

Part 1: General Characteristics

Phase of LTPD	Calendar age	Physical development benchmarks	Biological age v calendar age	CORE TERMS PER PHASE	DESCRIPTION OF THE PHASE	SUMMARY	DEVELOPMENTAL STAGE	WINDOW OF OPTIMAL TRAINABILITY	Calendar age	Phase of LTPD
FUNdamentals	10U		Plus & minus 2 yrs 4	FUN	 having FUN playing water polo improving standard swimming strokes teaching water polo specific swimming strokes introduction to the basics of water polo games (Flippa Ball) game like dry land training 	"Fun, safety, basic skills and understanding of the		 FUNdamental Movement Skills First Speed Window 	10U	FUNdamentals
Learn to PLAY	4-6 cm increase per year PI Plus &	Learning to learn	 Keeping the FUN in water polo perfection of the basic skills introduction of dry land training with own body weight exercises introduction of items such as warming up 	and understanding of the game"	 Early Childhood Late Childhood 	Females: 6-8yrs and Males: 7-9yrs	11U	Learn to PLAY		
Lea	12U		minus 3 yrs • • • •	Preserve FUN	 personal care mental skills games are a component of training process 				12U	Lean

Part 1: General Characteristics, continued



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	13U		A	show motivation	 Increase of the number of training hours continue dry land training 	"Safe and enjoyable	Late Childhood	FUNdamental Sport	13U	
AIN	14U	start of increase sprint 8-12 cm increase	♥ Plus & minus 4 yrs ↓	develop mentality	 continue dry land training introduction of strength training develop a warming up routine personal care rehab/rest and mental skills 	experience of the 7-a- side game"	Early Puberty	Skills Ø Major Motor Learning Window	14U	AIN
Train to TRAIN	15U	per year end of		discover ambition	develop during games technical, tactical and mental skills,		Early Puberty	Build the Engine Endurance with the on-set of PHV	15U	Frain to TRAIN
Trai	16U	increase sprint	Plus & minus 3 yrs	formulate objectives	learn to combine sport and study	"The performance of water polo skills to fulfill the principles of a game"	Late Puberty	 Strength with the on-set of menarche for females and 12-18 month after PHV for males Second Speed Window F: 11-13yrs and M: 13-16yrs Skills to fulfill the principles of a game 	16U	Trai
Train to COMPETE	17U	increase 2-4 cm per year	- - - - - - - - - - - - - - - - - - -	develop elite sport attitude perfectioning of body construction, develop physical capacities, realising game results	 develop strength through strength training maintain dry land training warming up, personal care, rehab/rest and mental skills, develop individual and team strategy 	"The performance of multi-functional roles under game	 Late Puberty Early Adulthood 	Individualise and	17U	Train to COMPETE
Train	18U	£.11	minus 2 yrs	making choices develop physical capacities	during games learn to peak towards a tournament study adapts to (almost) full-time sport programme	conditions"		optimise fitness	18U	Train
Z	19U	full- grown, how- ever		arrange elite sport surroundings	 Emphasis on specialisation and performances maximise physical, technical, mental and 	"Improvisation and			19U	z
Train to WIN	20U	increase in body weight		realise game results, develop an elite sport attitude, find	 tactical skills, all training components are individualised training sessions are aimed for maximum performances during tournaments 	problem solving under game conditions"	Early AdulthoodAdulthood	Individualise and Maximise fitness	20U	Train to WIN
	20+			connection to elite sport	choice is made for elite sport as primary focus				20+	



