

# Jose Mourinho's presentation to FC Porto

Translated to English by  
Nachiketh Ramesh

**Vision...**

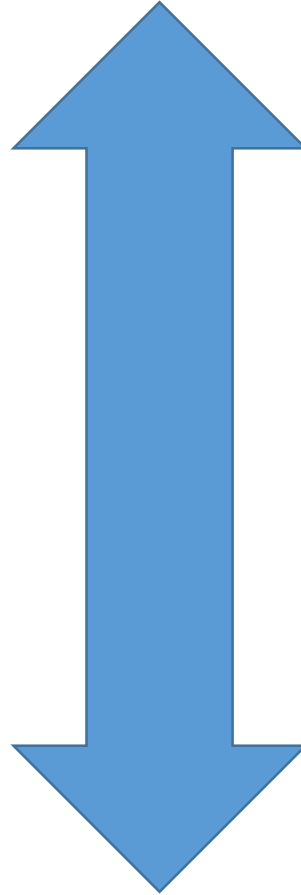
**Game Model**

**Game philosophy**

**Game Culture**

**Football Club Porto**

**Philosophy**



**Vision**

# PHILOSOPHY

This document seeks to objectively define the game model I (Jose Mourinho) identify, as well as their principles inherent to the same. My (Jose Mourinho) aim and that of all technical team is to objectively know the key ideas that lead throughout the construction process of the first team, and thus be able to objectify the process training and working players in a manner that is compatible with our needs.

Also at the level of prospecting and analysis, I think this document is an important aid for the specification of the desired characteristics.

No desire to influence anybody's own identity as a soccer coach; my goal is the co-operation among all.

The most important thing is the success of the club.

Development of philosophy of a professional football club should be based on 3 fundamental principles:

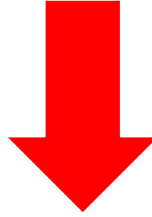
1. GET THE LARGEST POSSIBLE NUMBER OF TITLES;
2. PLAY ATTRACTIVE FOOTBALL;
3. AND WITH THE GREATEST POSSIBLE NUMBER OF PLAYERS FROM YOUTH ACADEMY AND COMMUNITY.

# VISION

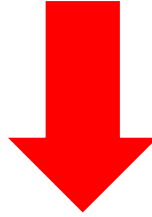
- Philosophy is as important as the team.
- The team and it's idea is more important than a player (individual).
- Players must oblige to and defend the club's ideas and philosophies.

