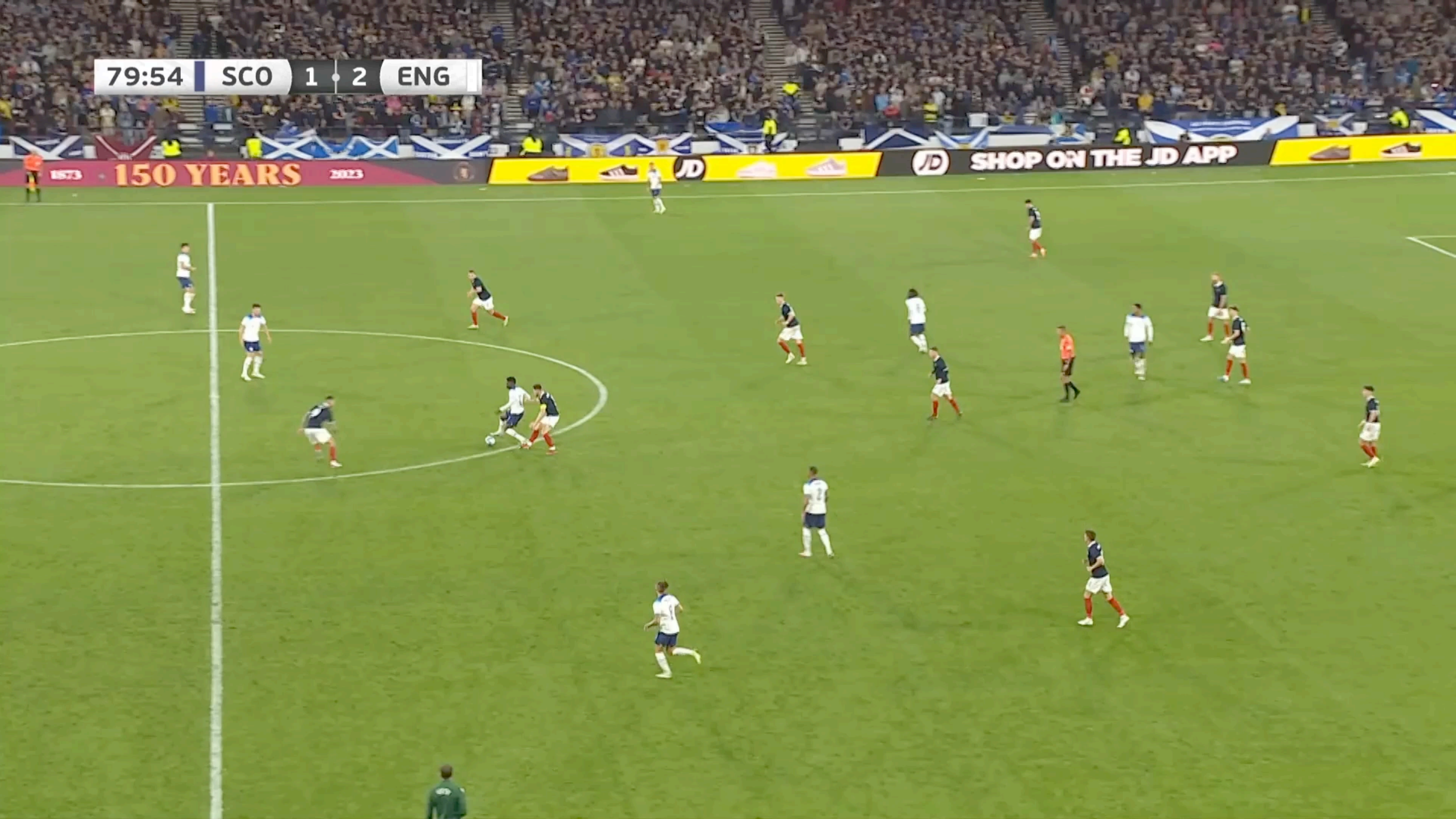
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ENG