Part 2a: Technical Offence / Techniques in Attack

Phase of LTPD	Calendar age	Techniques in th	e counter-attack	Techniques in 6:6 attack		Techniques in 6:5 attack	Techniques on behalf of the offensive specialisation	Calendar age	Phase of LTPD
		Teaching t	echniques	Teaching te	chniques	Teaching techniques			
FUNdamentals	100	 To learn and improve: water polo swimming techniques without ball eggbeater kick To learn to start forward without ball to stop without ball to start forward with ball water polo freestyle with ball 	 To learn: to stop with picking up of the ball from underneath to walk fast (breaststroke kick) to walk high up (eggbeater kick) to shoot stationary to shoot from the movement after stopping the lob shot 	 To learn and improve water polo swimming techniques without ball eggbeater kick To learn basic body positioning to start in several directions without ball stopping to change direction (incl. to turn) to start forward with ball water polo freestyle with ball jump 1/2 turns 	 To learn stopping with and pick up the ball passing to stop the ball (preparation to catch) to walk fast (breaststroke kick) to walk high up (eggbeater kick) shoot stationary the lob shot 	 To learn and improve eggbeater kick To learn General Body Position sideward moving passing to stop the ball (preparation to catch) to walk high up shoot stationary the lob shot 	No specialisation, the athlete should whenever possible been offered general movement skills. These skills do not develop only in water, but also on land	10U	FUNdamentals
Learn to PLAY	120 110	Improving to the tip and push shot To learn and improve Catching from several angles To improve and perfect water polo swimming techniques without ball eggbeater kick To improve to start forward without ball stopping to start forward with ball water polo freestyle with ball	 techniques To learn and improve contra jump To improve sideward moving stopping and pick up the ball with several methods passing the ball jump 1/2 turns to walk fast (breaststroke kick) to walk high up (eggbeater kick) shooting stationary shooting from the movement after stopping lob shot 	Improving te To learn and improve Catching the ball the techniques of the individual attacker against an opponent (1:1). To learn shot faking sweep shot and back hand shot To improve and perfect water polo swimming techniques without ball eggbeater kick basic body position To improve starts in several directions without ball stopping	 To improve the change of direction (incl. turn) start forward with ball water polo freestyle with ball jump 1/2 turns stopping and picking up the ball passing walking fast (breaststroke kick) walking high up shooting stationary shot from movement after stopping lob shot 	Improving techniques To learn fake a shot sweep and backhand shot for move in the General Body Position shooting from the movement To improve and perfect gegbeater kick General Body Position To improve sideward moving passing to walk high up (eggbeater kick) shooting stationary To learn and improve catching of the ball	No specialisation, the athlete should whenever possible been offered general movement skills, especially, in the water. These skills develop not only in the water, but also on land. The development is much more focused on their own capabilities and possibilities; NOT focused the quality of the opponent	120 1 10 1 10	Learn to PLAY



Part 2a: Technical Offence / Techniques in Attack, continued

		Perfecting to	echniques	Perfecting te	echniques	Perfecting techniques			
	13U	 picks in 1:1 and in 2:2 to shoot from jump sideward (1: 0 with very 	 To perfect sideward moving stopping with several methods to pick up the ball 	 To learn picks To learn to move with and without ball in General Body 	 To perfect the change of direction (incl. turns) start forward with ball 	 To learn ✤ to pass from split vision (look left, pass right) To improve 	No specialisation, or focus on, specific preference or aptitude of the children. The centre forward is the exception and gets specific	13U	
Train to TRAIN	14U	To improve the tip and push shot To learn and improve	 from water passing jump 1/2 turns and contra jump to walk fast (breaststroke kick) to walk high up (eggbeater 	Position To improve Shot faking To improve the sweep and back hand shot	 water polo freestyle with ball jump 1/2 turn stopping with picking up of the ball passing walking fast 	 shot threat in front and backward shooting moving in GBP shot from movement 	attention. If a player has the physical ability to become a centre forward: Learning to step out/away	14U	Train to TRAIN
Train to	15U	 directions To perfect water polo swimming techniques without ball eggbeater kick 	kick) kick) shooting stationary shot from the movement after stopping the lob shot	 catching of the ball catching of the ball the techniques of the shooting stationary 	 walking high up shooting stationary shooting from movement after stopping 	To perfect eggbeater sideward moving passing catching of the ball to walk high stationary shot	from 2meter defender Learning backhand Learning sweep shot Learning +jump away - shot Learning + turning - shot	15U	Train to
	16U		 To perfect and improve catching from several directions 	 eggbeater kick General Body Position(ing) to start n several directions without ball stopping 		 lob shot 		16U	
E	5	Apply techniques in mo	ore complex situations	Apply techniques in mo	re complex situations	Apply techniques in more complex situations		D	Ë
OMPE	17U							17U	OMPE
Train to COMPETE	18U		Techniques as above, further to perfect in complex situations Techniques as above, further to perfect in complex situations		Techniques as above, further to perfect in complex situations	Techniques as above, further to perfect in complex situations	18U	Train to COMPETE	
	19U	Apply techniques in very con gam	•	Apply techniques in very con gam	•	Apply techniques in very complex situation and game		19U	
Train to WIN	200	Techniques as above, further to perfect in very complex situations		Techniques as above, further to perfect in very complex situations		Techniques as above, further to perfect in very complex situations	Techniques as above, further to perfect in very complex situations	20U	Train to WIN
	20+		situations			Situations		20+	



