
S³ FAQ

Who can buy a card and attend the sessions?

Primarily, the clinic is for players born in **2008, 2009 & 2010** who have a solid foundation of technical and tactical understanding. The sessions that will be coached are more complex in set up and also in the techniques that are covered.

The inside tip we can give people who are interested is to get with some of your current teammates, friends or neighbors and agree to come on the same nights over a period of time. We will then be able to group you together to get the best experience on the night. In this scenario, we would be able to offer places to players outside of this age range as you will train with player's in your own age group.

What is the difference between Creative Player and Combinations?

The creative player curriculum has been developed to introduce more advanced techniques to add to a player's toolbox. Areas like *receiving the ball* are covered in more depth and in specific scenarios such as *receiving under pressure, receiving with delayed pressure & deceptive passing*.

The combinations curriculum is built around the scenario of combining to get in front of goal. On these nights, we will work on combinations such as *Give & Go, Overlaps & Double Pass* in order to get player's in front of goal. There will also be coaching moments on how to finish in front of goal.

Do we have to commit to the same night for the entire Summer?

No. The great thing about this clinic is it gives you the flexibility to attend any of the 4 nights that we offer. All we will do is punch a hole in your player's card on arrival and they are good to go!

How does the punch card system work and what is the benefit of it?

The punch card creates a flexibility that we have never offered before in the Summer months. If you go on vacation for a week or two, you won't miss out on sessions as you have the ability to come to sessions when you return.

Something came up last minute? No worries, you can attend another night at one of the locations to keep your player active and to make sure you use the punches you purchase.

Rain out? No problem. You won't lose your punch as you can attend a session on another night to make up for it.

With different topics and learning outcomes, will my player miss out on something if they don't attend consecutive sessions?

While each session is built independently of others, there are running themes across the entire Summer for both the Creative Player and Combinations curriculum. The more your player attends, the more familiar they will be with the set up but each session has a different primary learning objective.