

STRATEGY GUIDE 2026-27

Player Talent Centre



FOUNDATION

OUR VENUES



The 1878 Stadium, Burnham Football Club, Wymers Wood Rd, Burnham, SL1 8JG.

Amersham and Wycombe College, Spring Lane, Flackwell Heath, HP10 9HE.



OUR PLAYING/TRAINING KIT

WYCOMBE WANDERERS PLAYING/TRAINING KIT COLOURS:

- All EDA/GDA Wycombe squads train/play in the home strip as pictured below.
- Outfield - Sky blue/navy quarters - navy shorts & sky blue socks
- Goalkeepers - Pink/Black - pink shorts & Socks



PLAYING PHILOSOPHY

DECISION MAKERS

First thought forward

Champion mentality

HARDEST WORKING TEAM

Bravery - play without fear

Be creative **FREEDOM & FUN**

MASTER THE BALL

Control
the ball
to control
the game



OUR COACHING SESSIONS

ARRIVAL ACTIVITIES:

- High tempo 1v1/2v2/3v3
- Prioritise ball rolling time and repetition

TOPIC/GAME SPECIFIC:

- A moment in the game
- In/Out of possession or in transition



BRILLIANT BASICS:

- Detail focus
- Ball mastery or ball sharing
- Contextual interference

SMALL SIDED GAMES:

- Decision making
- Game craft
- Attack v Defence
- Scenarios

PLAYER PROFILES

STOPPER

- Gravitates towards the back of the pitch (enjoys defending)
- Shows quality when defending as an individual
- Shows desire and intensity to regain possession in any 1/3 of the pitch

CONNECTOR

- Good scanning and awareness
- Effective ball-sharer
- Makes effective decisions of when and where to share or stay on the ball
- Breaks lines by sharing the ball

CARRIER

- Has a positive impact when staying on the ball (carries the team up the pitch)
- Effective mover both with and without the ball
- Eliminating players/breaking lines through carrying the ball

FINISHER

- Gravitates towards the top end of the pitch
- Positive impact when in the final 1/3 (finishing the attack)
- Effective finisher/ball striker - has "an eye for goal"



STOPPER



CONNECTOR



CARRIER



FINISHER

GK PLAYER PROFILES

SHOT STOPPER

- Strong at saving shots and protecting the goal
- Has fantastic reactions and agility
- Great at reading the flight and direction of the ball

SWEEPER

- Has a positive high starting position
- Excellent at protecting key space behind the defensive line
- Makes effective decisions of when to come out and when to stay

PLAY MAKER

- Has great technical ability with the ball at feet
- Fantastic distributor
- Shows great understanding of playing out from the back

COMMANDER

- Has a loud and positive voice
- A leader from the back
- Great understanding of the game



SHOT STOPPER



SWEEPER



PLAY MAKER



COMMANDER

TRAINING SYLLABUS

UNDER 6'S -
UNDER 10'S

Week	Training focus	Phase of game	Week	Training focus	Phase of Game
1	THE WYCOMBE WAY	BUILDING THE ATTACK	23	1v1 - Pressure From Front	BUILDING THE ATTACK
2	1v1 - Pressure From Front		24	Combination Play	
3	Combination Play		25	Defending 1v1	
4	Finishing Under Pressure		26	Set Defending	
5	Defending 1v1		27	Game Craft	
6	Defending In Transition		28	1v1 - Pressure From Behind	TRANSITION
7	Game Craft		29	Attacking With An Overload	
8			30	Defending 1v1	
9	1v1 - Pressure From Behind	TRANSITION	31	Defending In Transition	
10	Combination Play		32	Game Craft	
11	Attacking With An Overload		33	1v1 - Pressure From Side	FINISHING THE ATTACK
12	Finishing From Range		34	Combination Play	
13	Defending 1v1		35	Attacking With An Overload	
14	Set Defending		36	Combine To Finish	
15	Game Craft		37	Defending 1v1	
16	1v1 - Pressure From Side	FINISHING THE ATTACK	38	Set Defending	
17	Combination Play		39	Game Craft	
18	First Time Finishing		40	REVIEW EVENING	
19	Defending 1v1				
20	Defending In Transition				
21	Game Craft				
22	REVIEW EVENING				