1873 150 YEARS 2023

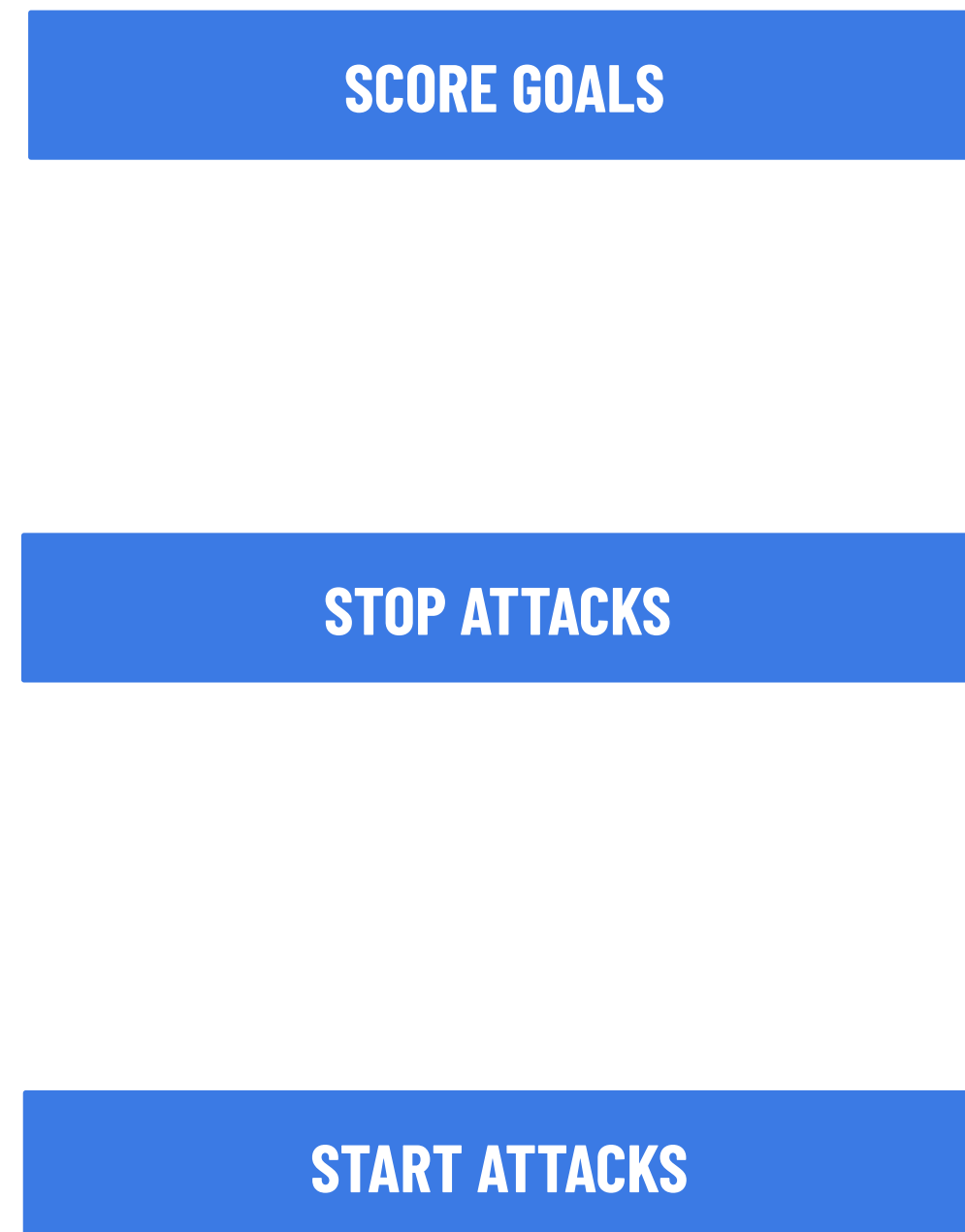
SHOP ON THE JD APP



HOW WE PLAY - TEAM

PRINCIPLES

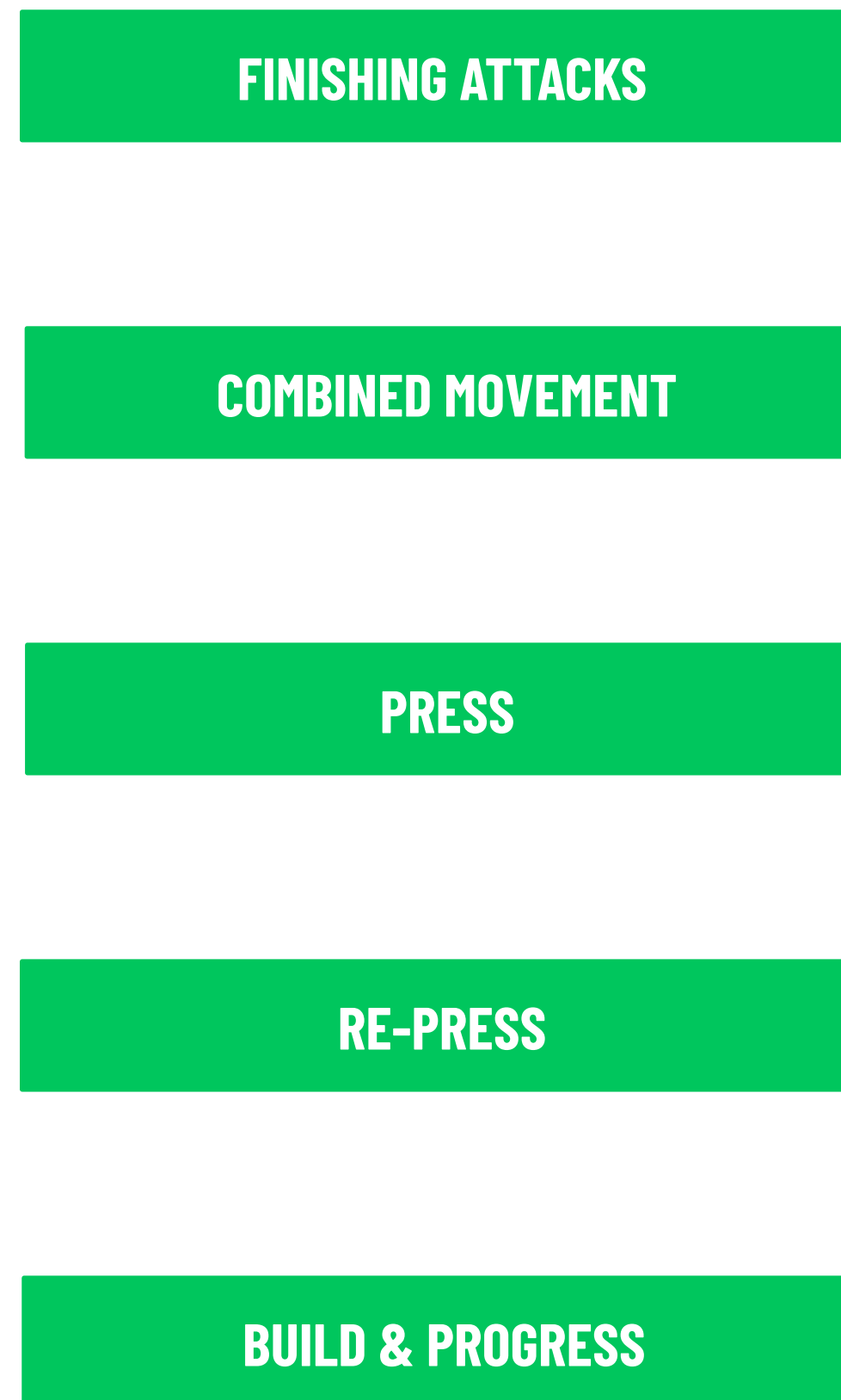
THINGS WE THINK ARE IMPORTANT



STRATEGIES

