

THE FUTURE COACH CREATING TOMORROW'S SOCCER PLAYERS TODAY

[DOWNLOAD]

TOM BATES

**DARK
RIVER**

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The Control Warmth Matrix

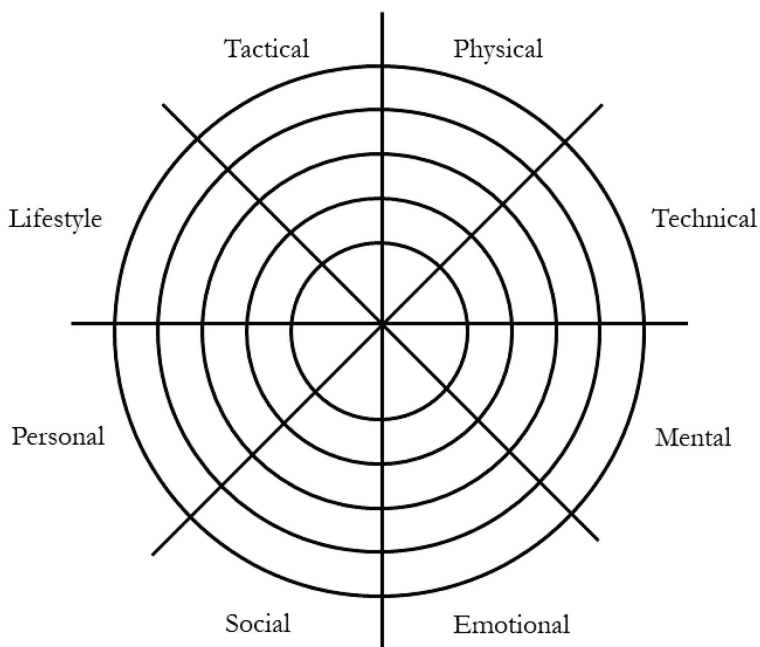


The Performance Profile

When making an assessment:

1. Coaches ask their player: "Where do you think you are now, between 0 and 10?"
2. Coaches then offer their own assessment of the player: "This is where I think you are."
3. Both parties examine the differences between scores/viewpoints.
4. Both parties try to work out why there are differences in perceptions.
5. The coach and player then calculate a score, and work out what can be done to improve the score, for this player, in this situation.

The current score – between 0 and 10 – is then marked on the profile wheel (0 = low grade, 10 = high grade; 10 is the outermost ring).



MISSION	PURPOSE	DIRECTION
The thing I want to achieve	Why I am going to achieve it	Where I want to go, and how to get there

Assessing Character

<p>Leaders</p> <p>The professional warriors who set standards and drive performance on and off the pitch. These characters do the right thing every day no matter what. They do what is right, not what is easy.</p>	<p>Chameleons</p> <p>The ones who change with the wind and adapt based on where the power base lies. These characters can be positively or negatively persuaded based on the strength of the influence.</p>
<p>Terrorists</p> <p>These negative influences purposefully undermine and damage the health of the team through their destructive attitude and poisonous behaviour.</p>	<p>Lone Rangers</p> <p>Characters who detach themselves from the crowd and remain independent of any one group. They inherently prefer to keep a distance and remain separated.</p>

