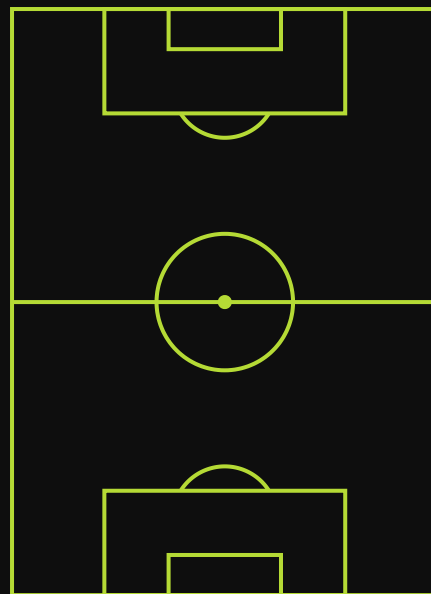


FREE

THE UNSCOUTED TEST



Two tests that show you where you really are: the 9 basics every scout looks at, and a real pro game to analyse like an analyst.

WHERE ARE YOU, REALLY?

You're good. Everyone around you says so. But "good in your area" and "ready for the next level" are two different things, and the gap is almost always in the same places.

At 15 I went to a trial at the Barcelona academy in Arizona. I was the best player in every street game and tournament I'd played. I didn't make it. They told me I was missing the basics. I spent the next six years fixing that: training alone with a wall, studying pros, and writing a report on myself after every game.

This free test is two pages from the kit I built from all of that. It takes about two hours, and it'll tell you more about your game than most trials will.

TEST	WHAT YOU DO	WHAT YOU FIND OUT
1	The 9 basics: ten attempts at each, with a ball and a wall	Which 3 basics are holding you back
2	Analyse one half of a real pro game, then compare it with my analysis	How well you read the game, which is the thing scouts can't teach

TEST 1: THE 9 BASICS

When a scout says "he's missing the basics," he means one of these nine. None of them depend on your position. Do each test **10 times** unless it says otherwise, and be honest, because nobody else will see this.

BASIC	TEST	SCORE
1. First touch	A partner or wall plays it firm. Control it into a 1-metre zone to your side, alternating left and right.	/10
2. Scanning	Next game: count how many times you check over your shoulder before you receive. Ask a friend or film it.	—
3. Passing, strong foot	Pass at a target on a wall from 10 m. 10 with the ball still, 10 with the ball moving.	/10 • /10
4. Passing, weak foot	The same test with your weak foot.	/10 • /10
5. Protecting the ball	A friend tries to take it for 20 seconds in a small square. Count the rounds you kept it.	/10
6. Receive & turn	The ball is played in with a friend on your back. Turn and get past a cone line.	/10
7. Speed of play	1 minute of wall passes, one touch, alternating feet. Count the passes.	—
8. Movement	In your next game, how often were you standing still when your team had the ball? Lower is better.	—
9. Fitness	Yo-yo or beep test (free apps exist), or 12 pitch lengths. My target was under 4:30.	—

MY OWN RESULT • FROM MY NOTES

Right foot, ball still: 7/10. Left foot, ball still: 6/10. Right foot, ball moving: 6/10. Left foot, ball moving: 4/10.

That last number told me exactly what to train next. Circle your three weakest basics:

1. _____ 2. _____ 3. _____

TEST 2: PAUSE AND DECIDE

The most important skill I learned wasn't a skill on the ball. It was understanding why the best players make the choices they make.

HOW IT WORKS

1. **Watch one player**, not the ball, for one half.
2. The moment he receives the ball, **pause the video**.
3. Look at the frozen picture and **list his options**: short pass, forward pass, switch, dribble, shoot, keep it.
4. **Decide what you'd do**, then press play.
5. **Ask why he did what he did**. What were his teammates signalling? What's the score and the minute? (Winning late, you keep the ball. Losing and you're the star, you take more risks.) Where on the pitch is he?

There's no right or wrong here. Pros make mistakes too. The point isn't to guess the same as him. It's to understand why. Once you understand the why, you'll see the same picture in your own games before the ball even arrives.

YOUR GAME

GAME	Real Madrid vs Dortmund, Champions League final 2024
FOCUS PLAYER	Vinícius Júnior (Real Madrid, left wing)
WATCH	1st half. Full-match replays are on the competition's and broadcasters' channels and apps.
LOOK OUT FOR	His first action of the game · what he does when the ball is on the other side · where he loses the ball

MIN.	SCORE / AREA	HIS OPTIONS	MY CHOICE	HIS CHOICE	WHY HE DID IT

MY ANALYSIS OF HIS HALF (BEFORE I READ HIS)

MY NOTES ON THAT HALF

Don't read this until you've written yours. This is exactly what I wrote, translated from my phone notes.

- His first action in the game was to take his full-back 1 v 1. That shows how much confidence he has, and how much an action like that scares the full-back at the start.
- He goes past a lot down the line when he has space there. Usually he just knocks the ball there quickly, runs and goes past easily, and that creates very dangerous chances.
- His positioning is great. When the ball is on the other side he's in the box, making runs, and he was free and got the ball in good shooting positions. He needed to find the target.
- Sometimes he takes too much on himself in areas where he doesn't need to and loses silly balls in the middle of the pitch. He has to improve that, especially in a Champions League final.
- He plays with a lot of confidence. He's not afraid to lose the ball and fail, and that's the reason he's so good. There are loads of technical, fast players. It's all about confidence.

NOW COMPARE

WHAT DID I SEE THAT YOU MISSED? (GO BACK AND WATCH THAT MOMENT AGAIN.)

WHAT DID YOU SEE THAT I MISSED? (GOOD. THAT'S YOU READING THE GAME YOUR OWN WAY.)

WHERE DO WE DISAGREE, AND WHY?

YOU JUST DID TWO PAGES OF THE KIT

Test 1 showed you where your game is weak. Test 2 showed you how to read the game. The Unscouted Basics Kit gives you the full system to fix the first and train the second, every week.

THE UNSCOUTED BASICS KIT

- **The 9 basics:** what each one really means, and what I learned fixing mine
- **My training system:** my real sessions, wall work, fitness, strength, and the points system I planned every week with
- **How to analyse a player, a game, a team and yourself,** with pause-and-decide at the centre
- **Two more analysis tests** like the one you just did
- **My story and the 10 lessons** from not making it, so you don't repeat my mistakes
- **Playing free:** confidence, mistakes, coaches and patience
- Printable worksheets, a weekly planner spreadsheet and phone-notes templates

GET IT FROM THE SAME PLACE YOU GOT THIS TEST.

Plus add-ons for strikers, wingers and number 10s, and the full Game Library: all 84 pro games I analysed, each one a test like this.

FOR PLAYERS NOBODY'S FOUND YET