Part 2b: Technical Defence / Techniques in Defence

Phase of LTPD		Techniques in the counter-defence	Techniques in 6:6 defence	Techniques in 5:6 defence	Techniques on behalf of the defensive specialisation	Calendar age	Phase of LTPD
FUNdamentals	10U	Teaching techniques To learn and improve: all water polo and ordinary swimming strokes eggbeater kick To learn: starting forwards stopping	Teaching techniques To learn: general body positions (including "mirroring") to start in different directions without ball to stop and change direction (including turning) To learn and improve: swimming techniques without ball eggbeater kick 	Teaching techniques To learn: to move sideways to jump in different directions (towards ball) to defend the jump 1/2 turn blocking a pass and shot Learn to slide and tilt	No specialisation, the player should wherever possible be offered general movement skills. These skills do not develop only in the water, but also on land.	10U	FUNdamentals
Learn to PLAY	110	Improving techniques To learn: to perform fake attacks towards attacker, To learn and improve tilting in all directions, To improve: change of direction (including turning), starting in different directions without ball, stopping, moving sideways jumping different directions (towards ball), defending the jump 1/2 turn defending and contra jump blocking a pass and shot To improve and perfect:	Improving techniques To learn: the techniques of individual defence against an attacker (1:1), to perform fake attacks towards attacker, to defend a backhand shot, to defend the sweep shot, To learn and improve: sliding and tilting in all directions, To improve: water polo swimming techniques without ball, gegbeater kick, GBP (including "mirroring"), start in different directions without ball,	Improving techniques To learn: the fake attack towards shooter blocking a part of the goal To improve: gegbeater kick GBP moving sideways blocking a shot (static and active) jumping in different directions (towards ball) sliding and tilting	No specialisation, the player should be offered, as much as possible, general movement skills (especially) in the water. Those general skills development not only in the water, but also on land. The development is much more focused on their own capabilities and possibilities; NOT focused the quality of the opponent. All children learn the basics of the goalkeeper. To learn: the GBP for the goalkeeper standing of the goalkeeper standing of the goalkeeper high-up -technique to jump in different directions stopping the ball with two hands (around	110	Learn to PLAY
	12U	 water polo swimming techniques without ball, eggbeater 	 stopping improve change of direction (including turning), moving sideways, techniques sliding and tilting in all directions, jumping in different directions (towards ball), defending the jump 1/2 turn and contra jump, blocking a pass and shot 		 the head) stopping the ball with one arm / hand (away from the body) stopping the bounce and lob shot, learning the intervention techniques 	120	



Part 2b: Technical Defence / Techniques in Defence, continued

Phase of LTPD	Calendar age	Techniques in the counter-defence	Techniques in 6:6 defence	Techniques in 5:6 defence	Techniques on behalf of the defensive specialisation	Calendar age	Phase of LTPD
Train to TRAIN	16U 15U 14U 13U	Perfecting techniques To learn to: [®] defend blockades in 1:1 and 2:2 duel To improve: [®] the performance of fake attacks towards attacker To perfect: [®] change of direction (including turning) [®] start in different directions without the ball [®] and perfect water polo swimming techniques without the ball [®] eggbeater kick [®] stopping [®] moving sideways [®] jumping different directions (towards ball) [®] sliding and tilting in all directions [®] defending of the jump 1/2 turn and contra jump [®] blocking of a pass and shot	 Perfecting techniques To learn to: defend blockades, To improve: the defense of a backhand shot and sweep shot, the techniques of individual defense against an attacker (1:1), the performance of fake attacks towards attacker To perfect: water polo swimming techniques without ball, eggbeater kick , GBP's (including mirroring"), starting in different directions without ball, stopping, change of direction (including turning), sliding and tilting in all directions, moving sideways, jumping in different directions (towards ball), defending the jump 1/2 turn and contra jump, blocking of a perfect pass and shot 	Perfecting techniques To improve: a fake attacks to attacker blocking a part of the goal To perfect: a eggbeater kick starting positions moving sideways blocking a shot (static and active) Jumping in different directions (towards ball) techniques for sliding and tilting	 No specialisation training is done, only focus on specific preference or build of the athletes. The goalkeeper is the exception and gets specific attention (in particular the specific techniques of the goalie) Techniques for the keeper: To improve: the starting positions for the goalkeeper, improve the standing of the goalkeeper, improve jumping in different directions improve stopping the ball with two hands (around the head), improve stopping the ball with one arm/hand (away from the body), improve stopping the bounce and lob shot, improve stopping the bounce and lob shot, improving the intervention techniques If a player has the physical ability to become a centre forward, specific techniques for the 2 meter defender: To learn to: taking different positions in regard to the center forward (in front/besides/behind, etc.), learning changing positions relative to the center forward, teaching techniques of blocking shots from outside, learning to defend the backhand shot, learning to defend the sweep shot, learning to defend the centre forward when he/she jumps away and turns for a shot 	16U 15U 14U 13U	Train to TRAIN