# PRINCIPLES OF PLAY

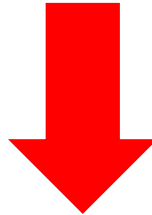
1.1 Transition



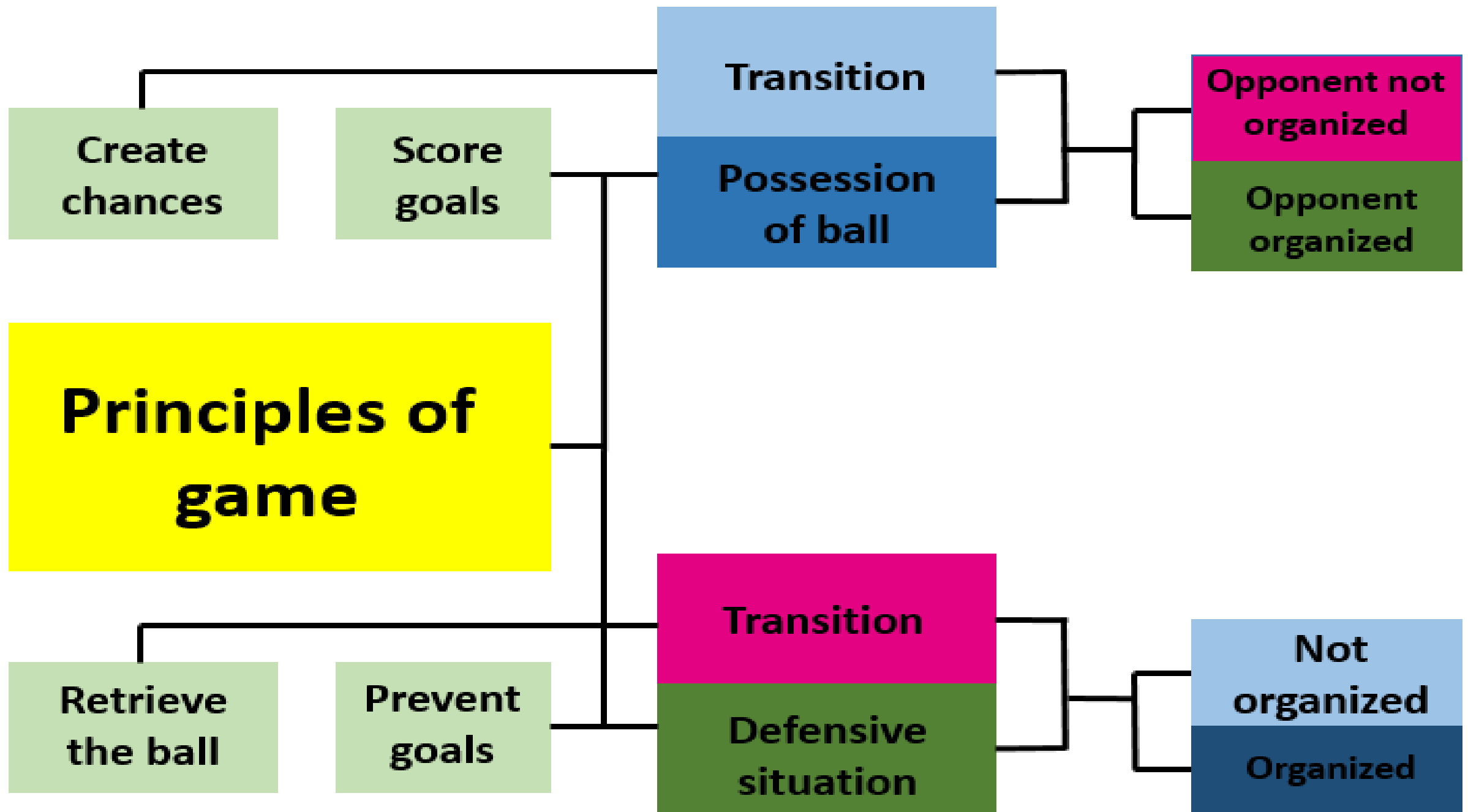
1.2 Possession



1.3 Transition



1.4 Defensive Situation





# 1- PRINCIPLES OF PLAY

## 1.1 Transition

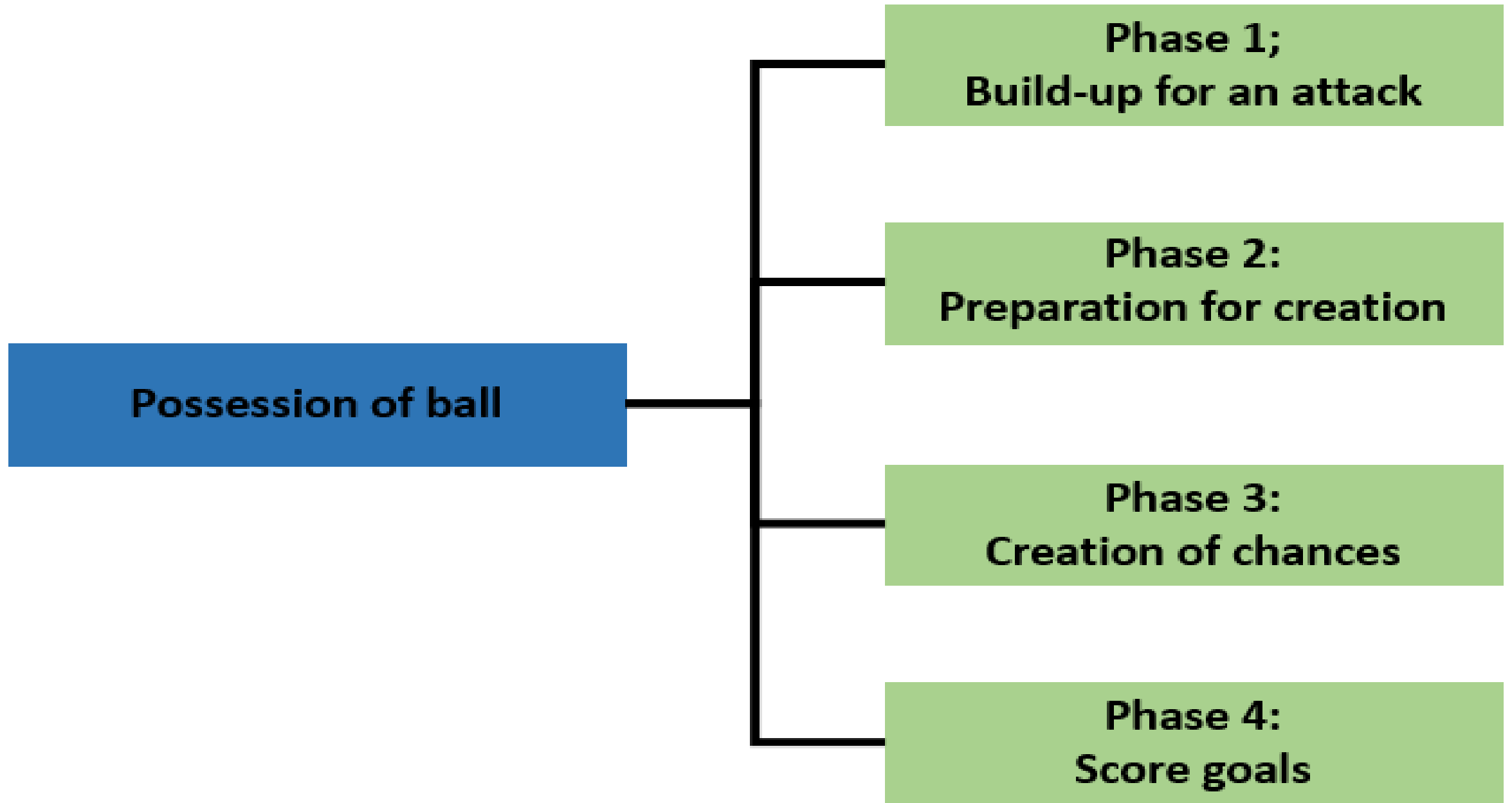
***“win the ball”***

The most important objective is to enjoy the disorganized positioning of the opponents, and to create the goal scoring chances rapidly.

# 1- PRINCIPLES OF PLAY

## 1.2 Possession

- The most important objective to score as many goals as possible.
  - Create as many scoring chances as possible.
- Use the space and time in relation to the teammates and opponents.
  - Keep possession of the ball as long as possible.



# 1- PRINCIPLES OF PLAY

## 1.3 Transition

***“lose the ball”***

The most important objective is to organize up as fast as possible, in order to prevent the opponents from creating chances to score goals .

# 1- PRINCIPLES OF PLAY

## 1.4 Defensive Situation

- Prevent the opponents from scoring goals
- Prevent the opponents from creating goal scoring opportunities.
- Use the space and time in relation to the abilities and qualities of the team mates and the opponents.

**Defensive Situation**

```
graph LR; A[Defensive Situation] --- B[Winning in the line 3-2-3-2-1]; A --- C[Winning in the line 3-2-3-2-1]; A --- D[Winning in the line 3-2-3-2-1]; A --- E[Winning in the line 3-2-3-2-1]; A --- F[Winning in the line 3-2-3-2-1];
```

