



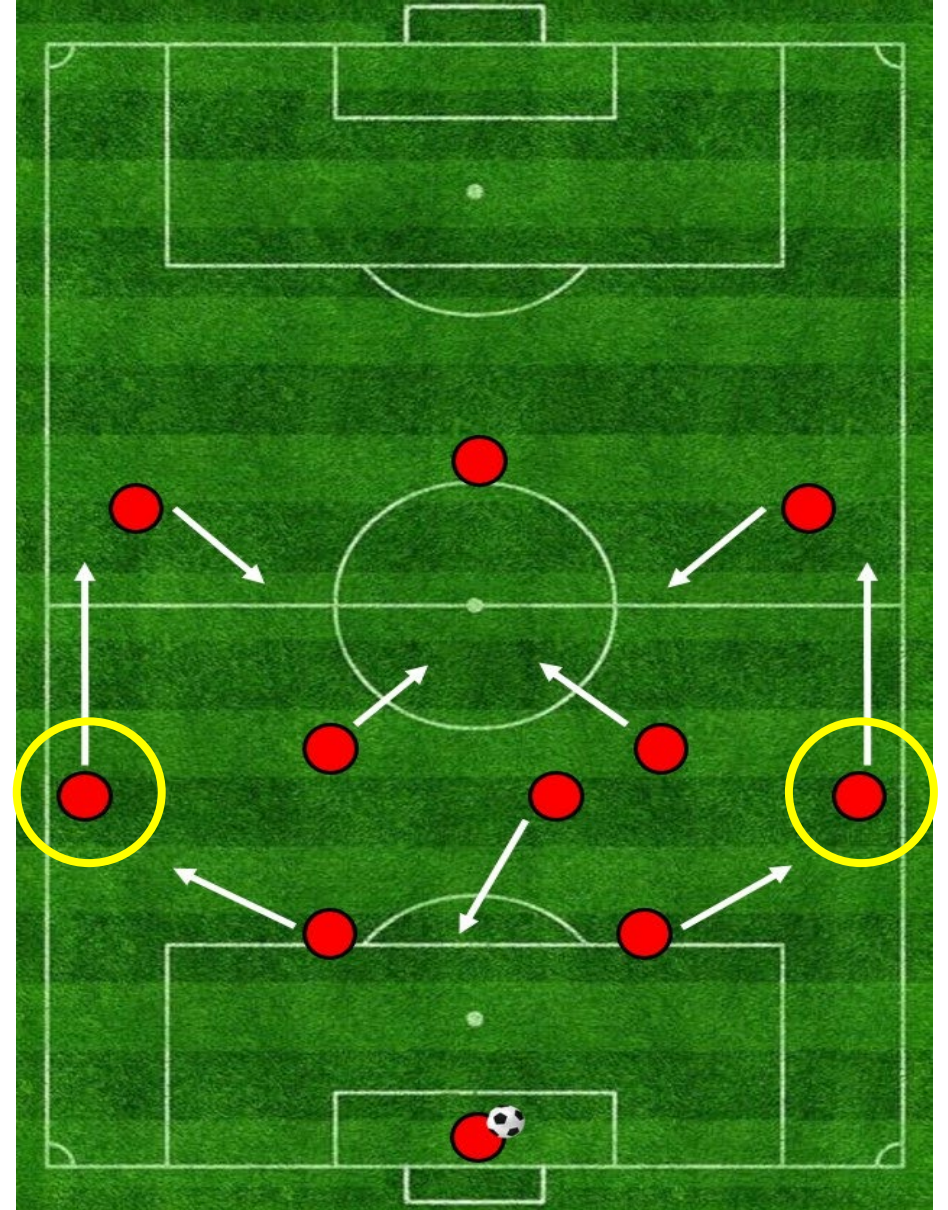
Movement cues for the #2 and #3 when in attack

*A presentation based on observations of Pep
Guardiola's Manchester City, 2017-18*



A) Context

- At the start of your build-out, the starting position and movement of the fullbacks is relatively simple because you have seen it on pictures like the one to the right and you get to see it “frozen” for a few seconds every time in the game live when there is a goal kick: Start high and wide on the touch line before sliding up and down based on whether your help is needed or not.
- Where and how the fullback knows where to move throughout the build-up is another question. This is what I focused on in this short project.