Part 2b: Technical Defence / Techniques in Defence, continued

Phase of LTPD	Calendar age	Techniques in the counter-defence	Techniques in 6:6 defence	Techniques in 5:6 defence	Techniques on behalf of the defensive specialisation	Calendar age	Phase of LTPD
		Apply techniques in more complex situations	Apply techniques in more complex situations	Apply techniques in more complex situations			
Train to COMPETE	18U 17U	Techniques as above, further to perfect in complex situations	Techniques as above, further to perfect in complex situations	Techniques as above, further to perfect in complex situations	 Techniques for the goalkeeper: Perfect the starting positions for the keeper perfect the standing of the goalkeeper perfect jumping in different directions perfect stopping the ball with two hands (around the head) perfection stopping the ball with one arm/hand (away from the body) perfect stopping the bounce and lob shots perfect the intervention techniques Centre Back Specialisation: To improve: taking different positions relative to the center front (a front / beside / behind, etc.) changing positions techniques front marking, the technique of blocking from center defense position the defense while offender is 'stepping away' defending backhand and sweep shot defending while the attacker jumps away for a shot 	18U 17U	Train to COMPETE
		Apply technique in very complex	Apply technique in very complex	Apply techniques in very complex	the defensive turn away		
	19U	situation and in the game	situation and in the game	situation and game		19U	
Train to WIN	20+ 20U	Techniques as above, further to perfect in very complex situations	Techniques as above, further to perfect in very complex situations	Techniques as above, further to perfect in very complex situations	Training of specialisation is done every session	20+ 20U	Train to WIN



Part 3a: Tactical Offence / Tactics in Attack

Phase of LTPD	Calendar age	Tactical situation: counter- attack	Tactical situation: 6:6 attack	Tactical situation: 6:5	Specialisation on behalf of the offensive tactics	Calendar age	Phase of LTPD
FUNdamentals	10U	Learn 1:0	3 v 3 4 v 4 (no structure)	Intro men up without goal 4:3 (move ball, find free player) Transfer into attack context, no fixed elaboration. In this age group that 3:2 or 4:3	Simplify tactics, very little structure, no specialisation (including the position of the goalkeeper), basic game concepts; ALL ON ATTACK, find free player, move ball, create & use space, LET THE CHILDREN PLAY	10U	FUNdamentals
PLAY	11U	Improve 1:0 Learn 2:1	Learn 4 v 4 (structure - 1 centre)	Learn set of positions (numbering 1-6) and basic lines in attack 6 on 5 according to one tactical elaboration (for example 4:2 or 3:3)	No specialisation: children must learn basic techniques on all positions,	11U	PLAY
Learn to PLAY	12U	Learn 3:2 situation	Practice attack 4 v 4 (structure - 1 centre) Introduce drive + outside shot Introduce 6 v 6 (mushroom)	Learn of set positions (numbering 1-6) and basic lines inattack 6 on 5 according to one tactical elaboration (for example 4:2)	basic techniques on all positions, including the position of the keeper		Learn to PLAY
	13U	Perfect 1:0 Improve 2:1	Improve 6 v 6 (structure - 1 centre) Learn a second system 6 v 6 (ie the attack with 2nd CF) Introduce post/up, Intro Picks / Screens, CF Rotation	Improve of the attack 6 on 5 according to one tactical elaboration (for example 4:2) Learn of the attack 6 on 5 according to	No specialisation; however, attention to specific preference or construction of the children. The goalkeeper is an exception and get specifically attention (for	13U	
Train to TRAIN	14U	Improve 3:2 Learn 4:3		second tactical elaboration (for example 3:3)	example using the long pass for counter- attack)	14U	Train to TRAIN
Train	Train to	Perfect 1:0 Perfect 2:1 Perfect 3:2	Perfect 6 v 6 (structure) Improve second system 6 v 6 Improve post/up. Intro Picks / Screens. CF	Perfect of the attack 6 on 5 according to one tactical elaboration Improve of the attack 6 on 5 according to	General development of all positions and learning skills in preference/specialist positions. The goalkeeper gets specific		Train
	16U	Learn 5:4 Learn 6:5	Improve 4:3Improve post/up, Intro Picks / Screens, CLearn 5:4Rotation	second tactical elaboration	attention.	190 ntini	



