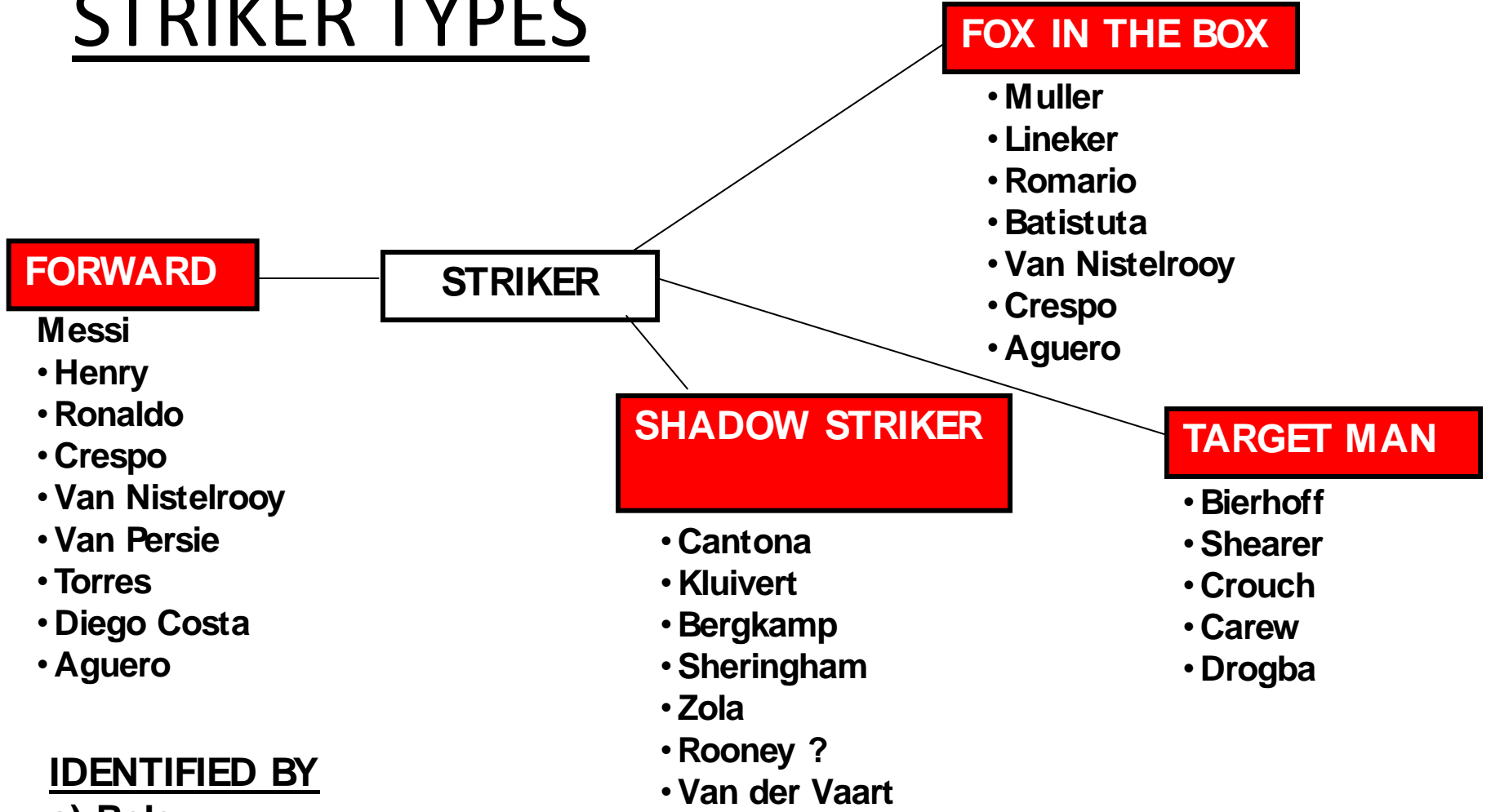


# *STRIKERS*

ROLES, TYPES and ATTRIBUTES ?