FOOTBALL ELEMENTS THAT ENABLE WHAT'S IMPORTANT

TRANSITION

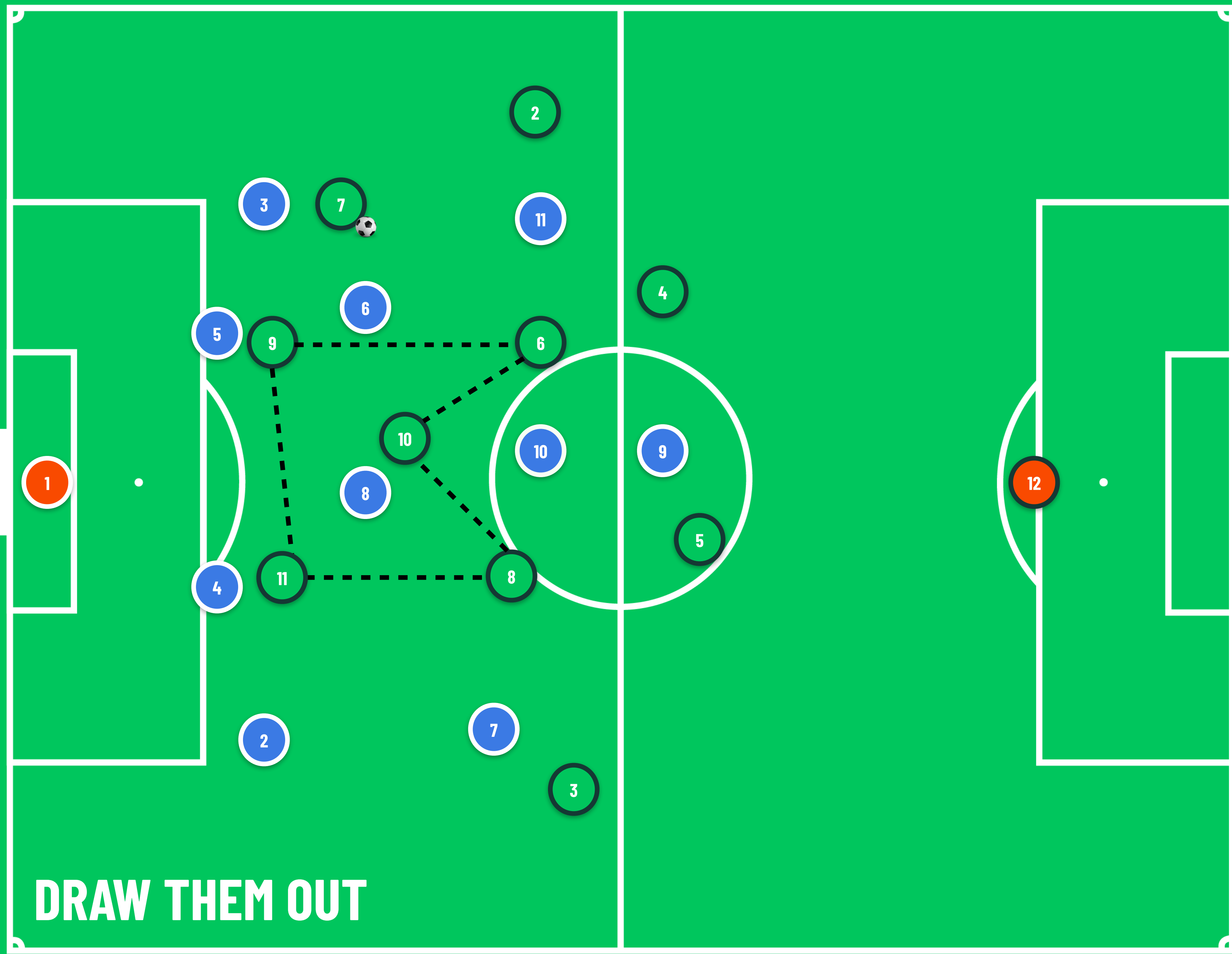


TACTICS

SOME IDEAS ON HOW TO ACHIEVE WHAT'S IMPORTANT

COMBINE CENTRALLY	WIDE TRIANGLE
FAR-SIDE	DRIVE FROM DEEP
INSIDE-OUTSIDE	OUTSIDE-INSIDE
BEHIND-BETWEEN	BETWEEN-BEHIND
PRESS VS. 2	PRESS VS. 3
PRESS VS. 4	DEFEND OWN HALF & GOAL
2 + 3	3 + 2
2 + 1 + 2	2 + 2
BUILD VS. 1	BUILD VS. 2
BUILD VS. 3	BUILD VS. 4/5

