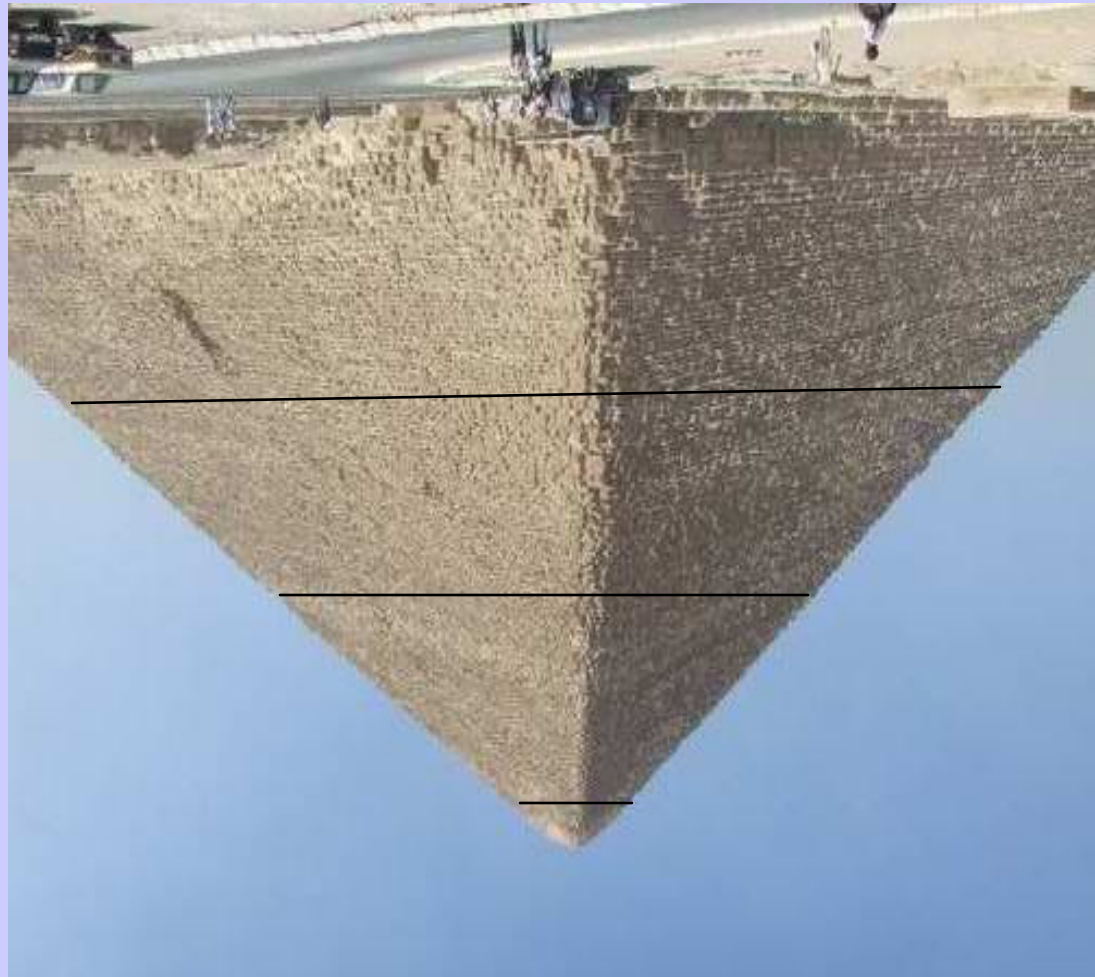


# Growing The Developmental Pyramid



# Another Look at “Our Pyramid”

- In the words of one esteemed coach at the NSCAA “our pyramid is upside down”



# A More Realistic View of “Our Pyramid”



- Actually we have a pyramid in need of some help (under-structure eroded, side falling, & top too small)

# Needs of Our Pyramid

- A strong, large base of young players (U10) that are learning to love playing soccer.
- Maintaining as large as possible base moving upward while these players learn to become more skillful and continue loving playing. (10-14).
- Attention to Top Talents while helping those deemed “not elite” to keep playing at best level possible.
- The top talent maintained. (Plus Others.)

# (Potential) Problems & (some) Answers (U8)

- Numbers starting to play are leveling off so:
- *Look at possible new player pools (city, country, alternative populations).*
- *Look at costs v benefits !!!*
- *Look at environments (show U7 clips)*

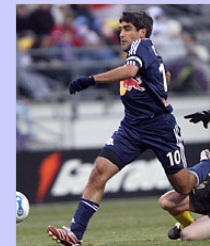
## P & A Continued (11-14)

- Conflicts of other sports.
- Conflicts of “other activities” (jobs, relationships, etc).
- *Balancing competition with winning (stuff).*
- *Maintaining a motivating environment. See “Best Practices” by US Soccer. (Training Clips)*

# Top Talents (15-18)

- *External Motivations: Images of success, peers, rewards.*
- *Environments : High Schools, Clubs, Academies etc.. (Clips of U17s)*
- *How about other countries methods.*
- *(Costs v Benefits in all environments).*

# Top Talent Maintained and Enhanced (18 up)



- Youth v/with Pros.
- Motivations at the next level.
- Those alternative routes (show clips Sanneh and McBride)





# Summary Suggestions

- Take care of what we can in all portions of the pyramid:
- U8 = new groups, environments, motivations!
- 11-14 = enhance motivation, create “Best” environment, allow for “other variables.”
- 15-18 = new motivating images, best new environments, other opportunities, \$s/chance
- Top = pros with youth, \$ rewards, others.
- And maybe we can.....

# Have Our Own NEW Pyramid