**Winning in the line**  
**3-2-3-2-1**

**Winning in the line**  
**3-2-3-2-1**

**Winning in the line**  
**3-2-3-2-1**

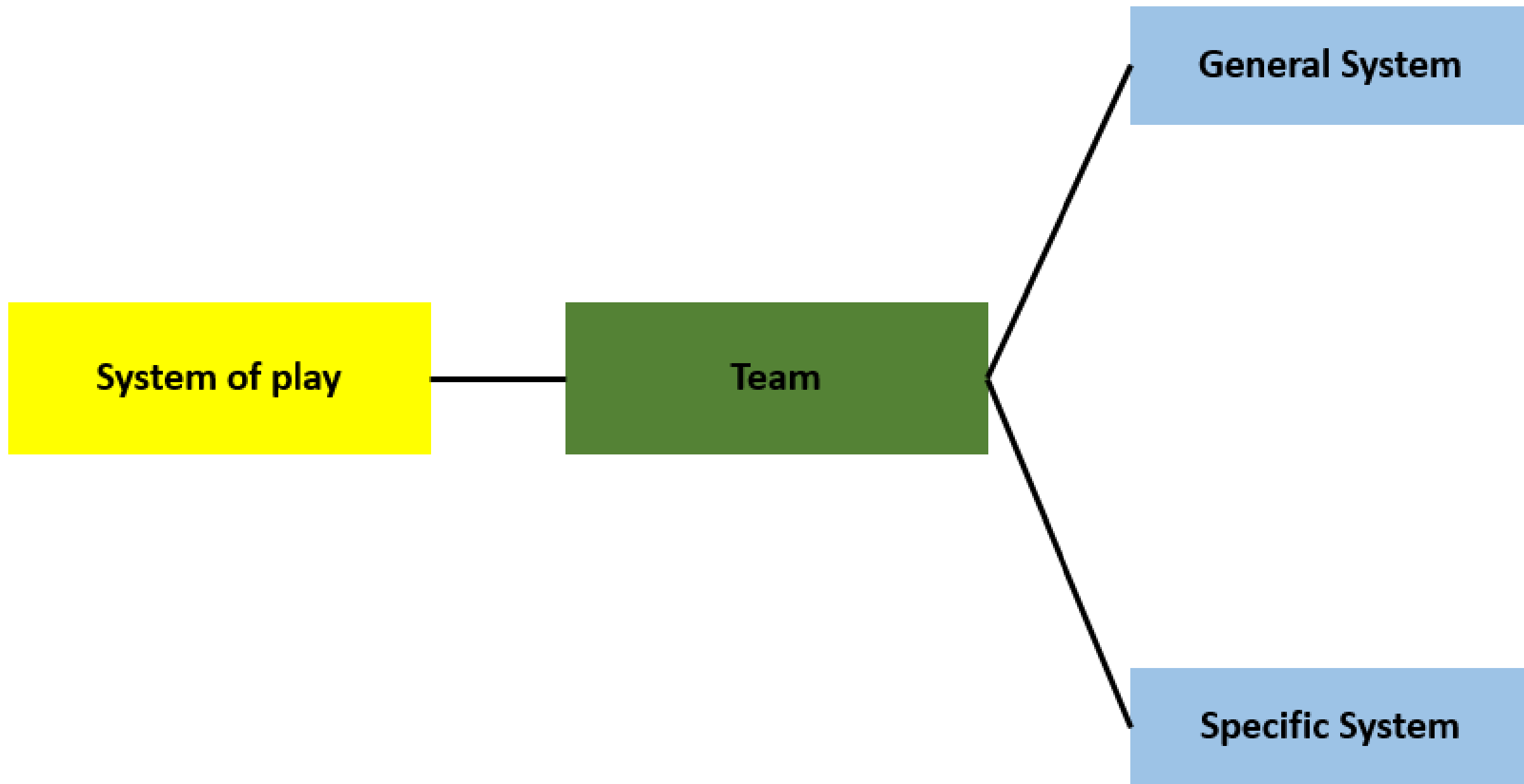
**Winning in the line**  
**3-2-3-2-1**

**Winning in the line**  
**3-2-3-2-1**

# 1- SYSTEM OF PLAY

- 2.1 General

- 2.2 Specific





## 2.1 General System

### 2.1.1 Possession of the ball

1. Make the best choice (in any situation arising in possession).
2. Ball circulation to reach the opposition goal, using:
  - Positional Play
  - Formation of many lines
    - Triangles
  - Controlling the game speed
    - Using speed

## **2.1 General System**

### **2.1.2 Transition (possession loss)**

1. Make the best choice.
2. Adopt the best position.
3. Pressure on the ball in a particular zone of the field.

## **2.2 Specific System**

### **2.2.1 The general system**

These principles are always applicable regardless of the playing model and the opponents.

### **2.2.2 The specific system**

The principles are altered based on our perception of the game system and qualities of the opponents.