COMBINE CENTRALLY



DRAW THEM OUT

42:10

LA

0

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HOU

Apple TV



34:15

HOU

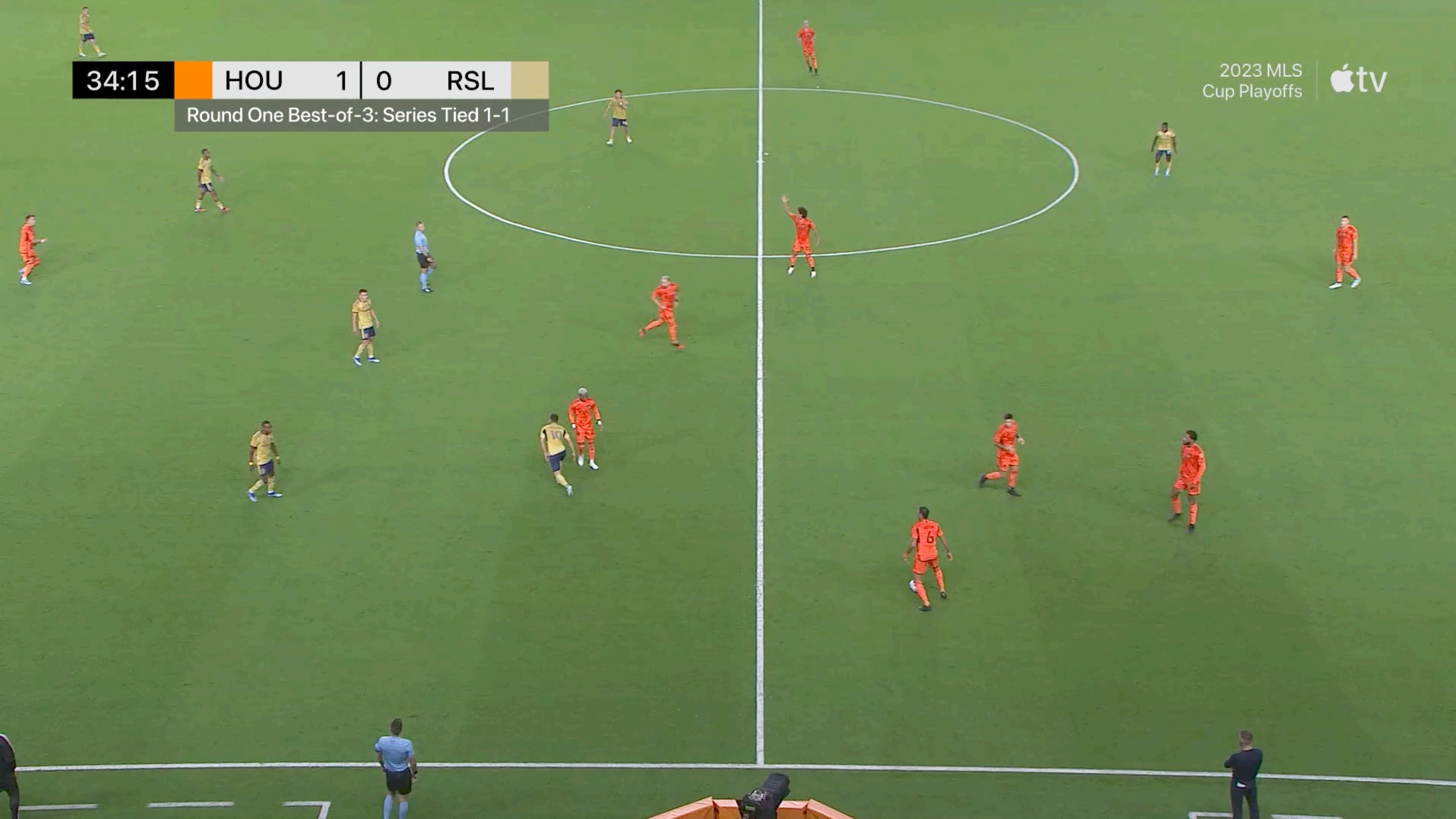
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RSL

Round One Best-of-3: Series Tied 1-1

2023 MLS
Cup Playoffs



DEPTH CHART

11

WILSON	Q3	97
WILLIAN	Q4	98
O'NEILL	Q2	03
GORDON	Q2	05

9

JIMÉNEZ	Q3	92
MUNIZ	Q3	01
STANSFIELD	Q1	02
LOUPALO	Q1	05

7

DE CORDOVA	Q2	93
TRAORE	Q2	96
OSMAND	Q1	05
ALI-WAHID	Q2	06

10

PERREIRA	Q2	96
LUKIC	Q4	96
HARRIS	Q3	05
DIBLEY-DIAS	Q1	03

8

CAIRNEY	Q2	91
IWOBI	Q3	96
PAJAZITI	Q1	02
KING	Q2	07

6

PALINHA	Q4	95
REED	Q2	95
FRANCOIS	Q4	00
NWOKO	Q2	05

2

TETE	Q1	95
DE FOUGEROLLES	Q1	05
TANTON	Q2	04
DE JESUS	Q2	06

3

ROBINSON	Q4	97
BALLO-TOURE	Q2	97
ESENGA	Q3	07
SLADE	Q2	07

5

REAM	Q1	87
BASSEY	Q2	99
ARAUJO	Q1	04
NSASI	Q4	07

4

TOISIN	Q1	97
CASTAGNE	Q2	95
ROBINSON C	Q1	04
AMISSAH	Q3	07

1

LENO	Q3	92
RODAK	Q2	96
WICKENS	Q1	01
KAISER	Q3	06

Q1
Q2

71%

FUTURE PROOFING

'HYBRIDS'

