

<u>Date</u>	15/10/2011	22/10/2011	04/11/2011	05/11/2011	11/11/2011	12/11/2011	18/11/2011	19/11/2011	25/11/2011
<u>Groupe</u>	1	1	1,2	2	1,2	2	1,2	1	1,2
<u>Heure</u>	09:00:00	15:00:00	18:30:00	10:00:00	18:30:00	15:00:00	18:30:00	10:00:00	18:30:00
<u>Terrain</u>	BDB #1	BDB #1	BDB #2/3	BDB #2	BDB #2/3	BDB #1	BDB #2/3	BDB #2	BDB #2/3
<u>Thème</u>	Match	Dribbling	Dribbling	Match	Dribbling	Dribbling	Dribbling	Match	Dribbling

Programme d'Hiver - Progression Catégorie U9M

Calendrier du Programme de Dévelo

26/11/2011	02/12/2011	03/12/2011	09/12/2011	10/12/2011	16/12/2011	17/12/2011	23/12/2011	06/01/2011	07/01/2011	13/01/2012
1	1,2	2	1,2	2	1,2	1	1,2	1,2	1	1,2

15:00:00	18:30:00	11:00:00	18:30:00	15:00:00	18:30:00	13:00:00	18:30:00	18:30:00	15:00:00	18:30:00
BDB #1	BDB #2/3	BDB #1	BDB #2/3	BDB #1	BDB #2/3	BDB #1	BDB #2/3	BDB #2/3	BDB #1	BDB #2/3

Dribbling	Dribbling	Match	Dribbling	Dribbling
-----------	-----------	-------	-----------	-----------

Match	Passing	Passing	Passing	Passing
-------	---------	---------	---------	---------

Tourney

Appement d'Hiver 2011/2012

14/01/2012	20/01/2012	21/01/2012	03/02/2012	04/02/2012	24/02/2012	25/02/2012	02/03/2012	03/03/2012	10/03/2012	16/03/2012
2	1,2	2	1,2	1	1,2	1	1,2	2	2	1,2

13:00:00	18:30:00	15:00:00	18:30:00	15:00:00	18:30:00	15:00:00	18:30:00	15:00:00	15:00:00	18:30:00
BDB #2	BDB #2/3	BDB #1	BDB #2/3	BDB #2	BDB #2/3	BDB #1	BDB #2/3	BDB #1	BDB #1	BDB #2/3

Match	Passing	Passing	Passing	Match	Passing	Passing
-------	---------	---------	---------	-------	---------	---------

	Match	Shooting	Shooting
Tourney			

17/03/2012	23/03/2012	24/03/2012	06/04/2012	07/04/2012	13/04/2012	14/04/2012	20/04/2012	27/04/2012
1	1,2	1	1,2	2	1,2	2	1,2	1,2

09:00:00	18:30:00	15:00:00	18:30:00	10:00:00	18:30:00	15:00:00	18:30:00	18:30:00
BDB #2	BDB #2/3	BDB #1	BDB #2/3	BDB #2	BDB #2/3	BDB #1	BDB #2/3	BDB #2/3

Match	Shooting	Shooting	Shooting	Match	Shooting	Shooting
--------------	-----------------	-----------------	-----------------	--------------	-----------------	-----------------

Tactical Shape