

# Talent 3 (T3)

## STAGE FOCUS

Practising and Achieving



T3

Practising  
& Achieving

### Phase Descriptor

This sub-phase is focused on player's involvement at school's senior level, inter-county level as well as fresher's competition at third level. These environments require the presence of best practice talent development principles allied to overarching strategic planning. This correlates to appropriate training volumes and relevant competition exposure whereby the player strives for continual performance improvement.

### Considerations for Development and Learning

**The Player** - The player takes ownership of both their personal and sporting development, assisted by a supportive environment to help players reach their potential.

**The Game** - The games opportunities at this stage provide progression under competitive like contexts. The increase in competition is an element of this stage and should be acknowledges as part of the players development and progression through the pathway. The games are part of an overall fixtures calendar that includes club, school, 3rd level and county.

### Key Support Providers in the Environment

**An effective governance structure** - this is a key ingredient to support the management and implementation of the Gaelic Games Pathway through the provision of meaningful games programmes, quality coaching and a shared understanding of the various player development inputs.

**Coach** - The coach has an in-depth knowledge of the phase and promotes a positive coach player relationship. They must act as a conduit between club, post primary school, development / intercounty Squads and 3rd level where applicable and at all times focus on the best interests of individual prospects.

**Family** - at this stage, the family's role is very much focused on emotional support for the player

**Teacher/ 3rd Level Coach** - The teacher or 3rd Level coach has an important role in the relationship between the school/college and the club as well as player development/academy/Inter County squads where applicable. It is important here that the demands on the player are recognised and catered for by all involved.

### Approx. Age Range

17 -19 years old

### Phase Outcome

Assist players to achieve higher levels of performance