MNC 0

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0 FUL

ALDAR

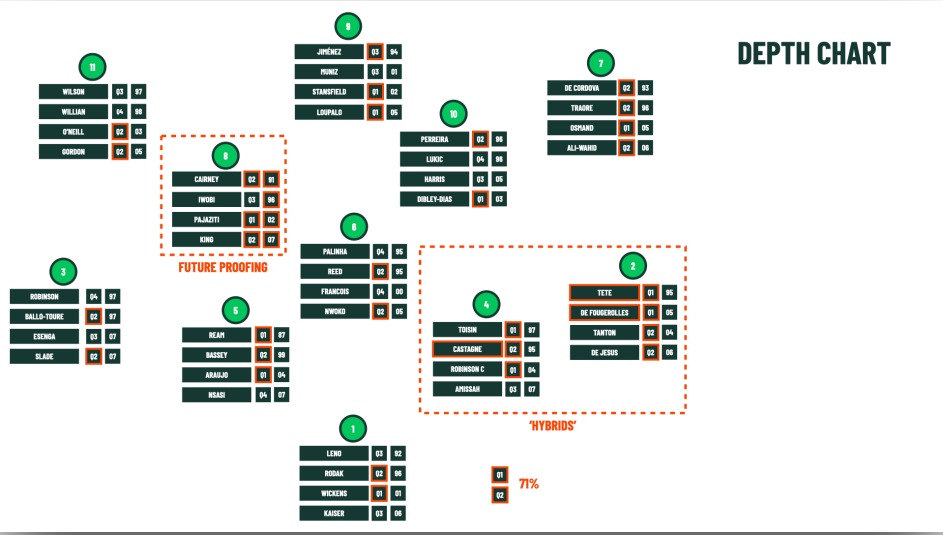
SAADIYAT LIVING

ALDAR



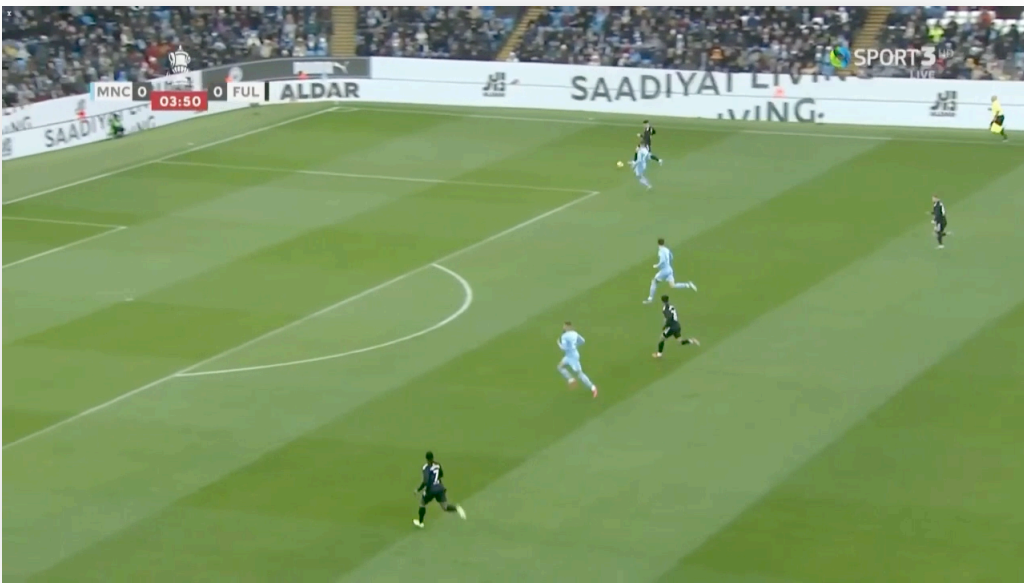
PLAYING EXPOSURE 2023 MINUTES

	PREMIER LEAGUE	PREMIER LEAGUE 2	U18 PREMIER LEAGUE	INTERNATIONAL COMPETITION	FA CUP	NUMBER OF FULL 90'S (APPS)	TOTAL MINS	AVERAGE MINUTES PER APPEARANCE	PPG WHEN STARTING	PPG WHEN NOT STARTING
AMISSAH (06)	0	7	1,469	0	0	8 (22)	1,476	67.09	1.69	1.2
NSASI (07)	0	0	1,233	0	0	2 (24)	1,233	51.34	1.6	1.33
ALI WAHID (06)	0	0	927	245	0	1 (29)	1,272	43.86	2.11	1.11
DE FOUGEROLLES (06)	196	145	892	401	0	4 (27)	1,634	60.52	1.46	1.6
GORDON (07)	0	0	1,310	0	0	9 (18)	1,310	72.78	1.61	1.27
NWOKO (05)	0	0	1,107	0	0	4 (21)	1,107	52.7	1.36	1.71
DE JESUS (06)	0	0	1,002	0	0	2 (20)	1,002	50.1	1.33	1.47
KAISER (06)	0	0	414	0	0	4 (5)	414	82.8	-	-
IWOBI (96)	1,202	211	0	0	185	13 (34)	1,598	47.00	1.2	1.64
HARRIS (05)	473	175	210	0	69	4 (28)	927	33.11	-	-
KING (07)	209	35	372	0	0	1 (12)	616	47.38	-	-
MINUTES AVAILABLE	3,420	3,240	3,060	-	720	-	6,690	-		