# STRIKER TYPES



## IDENTIFIED BY

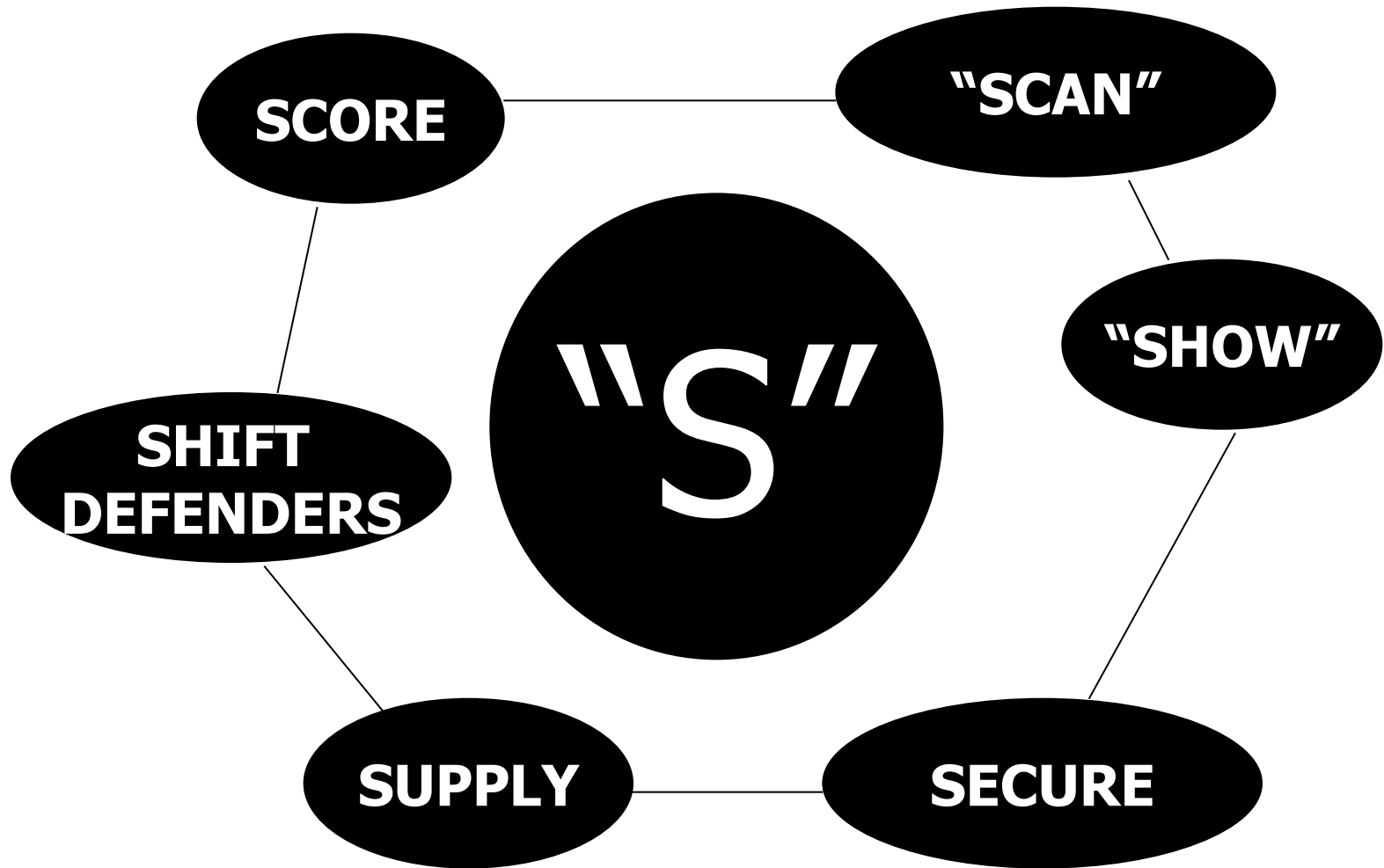
a) Role

b) Attributes

- Physical
- Mental
- Technical
- Emotional
- Tactical

Area of Operation.  
Team style of play  
Team tactics  
Positional Tactical Requirements.

# STRIKER – major elements.



EFFECTIVE STRIKERS CAN ----- ?

# *EFFECTIVE STRIKERS*

- Scores goals( – the best at 1 goal per game ! )
- Can play both sides of the defence.
- Make themselves “available” anywhere / anytime.
- Can receive and retain possession under pressure.
- Play for others as well as self.(Off the ball work)
- Brings others into the game consistently.
- Can choose and employ the “appropriate” finishing skill.
- Expect and believe they will score.
- Defends for the team.