Part 3a: Tactical Offence / Tactics in Attack, continued

Phase of LTPD	Calendar age	Tactical situation: counter- attack	Tactical situation: 6:6 attack	Tactical situation: 6:5	Specialisation on behalf of the offensive tactics	Calendar age	Phase of LTPD
COMPETE	17U	Perfect 1:0 Perfect 2:1 Perfect 3:2 Perfect 4:3	Perfect 6 v 6 (structure) Perfect second system 6 v 6 Perfect post/up, Intro Picks / Screens, CF	Perfect of the attack 6 on 5 according to one tactical elaboration Perfect of the attack 6 on 5 according to second tactical elaboration	General development of all positions and improving skills in preference/specialist positions.	17U	COMPETE
Train to	18U	Improve 5:4 Improve 6:5	Rotation Learn specific set moves	To learn and improving a passage of tactical elaborations	Learning of skills in a second preference position (with exception of the goalkeeper)		Train to
NIM	19U	To perfect all man up situations, also as a component of complex game situations	Perfect 6 v 6 (structure) Perfect second system 6 v 6	Perfect of the attack 6 on 5 according to one tactical elaboration Perfect of the attack 6 on 5 according to	Perfecting of skills in one preference position.	19U	NIN
Train to V	20U	(e.g. 1:0 situation originating from 6:6 attack)	Perfect post/up, Intro Picks / Screens, CF Rotation Perfect specific set moves and add more	second tactical elaboration Perfect of several passages of tactical elaborations	To improve and perfect skills in a second preference position (with exception of the goalkeeper)	20U	Train to V
	20+		specific moves			20+	

Part 3b: Tactical Defence / Tactics in Defence



Phase of LTPD	Calendar age	Tactical situation: to defend the counter-attack	Tactical situation: 6:6 defence	Tactical situation: 5:6	Specialisation on behalf of the defensive tactics	Calendar age	Phase of LTPD
FUNdamentals	10U	Learn 0:1	Learn 3 v 3 attack - i.e. man on man and/or inside water Learn 4 v 4 attack - i.e. man on man and/or inside water	Learn playing a defence w a player less (give solutions; no fixed elaboration). In this age group that will be 2:3 or 3:4	No specialisation: children must learn basic techniques on all positions, including the position of the goalkeeper	10U	FUNdamentals
to PLAY	11U	Improve 0:1 Learn 1:2	Learn 4 v 4 (i.e. defense v 1 centre)	Learn playing defence w a player less (give solutions; no fixed elaboration). In this age group that will be 3:4	No specialisation: children must learn basic techniques on all positions, including the	110	o PLAY
Learn to	12U	Learn 2:3	Learn 4 v 4 defense (i.e. defense against 1 centre w front marking)	Learn the basic positions and basic lines of the defense 5:6 Learn one 5:6 defense system Learn position numbering 'a' till 'e'	position of the goalkeeper - positioning in the pool relative to markings (eg. In relation to goal or 2m line)		Learn to
	13U	Perfect 0:1 Improve 1:2	Improve defense 6 v 6 (eg. pressing) Learn second defence system 6 v 6 (eg.	Improve 5:6 defence in one tactical system (for example 3:2 maintaining)	Basic positioning for all players on all positions (wing, top and centre defender)	13U	
to TRAIN	14U	Improve 2:3 Learn 3:4	defence w extra tasks on top of pressing - drop/zone defense)	Learn a second 5:6 tactical system (for example 4:1 defense)	Specific learning of the basic skills of the goalkeeper - maintain balance (as a concept)	14U	TRAIN
Train to	15U	Perfect 0:1 Perfect 1:2 Perfect 2:3	Perfect 1:2 Improve second defence system 6 v 6 Perfect 2:3 (eg. extra tasks on top of pressing)		General development on all positions (wing, top and centre defender)		Train to TRAIN
	16U	Improve 3:4 Learn 4:5 Learn 5:6	Learn third defence system of 6 v 6 (eg. full zone defense) Learn fourth defence system 6 v 6 (eg. second zone defense system)	Improve a second 5:6 tactical system (for example 4:1 defense) Learning objective: SHRINKING - UTILISING POST DEFENDERS - ARM/BODY POSITIONS IMPORTANT	Emphasis on improving one (from the player's role most logical) specialist position Improving the specific skills of the goalkeeper.	16U	