PLAYER IDENTIFICATION

PLAYER DEVELOPMENT CONSIDERATIONS



PLAYER DEVELOPMENT

PLAYING EXPOSURE 2023 MINUTES

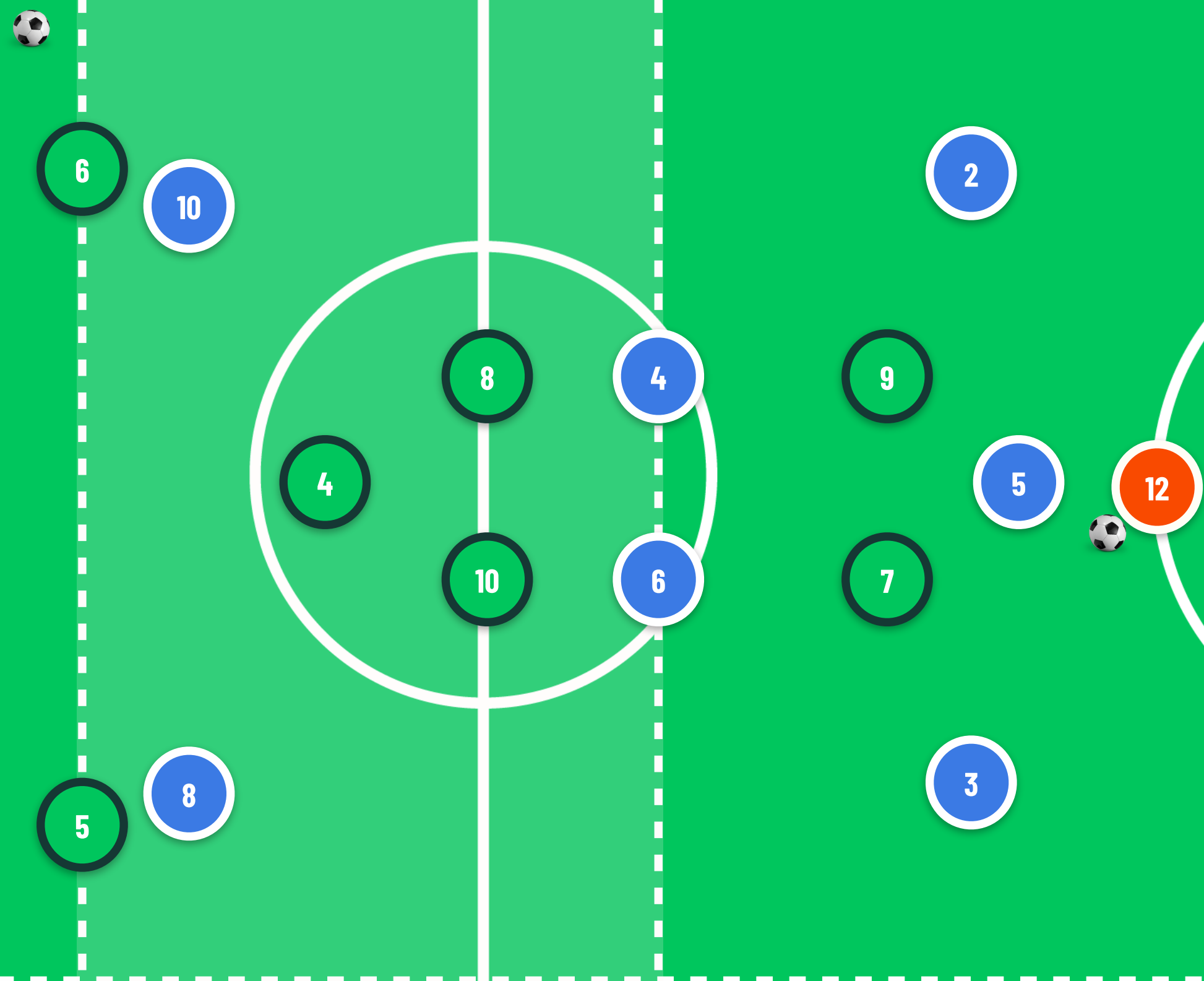
	PREMIER LEAGUE	PREMIER LEAGUE 2	UEFA EUROPEAN LEAGUE	INTERNATIONAL COMPETITION	FA CUP	MINUTES OF FULL 90 MINUTES	TOTAL MIN	AVERAGE MINUTES PER APPEARANCE	PER WEEK	PER SEASON
ARSENAL (2023)	0	7	1,440	0	0	9,120	1,447	62.96	1.68	1.2
ARSENAL (2022)	0	0	1,220	0	0	9,120	1,220	61.26	1.8	1.2
AL HILAL (2023)	0	0	807	240	0	1,047	1,220	43.86	2.8	1.8
AL FAYSAHALLIYAH (2023)	96	240	80	480	0	4,020	1,824	66.82	1.44	1.8
ARSENAL (2021)	0	0	1,220	0	0	9,120	1,220	59.26	1.8	1.2
ARSENAL (2020)	0	0	1,207	0	0	4,120	1,207	62.7	1.8	1.2
AL JAZIRA (2020)	0	0	1,800	0	0	2,000	1,800	66.1	1.2	1.47
ARSENAL (2019)	0	0	46	0	0	4,000	46	82.8	-	-
ARSENAL (2018)	1,220	20	0	0	0	9,120	1,240	42.08	1.2	1.84
ARSENAL (2017)	472	19	20	0	0	4,000	472	32.5	-	-
ARSENAL (2016)	208	25	272	0	0	1,120	405	42.36	-	-
ARSENAL (2015)	1,420	2,240	1,800	-	700	-	6,160	-	-	-