- **OTHERS ?**

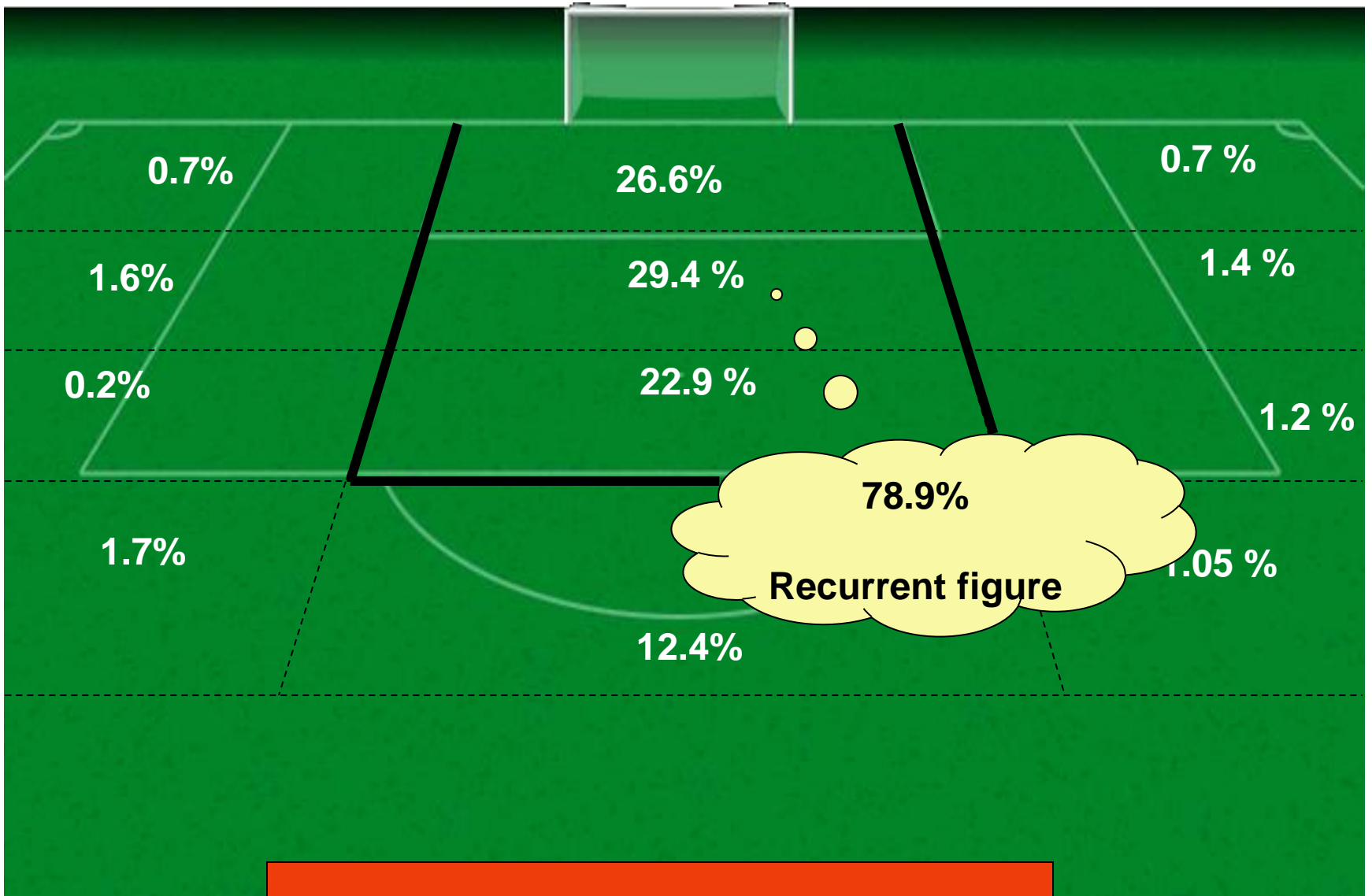
“ he has a brain,he can play others in and he can score.His movement is intelligent around the box and he can score in different ways.”