- My conclusions pertain to this context:
Movements of the #2 and #3 when they are on the strong/ball side and the ball is in the “zone of creation” and/or penetrating the “finishing zone.”
- The picture to the right shows the zones of the pitch/field →



B) Two possible movements

- In order to keep this simple, let's say that there are two possible types of movements for the #2 and #3:
 1. To make an overlapping run (forward)
 2. To provide support (behind)

C) Cues & Actions

C1)

#	Cue	Action of the #2 / 3
1.	Near-side CM (8/10) playing high in the second or third line of attack without the ball.	Drop in/towards the first or second line in order to support the player in the first line on the ball.

HUD 0 - 0 MC 20:39

sky sports HD

#3

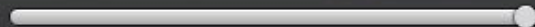
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21:36

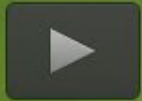


48:02



HUD 0 - 0 MC 22:07

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#8



#2

23:04 48:02

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HUD 0-0 MC 29:15

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#3



#8



30:13 48:02

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MC 0-0 WH 17:28

sky HD
Premier League
LIVE

CHANGE LIVES THROUGH FOOTBALL WE HAVE £400,000 TO CHANGE LIVES THROUGH FOOTBALL WE HAVE £400,000 TO CHANGE LIVES THROUGH FOOTBALL WE HAVE

#3



#8



C2)

#	Cue	Action of the #2 / 3
2.	Near-side CM (8/10) receives in the second line in a bad attacking position (facing backwards and/or without time and space)...	Stay in the first line to support him with a passing option.