TRAINING SYLLABUS

UNDER 11'S -
UNDER 13'S

Week	Training focus	Phase of game	Week	Training focus	Phase of Game
1	THE WYCOMBE WAY	BUILDING THE ATTACK	23	Building Against The press	BUILDING THE ATTACK
2	Playing Out From The Back		24	Breaking Lines At Pace	HIGH PRESS
3	Receiving To Play Forward		25	1v1 Pressing: Forcing Play One Way	
4	Playing Through, Around Or Over		26	Pressing Triggers From The Front	
5	Progressing Into The Final Third		27	Game Craft	
6	1v1 Pressing: Forcing Play One Way	HIGH PRESS	28	Playing Away From Pressure	PLAYING THROUGH THE 3RDS
7	Pressing Triggers From The Front		29	Attacking Overloads	
8	Game Craft		30	Counter Pressing	TRANSITION
9	1v1 - Pressure From The Front	PLAYING THROUGH THE 3RDS	31	Drop, Delay & Recover	
10	Escaping Pressure		32	Game Craft	
11	Switch Point Of Attack		33	Finishing 1v1 Against The GK	FINISHING THE ATTACK
12	Attacking Overloads		34	Final-Third Overloads To Finish	
13	Counter Pressing		35	Finishing W/ Pressure From Behind	
14	Drop, Delay & Recover	TRANSITION	36	Quick Finishing Under Pressure	
15	Game Craft		37	Defending 1v1 Around The Box	DEFENDING IN & AROUND THE
16	1v1 - Pressure From The Side		38	Cover & Balance Around The Box	BOX
17	Combination Play In Final 3rd	FINISHING THE ATTACK	39	Game Craft	DEFENDING IN & AROUND THE BOX
18	Finishing In and Around The Box		40	REVIEW EVENING	
19	Defending Crosses and Cutbacks	DEFENDING IN & AROUND THE BOX			
20	Cover & Balance				
21	Game Craft				
22	REVIEW EVENING				

