



Region II Boys Olympic Development Program Six-year By-age-group Program Overview

[Rev: 3/4/07]



Program Mission Statement To provide a healthy environment for developing all players in camp. To identify and track the top youth players for selection and identification through camps as well as interregional and international competitions.

[age group by birth year in 2007]	Developmental [1995]	Year 1 [1994]	Year 2 [1993]	Year 3 [1992]	Year 4 [1991]	Year 5 [1990]	
Program Goals	Give as many players as possible an introductory and positive experience to regional camp program.	Continue to expose players to positive camp experience.			Fill needs of team, replace lost players, and identify and select top players. Expose all players to the college recruiting process (invite coaches in to watch tournament games).		
		Begin identification and select a pool of players for interregional competition.	Continue the identification and selection process.	Fill needs of team, replace lost players, and identify and select top players.			
Regular Camp or Tournament Format and Playing Format	4-day camp.	5-day camp.			3-day tournament.		
	State pool groups. A combination of inter-state and mixed groups. Play 4v4, 7v7 tournaments and 11v11.	Double state teams. Play 11v11.		Single state teams. Play 11v11.			
		6-mo split ages.	<i>6-mo split ages.</i>				
		Inter-state tournament format and state team training.			Inter-state tournament format.		
		Teams seeded based on camp history.	National ODP championship age group.				
Teams seeded (A: 1 st , 6 th , ...; C: 3 rd , 4 th , ...) based on age group previous year's records.							
Player Identification		Based on match observation, and daily team pool training.			Based on match observation.		
	Preliminary and informal.	Begin formal identification and tracking.	Continue formal identification and tracking. Note patterns.				
					Make changes based on information gathered.		
Pool Training	None	Every day. Some days 2 sets of pool.		Last 2 days only.	None		
Camp Curriculum	Focus on technique under pressure, small group tactics, decision making.	Technique under pressure, speed of play, group tactics.	Technical repetition, speed of play, large group tactics.	Technical pressure and repetition, team tactics, professional/collegiate environment.	(no camp curriculum)		
Holdover/MLS Pool Camp	None	5-day holdover camp.			5-day pool – Rockford & Milwaukee.	5-day MLS pool – Chicago Fire.	
		36-40 players. The group trains and plays competitive games throughout camp in order to select top group for interregional/international competition.					
Events	None	USSF U14 Nat'l Camp. Thanksgiving Inter-regional. A possible Spring domestic event.	Thanksgiving Inter-regional. Spring int'l trip (Europe).	Winter tournament/training event. International Festival (South America)	Thanksgiving Inter-regional. Adidas Showcase. Spring int'l trip (Europe).	Winter Inter-regional. A possible Spring int'l tour.	

Region II Boys

Olympic Development Program Five Year Plan 2007-2008

Program Mission Statement: To identify and track the top youth players for selection and identification in Interregional and International competition.

Developmental Camp (1995)

Program Goal: To give as many players as possible an introduction and positive experience to the Regional ODP Camp program, and to begin the identification process.

Summer Camp: Four day camp, state pool teams. Structure based around a combination of inter-state and mixed groups. Playing format will include both small-sided and 11v11 games. Informal 4v4, 7v7 and 9v9 tournaments conducted throughout the four day period. No pool training. Begin formal tracking program/database.

Curriculum: Focus on technique under pressure, small group tactics, and, and decision making.

Holdover: No holdover for this age group. Identify top 40-50 players.

Events: No group events for this age group.

Year 1 (1994)

Program Goal: To begin the formal identification process and select a pool of players for Regional competition and continue to expose as many players to the Regional ODP Camp experience.

Summer Camp: Five day camp, double teams/split ages. Inter-State round robin tournament format with state team training. Tournament groups are organized so top teams play each other as often as possible. Playing format is 11v11. Continue formal tracking program/database.

Curriculum: Technique under pressure, speed of play, group tactics.

Holdover: 32-36 players. Holdover group trains and plays competitive games throughout holdover in order to select top group for interregional/international competition.

Events: Thanksgiving Interregional and Dallas Cup (or other spring event).

Year 2 (1993)

Program Goal: Continue the identification and selection process while giving all participants at camp a positive experience.

Summer Camp: Five day camp, double teams. Inter-State tournament format with state team training. 11v11 format. Tournament groups are organized so top teams play each other as often as possible. Continue formal tracking program/database, noting patterns.

Curriculum: Technical repetition, speed of play, large group tactics.

Holdover: 32-36 players. Holdover group trains and plays competitive games throughout holdover in order to select top group for interregional/international competition.

Events: Thanksgiving Interregional and spring International trip (Europe).

Year 3 (1992)

Program Goal: Fill needs of team, replace lost players, and identify and select top players, while giving all participants at camp a positive experience.

Summer Camp: Single teams. 11v11 National Championship Tournament format, with tournament winner advancing to National ODP Finals. Tournament groups will be arranged by seeding process. Seeds will be determined by the head ODP coach and technical committee. Continue formal tracking program/database, noting patterns, and making changes based on information gathered.

Curriculum: Technical pressure and repetition, team tactics.

Holdover: 32-36 players. Holdover group trains and plays competitive games throughout holdover in order to select top group for interregional/international competition.

Events: Winter tournament/training event (Final Four Showcase) and International Festival (South America)

Year 4 (1991)

Program Goal: Fill needs of team, replace lost players, and identify and select top players, while giving all participants at camp a positive experience. Expose all players to the college recruiting process (invite coaches in to watch tournament games).

Summer Camp: Single teams. 11v11 round robin format. Tournament groups arranged so top teams play each other as often as possible. Continue formal tracking program/database, noting patterns, and making changes based on information gathered.

Curriculum: Technical pressure and repetition, the professional/collegiate environment, team tactics.

Holdover: 32-36 players. Holdover group trains and plays competitive games throughout holdover in order to select top group for interregional/international competition.

Events: Thanksgiving Interregional, adidas Disney Showcase, spring International trip (Europe).

Year 5 (1990)

Program Goal: Fill needs of team, replace lost players, and identify and select top players, while giving all participants at camp a positive experience. Expose all players to the college recruiting process (invite coaches in to watch tournament games).

Summer Camp: National Championship Tournament format. No camp, pool, or team training sessions. Players identified and selected from match observation. Continue formal tracking program/database, noting patterns, and making changes based on information gathered.

Curriculum: No camp.

Holdover: Chicago Fire MLS holdover.

Events: Winter Interregional and International Tour (South America)

-----Original Message-----

From: Jerry Ku [<mailto:jku@wayne.edu>]

Sent: Friday, December 15, 2006 12:52 PM

To: 'matko@chicagomagic.net'; 'Marshall Murray'; 'Lauder, Jim'; 'Ian Barker'

Subject: RE:

Again, I think that this is a great starting point, and I like the to-the-point format and style.

My suggestions are:

1. Add something about "providing a healthy environment to develop all players in camp" to the Program Mission Statement.
2. Should we consider creating a unified age group coding (for example, should we call this summer's '94 "U-14")?
3. Competition format for age group with double teams? Currently we group teams by "older" and "younger," with 1 or 2 exceptions. The draft states that we group them by competition level.
4. The whole idea of holdover camps. Should we consider doing away with holdovers, and replacing them with pre-event weekend training sessions (we are of course not talking about 2007, but beyond that)? Players/parents should have been pretty well adjusted to the travel through their participations in MRL. This should probably be a discussion topic for Indy.
5. Year 4 ('91) will be tournament only - Nat'l Championship Tournament age. Year 5 ('90) tournament only too but not Nat'l Championship Tournament age.

Jerry