

Conditioning Philosophy

We are always striving to simulate game situations, and this includes conditioning. We will play FAST, which means we have to do everything FAST. To be FAST, you have to practice FAST. We have trained our coaches and kids to practice like every second counts.

RACEHORSE PRACTICE: Nobody standing around during practice, accomplishes THREE things:

- (1) Learn by doing;
- (2) More reps mean better conditioned athlete. We will perform more reps than our opponents every day in practice. Common sense tells us that performing a tackling drill more times than our opponent on a daily basis will mean we will be better at those skills when we meet in battle.
- (3) Trains the brain to process information fast.

TACKLING: We will open every defensive practice with one of 3 things:

- (1) Fast team technique period;
 - (2) Intense tackling circuit;
 - (3) physical funnel drill;
- Our tackling period will double as a conditioning period

PURSUIT DRILLS: We end every defensive practice with one of 5 different pursuit drills.

DOUBLE WHISTLE: Every defensive player must be to the ball carrier before SECOND whistle is blown approximately 2 seconds after back is tackled,

SHOTGUN ALIGNMENT: We will have TWO scout offenses running plays at our Defense.

RUN-PASS RAPID FIRE: Our offense will end practice running the following drill:

Summary of In Season Week

FRIDAY NIGHT:	ODK and intercut game	
SATURDAY:	Coaches meet 7am to 2pm	
SUNDAY:	Position coaches grade players on own. Coordinators & HC meet/conference call	
MONDAY:	Lower Body Lift. Watch our film as a team	Defense Lunch meetings, Practice 4:30-6:30
TUESDAY:	Watch their film as a team during weights	Offensive Lunch meetings, Practice 3:45-6:30
WEDNESDAY:	Upper Body Lift. Study Hall	Defense Lunch meetings, Practice 6pm – 8pm
THURSDAY:	Watch practice film as a team during weights Practice 3:30-5pm	Team Dinner
FRIDAY:	Pre-game lift before school,	Team Meal right after school

**“COACHES WHO SCRIMMAGE ALL
THE TIME DON’T KNOW WHAT TO
PRACTICE”**

Paul Brown