TRAINING SYLLABUS

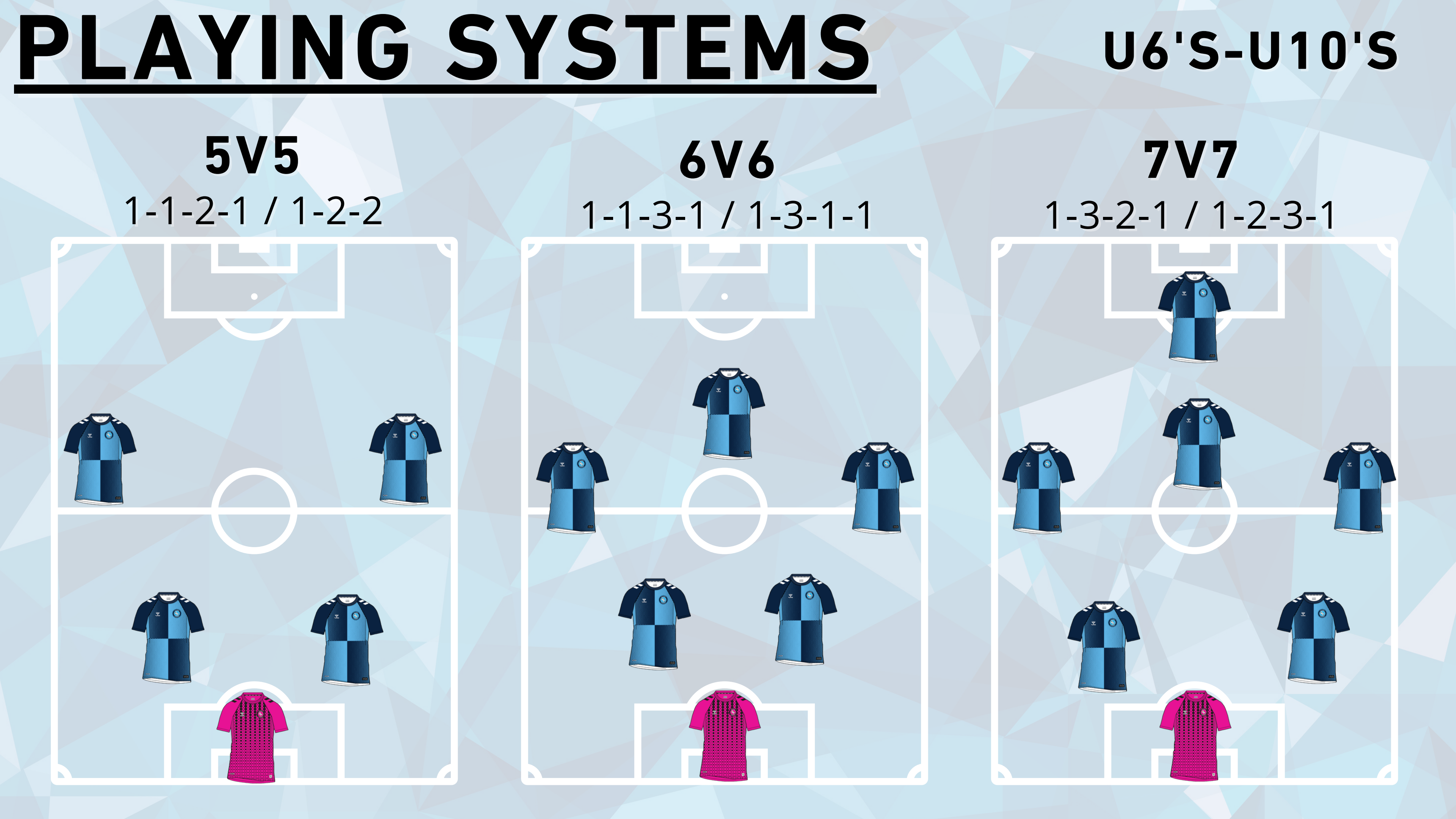
UNDER 14'S -
UNDER 16'S

Week	Training focus	Phase of game	Week	Training focus	Phase of Game
1	THE WYCOMBE WAY	BUILDING THE ATTACK	23	Combination Play (9, 10, 7, 11)	QUICK PLAY IN &
2	Movement To Create Space/Receive		24	Forward Runs (9, 10, 7, 11)	AROUND THE BOX
3	Playing Out From The Back (2,3,4,5)		25	Setting Traps (9, 10, 7, 11)	MAKING PLAY
4	Receiving To Play Forward		26	Deflecting The Play Wide	PREDICTABLE
5	Playing Out From The Back (6,8,10)		27	Game Craft	
6	Pressing Techniques - TADS	HIGH PRESS	28	Attacking When Isolated 1v1	ATTACKING IN WIDE AREAS
7	Pressing Triggers From The Front		29	Crossing Techniques	
8	Game Craft		30	Cover & Balance (3, 4, 2, 5)	COVER & BALANCE
9	Exploiting Space In Midfield	PLAYING THROUGH MIDFIELD	31	Defending Against An Overload	
10	Combination Play (6, 8, 10)		32	Game Craft	
11	Possession To Play Forward		33	Attacking 1v1 - GK	FINISHING THE ATTACK
12	Escaping pressure	MID-BLOCK	34	Shooting From Range	
13	Defending Compactness (Midfield 3rd)		35	Finishing From Crosses	
14	Triggers To Press - Mid Block	ATTACKING IN FINAL 3RD	36	Finishing Under Pressure	EMERGENCY DEFENDING
15	Game Craft		37	Defending 1v1	
16	Over/Underlapping Runs (2, 5, 7, 11)		38	Block/Poke Tackles	
17	Attacking Overloads	LOW BLOCK	39	Game Craft	
18	Breaking The Block		40	REVIEW EVENING	
19	Dropping & Delaying The Attack				
20	Defending The Box				
21	Game Craft				
22	REVIEW EVENING				

TRAINING SYLLABUS

GOALKEEPERS

Week	Training focus	Distribution	Week	Training focus	Distribution
1	THE WYCOMBE WAY	BUILDING THE ATTACK	23	Playing Out From The Back	BUILDING THE ATTACK
2	Dealing with 1v1's		24	Dealing With Through Balls	
3	Shot Stopping (Central)		25	Dealing with 1v1's	
4	Playing Out From The Back		26	Shot Stopping (Central)	
5	Dealing With Rebounds		27	Game Craft	
6	Dealing with 1v1's		28	Distribution (Recycle)	PLAYING THROUGH
7	Shot Stopping (Wide)		29	Shot Stopping (Overloads)	
8	Game Craft		30	Dealing Crosses/Shots From Wide	
9	Dealing with 1v1's	PLAYING THROUGH	31	Shot Stopping From Range	
10	Dealing With Through Balls		32	Game Craft	
11	Distribution (Recycle)		33	Dealing with 1v1's	PLAYING INTO/ONTO
12	Shot Stopping (Overloads)		34	Shot Stopping (Overloads)	
13	Dealing Crosses/Shots From Wide		35	Dealing with 1v1's	
14	Distribution (Playing Into Midfield)		36	Shot Stopping & Rebounds	
15	Game Craft		37	Distribution (Playing Beyond)	
16	Dealing with 1v1's	PLAYING INTO/ONTO	38	Defending 1v1	PLAYING INTO/ONTO
17	Shot Stopping From Range		39	Game Craft	
18	Shot Stopping From Close		40	REVIEW EVENING	
19	Distribution (Playing Beyond)				
20	Dealing With Rebounds				
21	Game Craft				
22	REVIEW EVENING				



