SUCCESSFUL FEEDING PROGRAMS

DEVELOPING A STANDARDIZED APPROACH AND SYSTEM FOR DEVELOPMENT OF HOCKEY PLAYERS THROUGH STRONG, FOCUSED PROGRAMMING

Approaching Youth Hockey Programs as a "Service Business"

Consulting for areas in:

ORGANIZATIONAL STRUCTURE

- Constructing, Developing and Implementation of Program Bylaws
- Developing a strong Mission Statement and Accurate Stated Purpose
- Structuring of the "Board" or Management Team
- Setting up working committees and Team Managers
- Fund Raising Concepts

COACHES/INSTRUCTORS

- Facilitating Coaching Training and Development Programs
- Communication and Personality Profiling of Coaches, Players, and other members of the organization
- Defining the roles of Coaches and Assistants
- Motivational Coaching and Programs "See yourself successful"
- Proper use of voice inflection vs. yelling Staying "level headed"
- · Knowing the level of your players, mentally, and physically

PRACTICE

- Implementing the "STICK DOWN, HEAD UP!"™ Program
- Standardized Skill Development Plan from: Month to month, level to level, year to year
- Games/Practice ratios
- Developing Standardized Practice Outlines & Practice Plans
- Integrating Systems and Skills
- Developing Drill Sequences and Progressions...increasing puck time with ice time
- Teaching the Simplicity of the game of hockey...reducing hockey anxiety
- The Concept of Read and React Hockey and the 2 on 1
- · Nutritional Programming and Information

GAMES & CONCEPTS

- Coaching as a "Coach" and not as a General
- Keeping things in perspective behind the bench...Hockey is a just GAME
- Applying the personality profile and communication modules for coaches and players
- Recognizing and managing the psychological baggage on each player's back
- Keeping the game in perspective & teaching the simplicity of the game

PROGRAM LEVELS

- Identifying and closing the "Skills Gaps" for all levels
- Monitoring the development of the skills from month to month, year to year
- Skills Night and Saturday Morning League In House Programs