PLAYER PROGRESSION

SPEED OF PLAY IS ENCOURAGED THROUGH THIS RESTRICTED AREA: MISS IT OUT, COMBINE QUICKLY OR DRIBBLE OUT THROUGH IT

2-3-2

3-2-2



IF RELEASING IN THIS AREA, IT MUST BE ONE TOUCH

LARGE-NUMBERED GAMES

8V8, WHICH PROVIDES A GREATER REFLECTION OF CERTAIN 11V11 SYSTEMS OF PLAY.

FOCUS ON BUILDING UP AND PROGRESSING THROUGH CENTRAL AREAS

RESTRICTION INTENDS TO SUPPORT PLAYERS AND TEAMS TO PRACTISE PLAYING QUICKLY AND SPEEDING THE GAME UP

IN THE SLIGHTLY OFFSET CENTRAL AREA, PLAYERS MUST RELEASE THE BALL ONE TOUCH. A ONE-TOUCH COMBO RESULTING IN A GOAL COUNTS FOR TWO

PRINCIPLES OF PRACTICE DESIGN

REFLECTING THE TYPE OF TEAM WE ASPIRE TO BE

ALIGNMENT

Our coaching sessions are likely to be increasingly impactful when they clearly reflect the type of team we aspire to be. This can shift our focus from generic practices, or copying and pasting from other coaches to **an approach that aligns with our game model**.

Whilst game models can sometimes be interpreted as fixed, rigid and rules based – for example, we build attacks with three players in deep positions – I continue to highlight the importance of them being seen as **flexible frameworks that both players and coaches can make decisions within and, as a consequence, vary those decisions dependent on the circumstances**.

Similarly, the coaching sessions that enable the development of our game model are better shaped by **principles of practice design and training components** rather than core practices or playbooks that all coaches in a club are mandated to deliver.

My personal belief is that **core practices and playbooks erode coaching expertise**. This belief is grounded in the idea that such core practice recipes are good for simple tasks, like baking a cake, although less useful for complex tasks like player and coach development, which are unlikely to be suited to a set of specific instructions.

TRAINING COMPONENTS

However, often, the only thing human beings dislike more than rules are no rules. Hence, over time, I have committed to supporting coaches with **principles and ingredients, rather than rules and recipes**.

There are three training components, or practice types, that embody that commitment:

1. ACTIVATION

Practices that enable the players to prepare physically for the intended demands of the session. This physical preparation is blended with our game model.

2. SMALL-NUMBERED GAMES

Practices that enable fewer relationships and connections. These can be anything from one to six players on each or either team, for example 2v2, 3v2 or 5v5.

3. LARGE-NUMBERED GAMES

Practices that enable greater numbers of relationships and connections. These can be anything from seven players on each team.

MEASURE - WIN AND DEVELOP

ROUSING, RESPONSIVE AND RESILIENT

THE GAME

POSSESSION

25.7% INCREASE IN POSSESSION
16% INCREASE IN PROGRESSIVE PASSES

PPDA (PASSES PER DEFENSIVE ACTION)

24.9% REDUCTION IN HOW MANY PASSES THE OPPOSITION
ARE ALLOWED

FINISHING ATTACKS

5% INCREASE IN EXPECTED GOALS

STOPPING ATTACKS

27% DECREASE IN EXPECTED GOALS AGAINST

THE PLAYERS

% OF FIRST TEAM MINUTES PLAYED BY CLUB-DEVELOPED PLAYERS

79% INCREASE

AVERAGE AGE OF SECOND TEAM

2.74 YEARS YOUNGER

% OF MINUTES PLAYED BY ACADEMY GRADUATES

47% INCREASE

TOP FOUR FINISH
NATIONAL CUP WINNERS
CONFERENCE FINAL
CHAMPIONS LEAGUE QUALIFICATION