PLAYING SYSTEMS

U6'S-U10'S

5V5

1-1-2-1 / 1-2-2



6V6

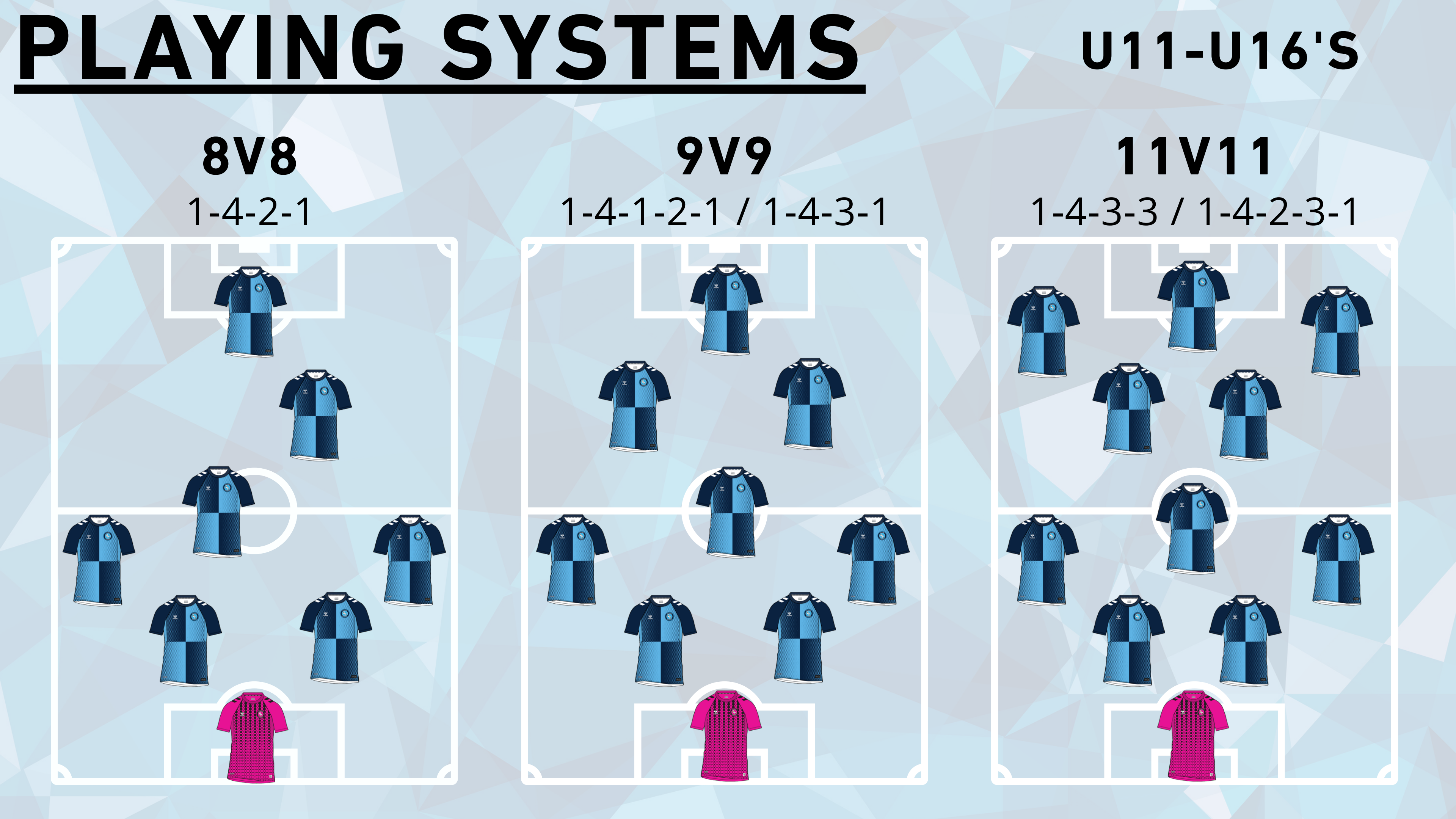
1-1-3-1 / 1-3-1-1



7V7

1-3-2-1 / 1-2-3-1





PLAYING SYSTEMS

U11-U16'S

8V8

1-4-2-1



9V9

1-4-1-2-1 / 1-4-3-1



11V11

1-4-3-3 / 1-4-2-3-1



WINNING THE WYCOMBE WAY



Being the best footballing team, playing our way

**Being the most sporting team, on
and off the pitch**

Last and least, winning on the scoreboard