



Grand Junction Soccer Club Player Development Program

U7 and U8 boys and girls

Introduction:

GJSC will offer a Player Development Program for players u7 and u8 players in the spring of 2012. This will be an optional program offered one day a week, on Fridays. This will be 8 weeks of additional training. The intent of the junior academy program is to put players in a competitive, age appropriate training environment that challenges them physically and mentally. The program is open to any player with birthdates that fall between [8/1/03-7/31/04](#) and [8/1/04-7/31/05](#) and who have the desire to further develop their soccer skills under the guidance of a professional coach, who is following the club developmental curriculum. Please feel free to contact Shaun Howe at shaun@gjsoccer.org with any questions.

How to Sign up for the u7 or u8 Player Development Program and how it works:

Sign up for the program is completely separate from the recreation team you child plays on. You will sign up for the league (recreation team) and the junior academy program if interested.

- You will train one time a week with a qualified Staff Coach.
- The program takes place March 16, 23, 30, April 6, 13, 20, 27 and May 4).
- Training days and times:
 - Friday, 5:30-6:45pm at Canyon View.
- Recreation coaches will be asked not to schedule their team training on Fridays, so that it does not conflict with junior academy sessions.
- Training sessions will be run by the GJSC coaching staff.

Player Development Program Philosophy and summary:

This is an opportunity for players looking for one extra training session a week that will focus on individual skill, fun games, and other exercises that will motivate the players, help instill a passion for the game, and to provide them with skills that will help them to grow and excel as players.

Players and parents can expect the following:

- Cost: The cost of the program is \$60 per season (8 training sessions). You register for u7/u8 junior academy on line a www.grandjunctionsoccer.com