Game Model Blueprint

The core page. Our model and its principles.

Every other page in the Blueprint points back here. Write principles as behaviours a player can see and do. The system goes at the bottom, in one line.

Club or academy

Age groups

Date

Our identity in one sentence

Who we are and how we want to play.

Attacking organisation

How we play when we have the ball against a settled opponent.

Principle

Sub-principle

Sub-principle

Sub-sub-principle

Transition after losing the ball

Our first actions in the seconds after we lose it.

Principle

Sub-principle

Sub-principle

Sub-sub-principle

Defensive organisation

How we defend when the opponent has the ball and we are settled.

Principle

Sub-principle

Sub-principle

Sub-sub-principle

Transition after winning the ball

Our first actions in the seconds after we win it.

Principle

Sub-principle

Sub-principle

Sub-sub-principle

Future player profile

Corner	What our player can do at 19
Technical and tactical	
Physical	
Psychological	
Social	

The shape we usually start from

Secondary. The shape serves the principles above.

How to Build a Football Team, Klemen Gradisar