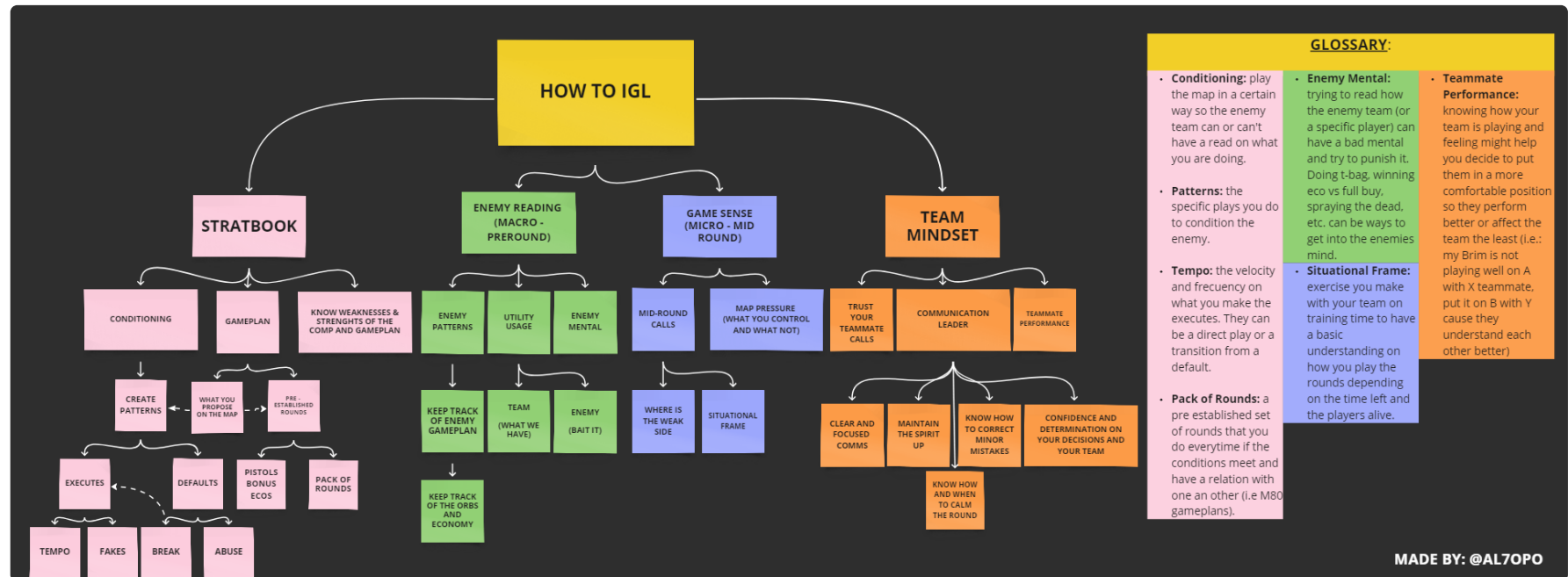


How to IGL

#Method



How to IGL tweet

STRATBOOK

- CONDITIONING

- Create patterns:

- Executes

1. Tempo → the velocity and frequency on what you make the executes. They can be a direct play or a

transition from a default.

2. Fakes

- Defaults

1. Break (with Execute)

2. Abuse

- GAMEPLAN

- What you propose on the map

- Pre-established rounds

- Pistols - Bonus - Ecos

- Pack of rounds → a pre established set of rounds that you do every time if the conditions meet and have a relation with one an other (i.e M80 game plans).

- **KNOW WEAKNESSES & STRENGHTS OF THE COMP AND GAMEPLAN**

ENEMY READING (MACRO - PREROUND)

- **ENEMY PATTERNS**

- Keep track of enemy gameplan

- Keep track of the orbs and economy.

- **UTILITY USAGE**

- Team → what we have

- Enemy → bait it

- **ENEMY MENTAL**

GAME SENSE (MICRO - MID ROUND)

- **MID ROUND CALLS**

- Where is the weak side

- Situational frame

- MAP PREASSURE (WHAT YOU CONTROL AND WHAT NOT)

TEAM MINDSET

- TRUST YOUR TEAMMATE CALLS
- COMMUNICATION LEADER
 - Clear and focused comms
 - Maintain the spirit up
 - Know how and when to calm the round
 - Know how to correct minor mistakes
 - Confidence and determination on your decisions and tour team
- TEAMMATE PERFORMANCE
 - knowing how your team is playing and feeling might help you decide to put them in a more comfortable position so they perform better or affect the team the least (i.e.: my Brim is not playing well on A with X teammate, put it on B with Y cause they understand each other better)