Part 3b: Tactical Defence / Tactics in Defense , continued

Phase of LTPD	Calendar age	Tactical situation: to defend the counter-attack	Tactical situation: 6:6 defence	Tactical situation: 5:6	Specialisation on behalf of the defensive tactics	Calendar age	Phase of LTPD
COMPETE	17U	Perfect 0:1 Perfect 1:2 Perfect 2:3 Perfect 3:4	Perfect first 6 v 6 defence system (i.e. pressing) Perfect second 6 v 6 defence system (ie extra tasks on top of pressing - part drop/zone)	Perfect 5:6 defence in one tactical system (for example 3:2 defense) Perfect a second 5 on 6 tactical system (for	General development on all positions Emphasis on perfecting one position (from the player's role most logical position) Emphasis on improving a second (related) position	17U	COMPETE
Train to (18U	Improve 4:5 Improve 5:6	Improve third 6 v 6 defence system (i.e. full zone defense) Improve fourth 6 v 6 defence system (i.e. a second zone defence)	example 4:1 defense) Learn and improve defending passages within tactical systems, as well as 4:6 defence - develop	(for example left-handed defender on position 1 with post up) Perfecting the specific skills to the goalkeeper (incl. instructing defence)		Train to (
NIM	19U	To perfect all man down situations, also as	Perfect first 6 v 6 defence system (i.e. pressing) Perfect second 6 v 6 defence system (i.e. defence w extra tasks on top of pressing)	Perfect 5:6 defence in one tactical system (for example 3:2 defense)	Perfect specialist position	19U	WIN
Train to V	To perfect all man down situations, also as component of complex game situations (e.g. situation originating from 6:6)		Perfect third 6 v 6 defence system (i.e. full zone defense) Perfect fourth 6 v 6 defence system (i.e. a second zone defence)	Perfect a second 5 on 6 tactical system (for example 4:1 defense) Learn and improve defending passages within tactical systems, as well as 4:6 defence - perfect	Perfect second (related) position Perfecting the specific skills of the goalkeeper		Train to V
	20+	To Learn, improves and perfecting combined (several)maintaining tactics					



Part 4: Physical, Mental and Lifestyle

Phase of LTPD	Calendar age	Physical	Mental	Lifestyle	Calendar age	Phase of LTPD
FUNdamentals	10U	 Arms Legs & Combo of movement Co-ordination & Balance Flexibility Speed and Locomotion Warm-up / Cool Down 	 Self-confidence Self-esteem Positive attitude to sport Tolerance Accepting new persons 	 Social skills Fairness Self-control Creative thinking 	10U	FUNdamentals
Learn to PLAY	12U 11U	 Agility Flexibility Co-ordination & Balance Balance – static and dynamic 	 Goal setting- short term Patience Control Concentration 	 Personal responsibility Interpersonal skills Ambition to improve 	12U 11U	Learn to PLAY
Train to TRAIN	16U 15U 14U 13U	 Strength Power Speed and Acceleration Pre-habilitation Sports specific multi-activity endurance Individual specific flexibility 	 Motivation Goal setting medium term Determination Coping Peer pressure 	 Independent thinking Ambition – career options Self-identity Role model role Giving back to the sport 	16U 15U 14U 13U	Train to TRAIN



Part 4: Physical, Mental and Lifestyle, continued

Phase of LTPD	Calendar age	Physical	Mental	Lifestyle	Calendar age	Phase of LTPD
Train to COMPETE	18U 17U	 Multi-sprint Endurance Strength and Power Speed, Agility & Quickness Position specific conditioning Periodised training Recovery routines 	 Pre-match preparation Controlled breathing Coping with Anticipation Excitement and Anxiety Goal setting – long term Coping with peer pressure 	 Principle-centred values Life management Self-reliance Coping with failure Giving back to the sport 	18U 17U	Train to COMPETE
Train to WIN	20+ 20U 19U	 Multi-sprint Endurance Strength and Power Speed, Agility & Quickness Position specific conditioning Periodised training Recovery routines Individualised programs 	 Mental relaxation Visualisation Coping strategies Coping Peer pressure Self-Awareness Profiling 	 Self-reliance Patience to achieve long-term goals Positive use of Power / Influence Life management Giving back to the sport 	20+ 20U 19U	Train to WIN