## Against other teams

The system is based on a set of positions, lines and triangles for a optimal cover of the pitch (or spaces) during the different phases of the game.

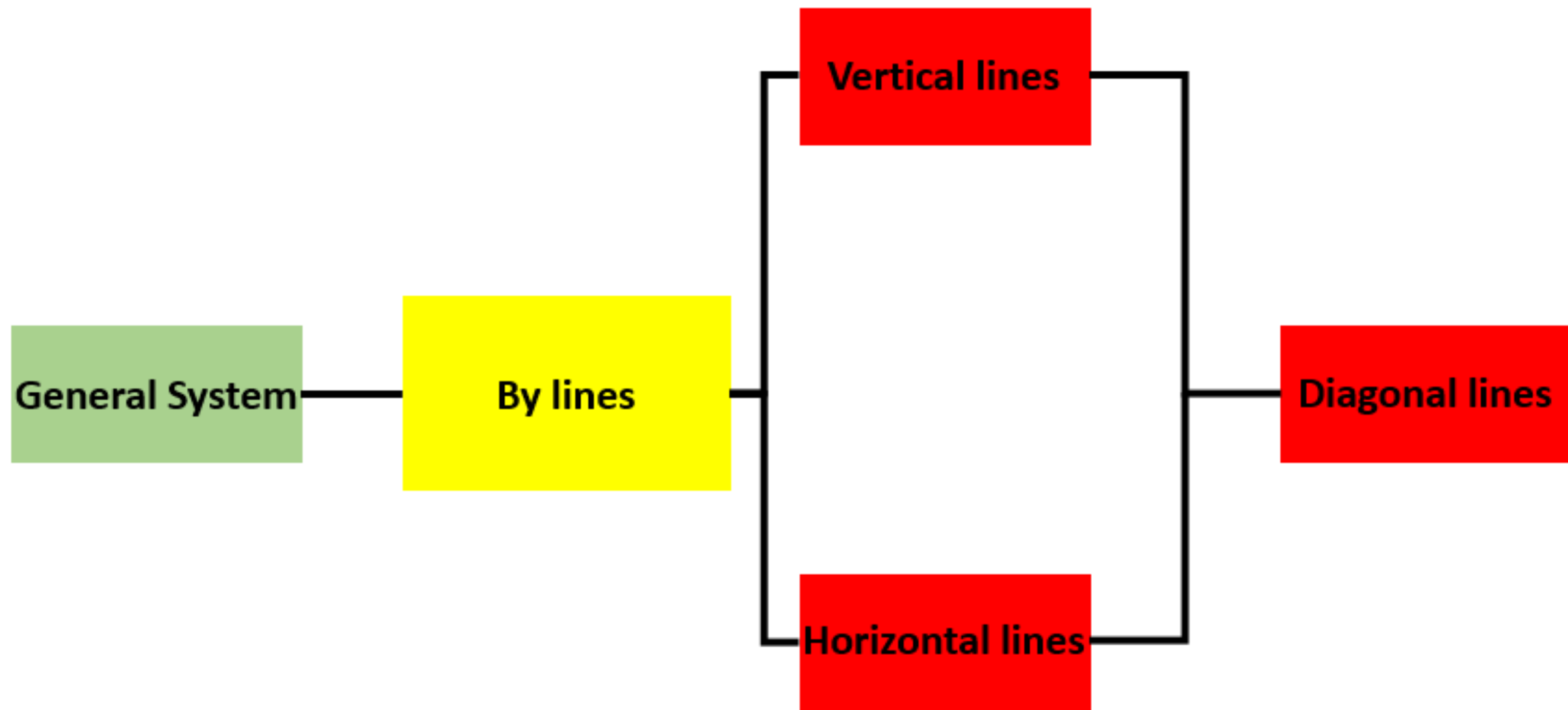
**Possession:** Players should be always in positions so as to receive the ball.

