

# ADVANCED CERTIFICATE CREATING AND COACHING AFL GAME PLANS LIVE ZOOM SESSIONS plus ONLINE ACTIVITIES

### Overview

The Advanced Certificate in Creating and Coaching AFL Game Plans will cover the following topics:

- What is a game plan and what falls underneath it?
- How to create a game plan
- What constraints and considerations are required?
- How to manage and implement your game plan in your training
- Different strategies you can use in attack, defence and in the contest

The course will have a specific focus on:

- AFLW game plans
- AFL game plans
- Local game plans
- Junior game plans

# Course Presenter— Austin O'Connor Stubbs

Austin O'Connor Stubbs, is an accomplished Football Coach who has an extensive amount of education and experience working across both the AFL/AFLW competitions in a range of roles such as analytics and coaching. Austin's expertise is in the area of skill acquisition and development coaching. He has worked with five current and former senior AFL coaches and is the Director of Development for AFLHP High Performance Coaching, where he works to professionally develop AFL coaches across all levels of the industry.

# **Date and Format**

The course consists of two live Zoom Workshops plus online activities and assessment.

- Online pre-workshop readings and activities
- Zoom Workshop 1 on 20th October 2020 1 from 10 am to 12 noon (EST)
- Zoom Workshop 2 on 27th October 2020 from 10 am to 12 noon (EST)
- Online post workshop activities

### **Enrolment and Payment**

# ENROLMENTS CLOSE AT 9PM EST ON MONDAY 12TH OCTOBER 2020

Scan the QR code with your smart phone or visit <a href="https://bit.ly/2YicGX1">https://bit.ly/2YicGX1</a> to complete your online enrolment

### Cost is \$280 plus GST

Payment MUST be made at enrolment and enrolments close on DATE

Payment is made through the PayPal website via credit card or PayPal account

Participants may withdraw up to one (1) week before course commencement without incurring a financial penalty. Refunds will not be given at all after this point.

A minimum of 10 participants is required for each course to run