SWOT Analysis – Self Analysis

Strengths	Weaknesses
Opportunities	Threats

SWOT Analysis – The Club

Strengths	Weaknesses
Opportunities	Threats

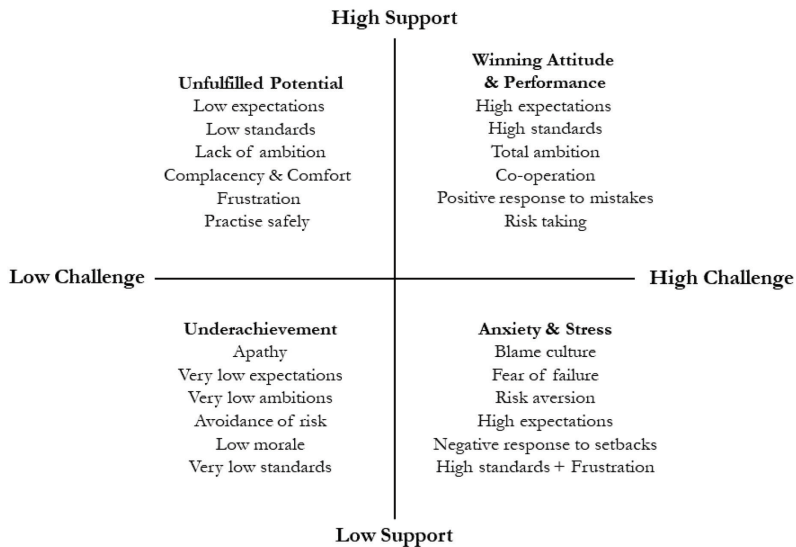
My top five traits – *I want my players to:*

1.	
2.	
3.	
4.	
5.	

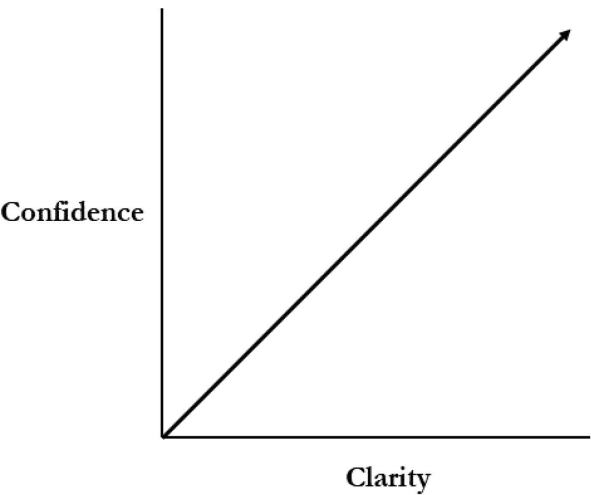
What can I do to instil these traits in my players?

1.	
2.	
3.	
4.	
5.	

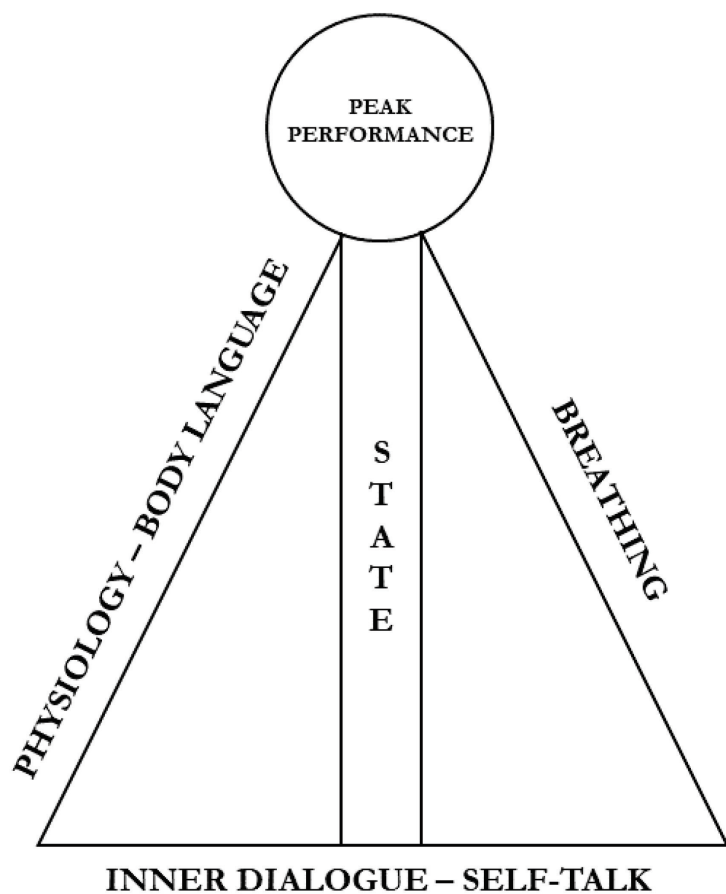
The Challenge and Support Matrix



Clarity = Confidence



Three State-Changing Influences



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