HUD 1-1 MC 68:49

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Premier League
LIVE



#8



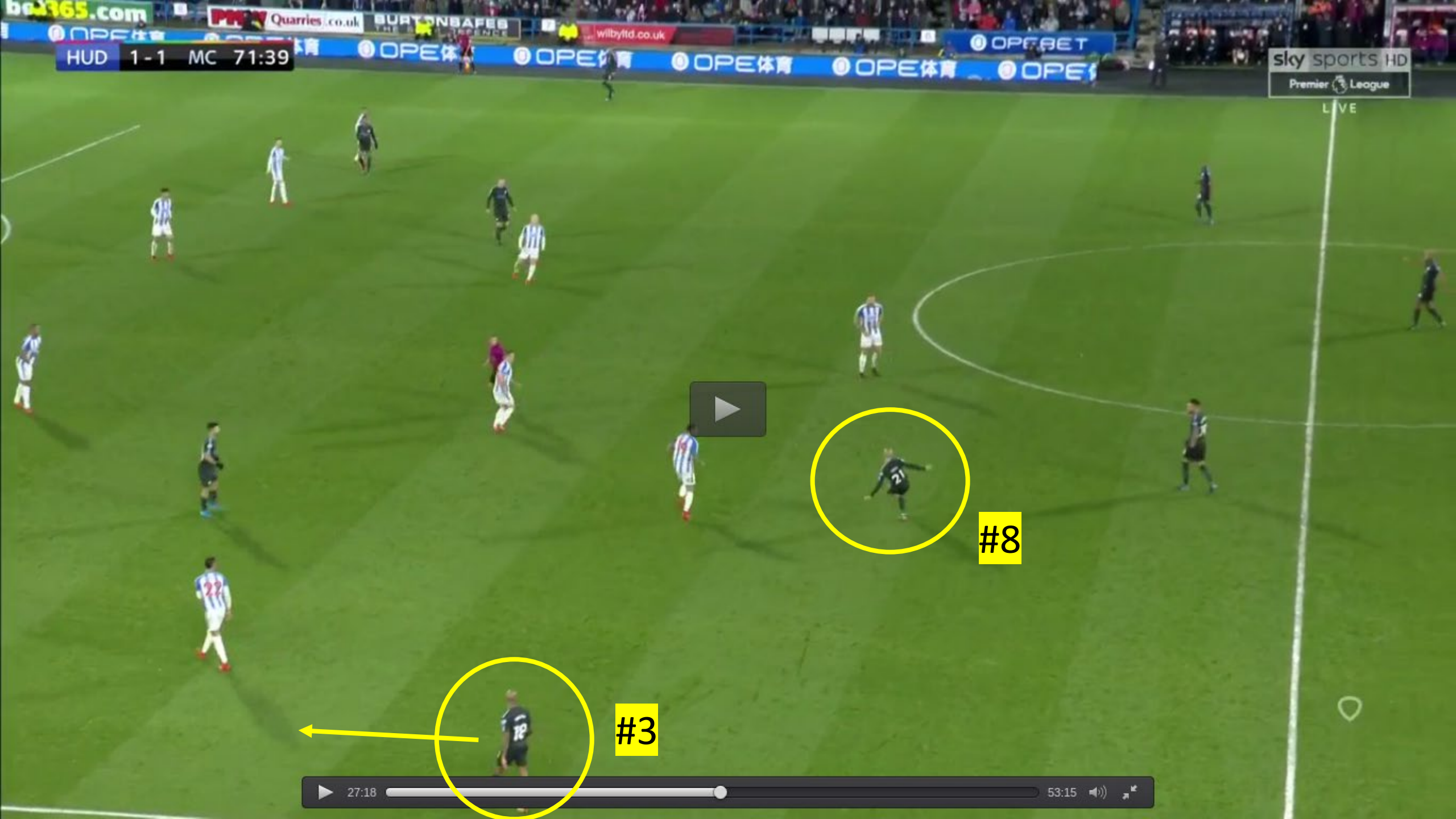
#3

24:28 53:15

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C3)

#	Cue	Action of the #2 / 3
3.	Near-side CM (8/10) is playing without the ball or receives in the half-space in the first or second line in good attacking position (facing forward, or with time and space to turn forward)...	Overlap him! Get forward!