Wenger on Van Persie

# STRIKER -R O L E

- **OPERATE AS THE MOST FORWARD OF ATTACKING PLAYERS BOTH IN FRONT AND BEHIND THE REAR DEFENSIVE LINES OF THE OPPOSITION**
- **ASSESS AND MOVE INTO GOAL-SCORING POSITIONS, USUALLY WITHIN THE PENALTY BOX WHENEVER THERE IS A CHANCE OF THE BALL BEING DELIVERED THERE**
- **SCORE GOALS**
- **CREATE GOAL-SCORING OPPORTUNITIES FOR COLLEAGUES THROUGH INTELLIGENT MOVEMENT, SUPPORT PLAY AND ACCURATE DISTRIBUTION SKILLS**
- **BE A PERSISTENT OUTLET FOR DEFENDING AND MIDFIELD PLAYERS IN POSSESSION**
- **CONTROL AND RETAIN POSSESSION OF THE BALL TO ENSURE THAT ATTACKING PLAY CONTINUES WITH MOMENTUM (IF POSSIBLE) THROUGH EFFICIENT PASSING SKILLS**

**GOAL - SCORING**



**GOALS SCORED IN THE PREMIERSHIP**



MAJOR AREAS OF DEVELOPMENT ?

# Modern Striker – major requirements !

## TECHNICAL

**INDIVIDUAL MOVEMENT**  
**MOVEMENT – 3 reasons !**  
**RECEIVING SKILLS.**  
**SECURE.**  
**SUPPLY.**  
**LOSE MARKERS.**  
**USE MARKERS – how ?**  
**COMBINATION SKILLS.**  
**1 v 1 EFFECTIVENESS.**  
**FINISHING SKILLS.**

## PSYCHOLOGICAL

Awareness  
Read the game  
Courage  
Concentration  
Composure  
Guile  
Awareness  
Anticipation  
Determination  
Positional Intelligence

## ATHLETIC

Quickness / speed.  
Balance.  
Acceleration – dece  
Agility / directional c  
“Spring” (power)  
Body Strength.  
Speed endurance.

## TACTICAL

Support / Show for the  
Movement skill – comb  
Movement within move  
Feints.  
Operating “across the  
Operating “off the fron  
Operating behind the b  
Operating “in the box”



# In and around the Penalty Box.

THE STRIKER'S CIRCUMSTANCES

# STRIKERS in and around the penalty box.

## CIRCUMSTANCES

**Practice context !**

- Could be closely marked.
- Could be quickly pressed / challenged.
- Surrounded by opponents at varying distances.
- Has minimal space and time in which to operate.
- Instant decision- making often needed.
- Required to act instantly with accuracy and disguise.
- Could encounter physical contact when on / off the ball.
- Often moving at high speed.
- Required to move in any direction to receive the ball.
- May or may not have close support.
- Could be restrained by offside line.
- Cannot rely on the quality of service.
- Necessity to adopt unusual body positions to contact the ball.

TACTICAL NECESSITIES ?

# STRIKERS in and around the penalty box

## TACTICAL NECESSITIES

- “Know” everything !
- Capability

**Understand team style and tactical objectives.  
Be available – where,when ?  
Lose a marking opponent – factors ?  
Use a marking opponent – how ?  
Recognise spaces and timing and method of entry.  
Know where the goal ,major scoring area and GK are.  
Know what defenders are likely to do and when.  
Know how to move opponents away from vital areas.  
Know where support is and will be.  
initiate and respond to “movement”.  
Operate at high speeds in differing directions.  
Read the game / watch defenders !  
Hide “intentions”.**

TECHNICAL NECESSITIES ?

# STRIKERS in and around the penalty box.

## TECHNICAL NECESSITIES

- “Know” everything technically!
- Capability to :

Split-second decisions !

Split – second changes of decisions !

Create a route to goal.  
Create a route past a DF

**INSTINCT !**  
acting without  
conscious reasoning !

Operate “instantly” – on demand.  
Turn with the ball “off” defenders and into defenders.  
Receive ANY incoming pass – speed, height etc on the move.  
An extensive range of first-touches – D D D D.  
Supply others with timely service “as required” by them.  
An extensive range of scoring skills.  
Adopt unusual / off balance positions to contact the ball.  
Accuracy with the strike.  
Striking skills with “ no backlift” and using any surface.  
Apply “applications” as necessary.  
Ability to “manoeuvre” the ball as required.  
Secure possession for self & escape pressure.  
Disguise intention as required.  
Change decision and action at last moment.  
Be successful in 1 v 1 circumstance.  
Initiate and respond to “combination play.”  
Run with the ball at speed in congested and “open” situations



# LONE STRIKER

STARTING POSITION – where, why, when ?

WATCH/ READ THE DEVELOPING PLAY.

WAIT FOR THE TIME TO MOVE.

.WORK/MOVE – where /, when ? How ?

KNOW as you go !

END PRODUCT.

**Direct or  
“broken” runs**