MAX Potential Development Circuit – System Overview Document

Purpose The MAX Potential Development Circuit is a high-fidelity, constraint-led basketball development system designed to drive individual player progression within team-based environments. It functions as a closed-loop ecosystem where every player action, coach observation, and game context is processed into development data. This structure enables real-time feedback, measurable growth, and scalable developmental integrity.
This is not a league. It is a dynamic learning system.

Program Architecture

Weekly Structure

- Two nights per week
  - Night 1: Development Lab
  - Night 2: Game Application
- Each night consists of two age-group blocks:
  - Younger (Grades 3–5): 5:30–6:45 PM
  - Older (Grades 6–8): 6:45–8:00 PM
- Each block utilizes one full court, split into two half-courts

Night 1: Development Lab

- Purpose: Isolate individual constraints inside contextual, game-like reps
- Format: Small-sided games (2v1, 2v2, 3v2+1, 3v3, etc.)
- Coaches target each player's individual development focus using controlled environments to generate constraint exposure

Night 2: Game Application

- Purpose: Assess constraint transfer in more open, dynamic game conditions
- Format: Modified FIBA 3v3 half-court games
- Games are filmed (Veo); tagging occurs live (voice) and post-game (film review)

Core Developmental Logic

Primary Development Focus (PDF)

- The individual skill or decision constraint a player is actively working to master

Secondary Development Focus (SDF)

- The next logical constraint in sequence; monitored but not scored
- Promoted to PDF once current PDF is mastered

Progression Requirements A PDF is considered mastered when:

- The player achieves ≥80% successful constraint executions

- Over at least 10 tagged instances across a minimum of 2 formats (e.g., Development Lab + Game Application)
- Verified through coach voice tagging, peer confirmation, and/or GPT-parsed film analysis

Once mastered:
- The SDF becomes the new PDF
- A new SDF is assigned
- The player is returned to the base of the leaderboard with a new challenge constraint

Coach Role and Observation Model
- Each court has 1–2 system-aware coaches
- Coaches have access to the full PDF/SDF list for the players at their court
- Coaches narrate actions and decisions during live play
    - Example: "Cole caught on base and balance, drove left, stopped clean"
- These narrations are parsed into time-stamped data by GPT
- Post-game, film is reviewed and tagged to supplement live tagging

Tagging is not a chore. It is natural, conversational observation.

Team Formation
- Teams are dynamic, rotating every 2 weeks
- GPT or coach-guided sorting ensures balance across:
    - Constraint levels
    - Development roles
    - Prior team compositions

Wins/Losses and Leaderboard Tracking
- Each player tracks a personal W/L record based on team performance
- This is included as a context indicator, not a primary performance metric

Leaderboard is built on:
- Constraint execution %
- Total constraints mastered
- W/L record (low weight)
- Coach recognition (optional bonus)

Players reset to the bottom of the leaderboard after each successful progression to ensure continued challenge and leadership redistribution.

Why This Only Works With This System

This model depends on:
- Real-time voice input parsed into structured data
- GPT-based constraint tagging from both live and film sources
- Automated progression logic tied to skill demonstration, not opinion
- Dynamic, constraint-informed team sorting

- Constraint-aware coaching language across sessions

Traditional programs rely on subjective evaluation, static teams, and generalized instruction. MAX Potential runs on targeted constraint exposure, real-time processing, and measurable learning transfer. No clipboard or spreadsheet system can support this fidelity. It is only possible within this automated, logic-driven ecosystem.

Conclusion This is not a better version of traditional development. It is a different system entirely. One built to surface learning, adapt roles, and scale developmental impact across real basketball environments. It is not a league. It is a developmental engine built on system intelligence.