HUD 1-1 MC 71:39

sky sports HD
Premier League

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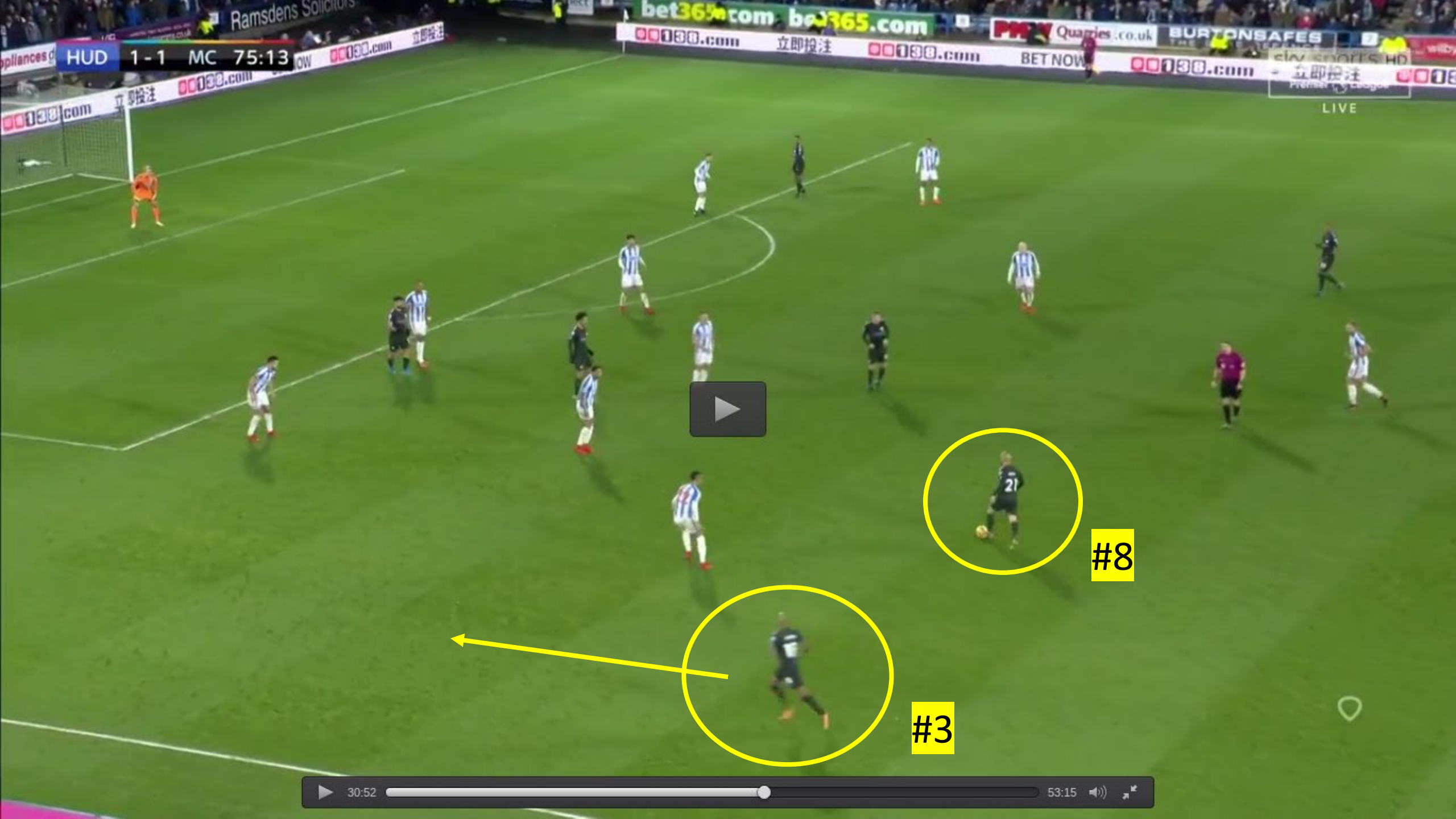
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#3



27:18 53:15



HUD 1-1 MC 75:13

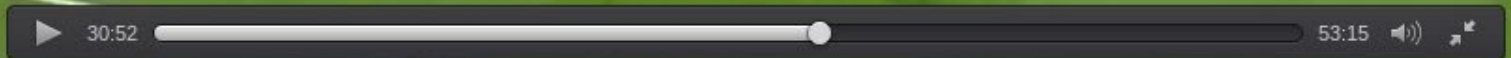
LIVE



#8



#3



WIX.com WIX.com WIX.com WIX.com WIX.com

#3

#8

MC 0-0 WH 03:09

AT Argos UBTECH STAR WARS FIRST ORDER STORMTROOPER™ ROBOT STAR WARS PRE-ORDER NOW AT Argos LIVE

#3



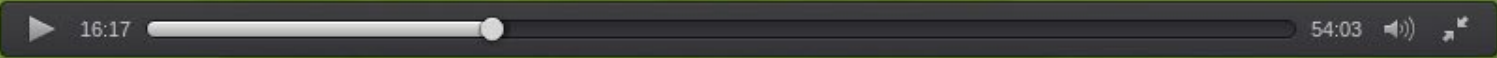
#8

MCI 1-1 WHU

60:19

#2

#8





MCI

1-1

WHU

79:02

#2



#8



34:59



54:03



C4)

#	Cue	Action of the #2 / 3
4.	Near-side winger (7/11) receives the ball in a good attacking position (facing forward, or with time and space to turn forward)...	Overlap him! Get forward!