**Without possession:** Players must carry out their defensive work (pressing, covering).

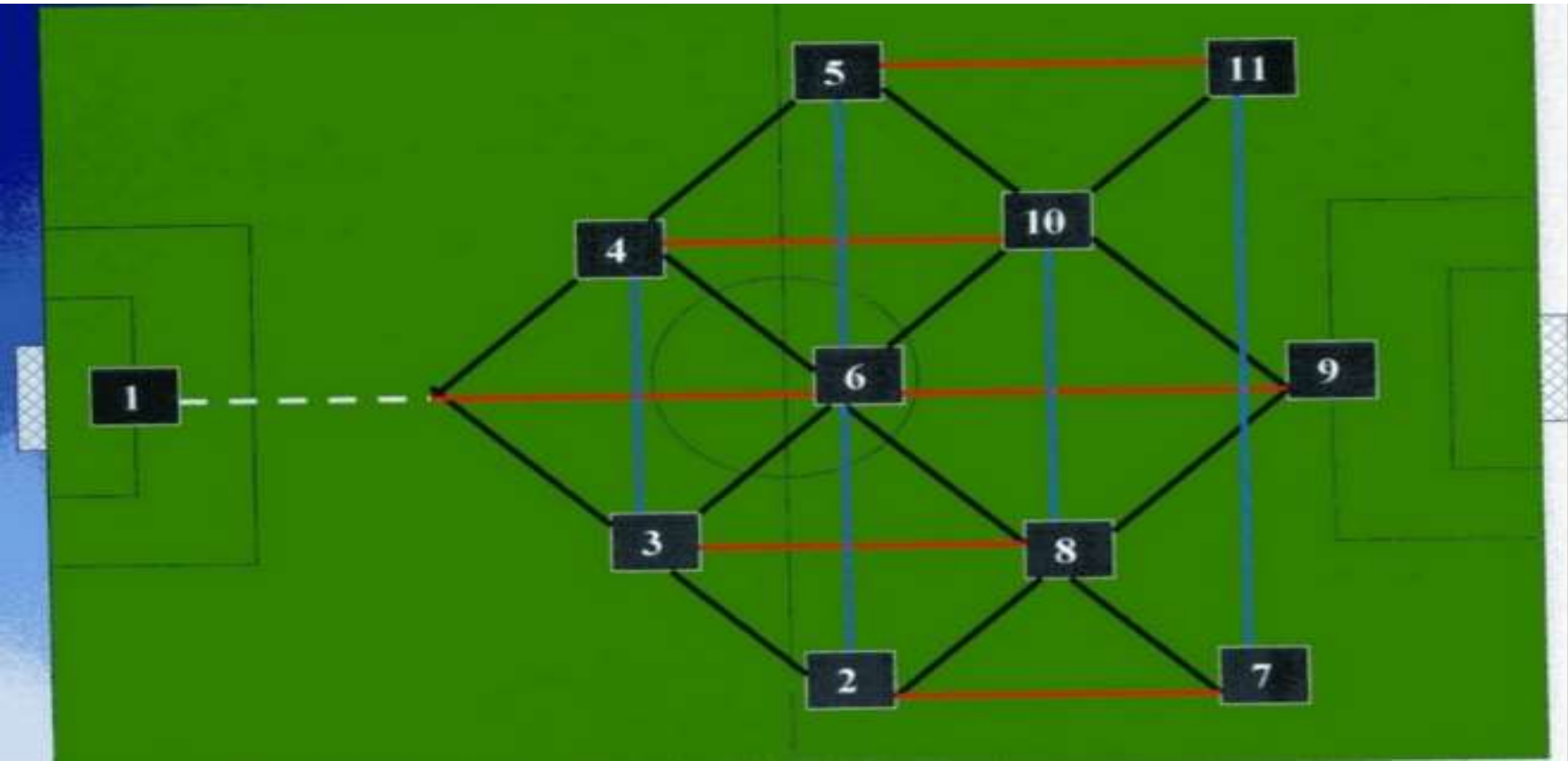
# System of play: 1-2-3-2-3



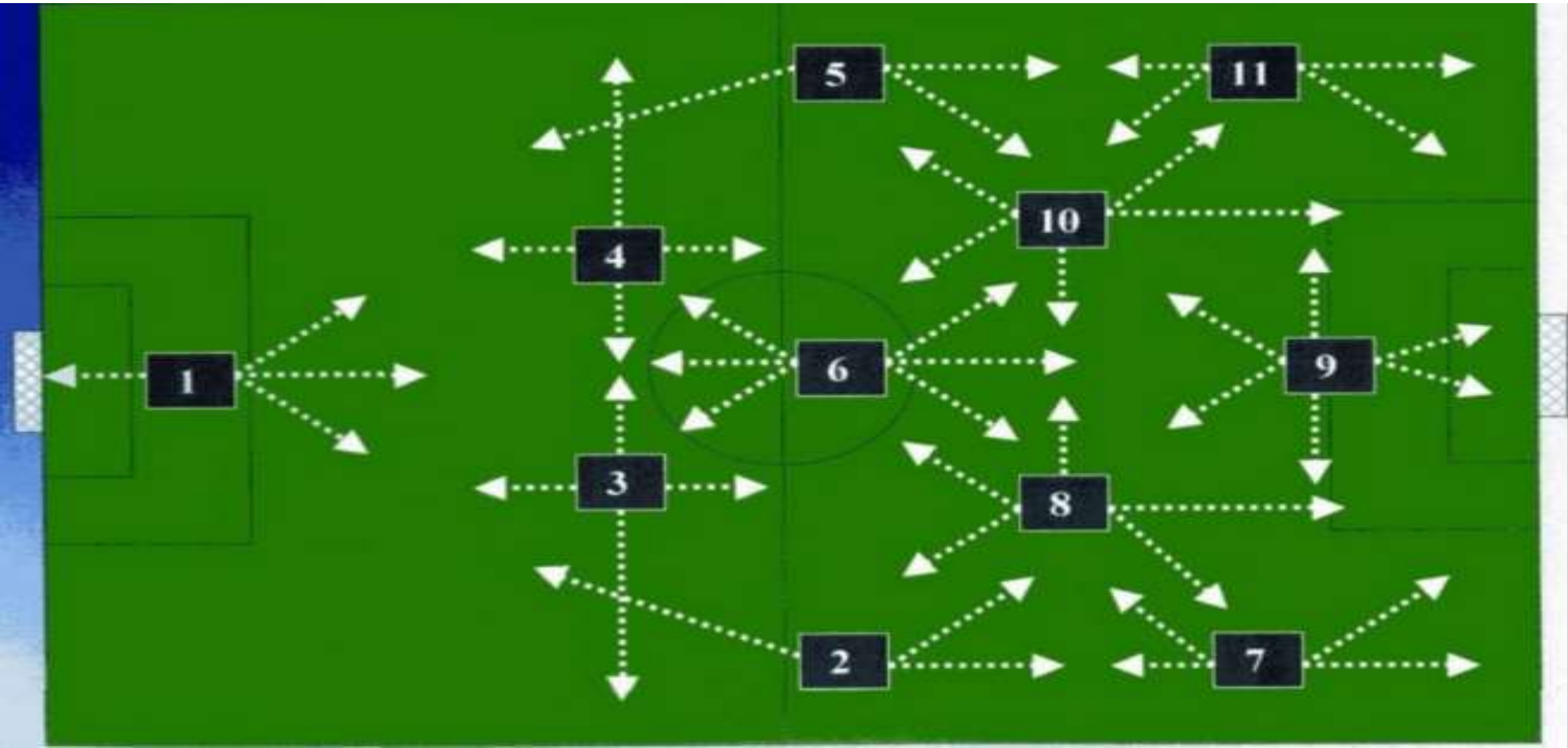
## System of Play



# System of play by lines



# System of play: 1-2-3-2-3





# Against 1-4-4-2



# Against 1-4-4 (diamond) - 2



# Against 1-4-4-1-1 and 1-4-2-3-1



# Against 1-5-3-1-1



# Description of the qualities of the players in our system

- Tactical Qualities
  - Personality
- Technical Ability
  - Physique

The original presentation can be viewed here > <http://goo.gl/7c051j>

A few mistakes have been committed while translating the original presentation from Portuguese. This has been translated only for the purpose of better understanding of Jose Mourinho's playing philosophies. The only intention was to make this available for the people who are interested in coaching.

By Nachiketh Ramesh (@nachikethramesh).

Thanks to Albin Yll Sheqiri (@mrsheqiri)