MCI 1-1 WHU
63:35



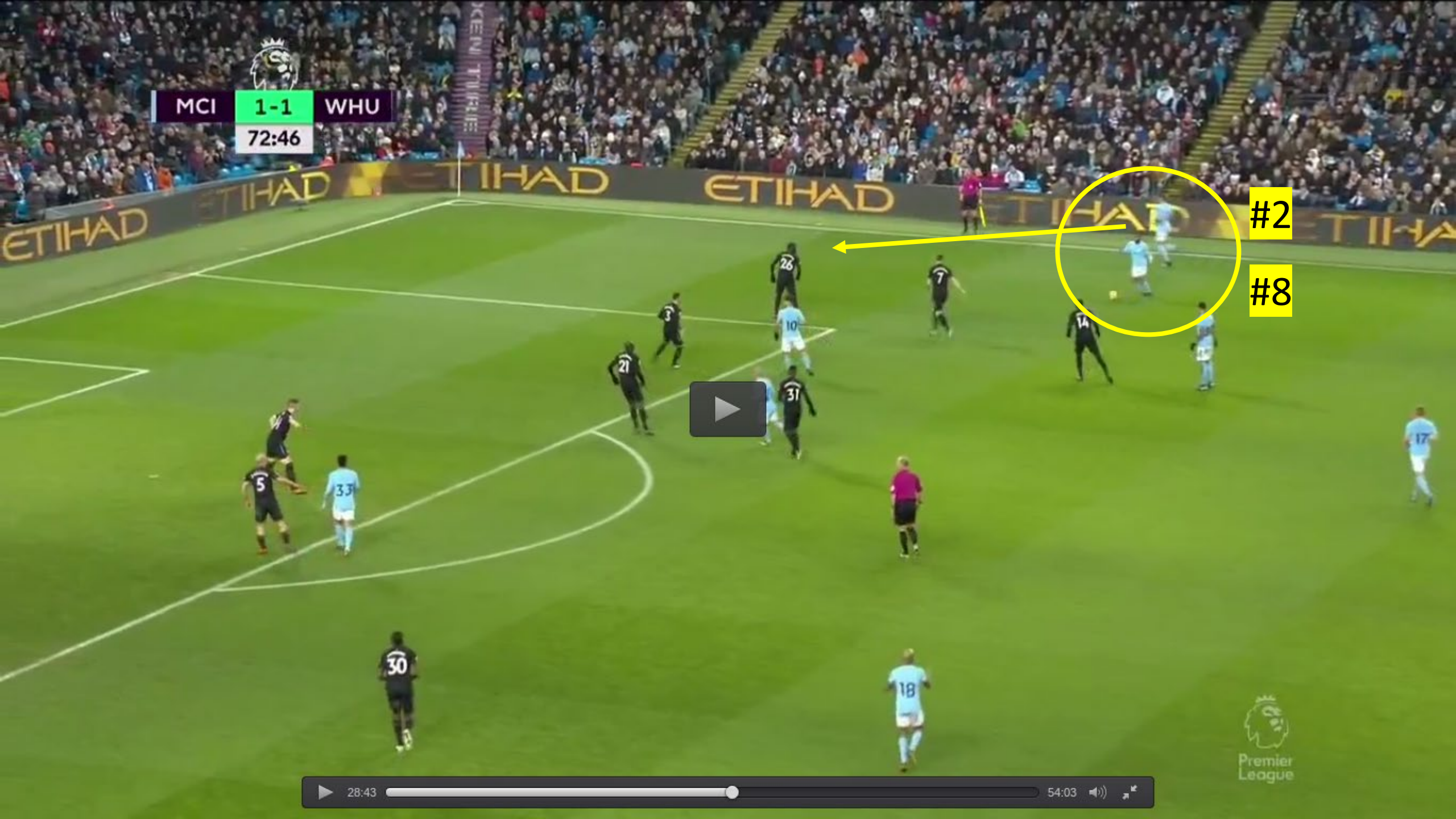
#2

#7



19:32 54:03

MCI 1-1 WHU
72:46



#2

#8



28:43 54:03