

MARKETING & COMMUNICATION PLAN

This Marketing Plan has been developed to help BRYST increase the number of members from the ages of 4 through to the age of 18.

Situation analysis

Ø BRYST has been in operation since 1996.

Ø Membership in the Development & Competitive Program are stable from U8 to U17.

Ø Two development transitions are occurring in the community. It has had relatively stable families that have now grown older with no development for a period of time which means fewer younger children have entered the community to sustain numbers. But now over the last couple of years development hasoccurred which has created a gap.

Ø Two years ago, a new affordable housing estate opened in the region, indicating an increased number ofchildren new to the area who may not know the Club.

Ø Three clubs operate within the BRYST Community. Three offer Recreational Programs and two offer Competitive Programs.

Target market analysis

Ø The target market of the club is children aged between 4 and 18 years of age.

 ${\it \emptyset}$ The main focus of the campaign will be direct to development and competitive players across region.

Problems

Ø Large not-for-profit clubs monopolize field permits making program offering and cost challenging

Opportunities

Ø Large number of new children in the area.

 $\ensuremath{\ensuremath{\mathcal{Q}}}$ Former players now have children of their own in the area.

Objective

To increase the player membership so we are able to support:

Ø Sustain a program that has enough members to create

Ø Two (2) to three (3) competitive teams from U8 to U12 in each age division (male and female); and,

Ø One (1) to two (2) competitive teams from U13 to U18 for each age division (male and female).

Marketing Mix

Ø Product – participation in a local soccer program – development, recreation and competitive. Ø Price – participation fee per child is low; child uniform and equipment; child receives optional training. Ø Place – BRYST Football Academy – good parking facilities, centrally located in community

People

 \emptyset Volunteers – adequate to support two (2) to three (3) competitive teams U8 to U12 and one (1) to two (2) competitive teams in each division from U13 to U18.

Ø Recruitment – need to recruit additional coaches and volunteers to cover new teams.

Promotion

Ø Walk-in Registration Day – flyers delivered to all houses in new developments, ad in local paper, address at school assembly (get permission of principal), ad in school newsletter.

Ø Banner – outside club facilities.

Ø Senior players – provide skills demos at school assembly and on opening day.

Ø Coaches – provide short sample training session at venue on opening day.

Implementation and Control

Ø Road Signs – Hit all corners of the Club catchment area and double up in untapped areas.

Ø Flyers – Create a flyer that can be used as a Club promotion item and can be used one year to the next.

Ø Advert – In paper promote our registration process as well as locations and times at every stage.

Ø Press release – get us in the local paper with soccer-related story to reinforce who we are.

Ø Schools – Create a flyer to be sent home with kids.

Ø Window signs – Create a window sign that can be used as a club promotion item and can be used one year to the next.

Ø Roster - senior team and coaches to attend various promotions and registration days in uniforms.

Ø Sponsors – Promote our sponsors and have them promote us via window signs.

Ø Produce checklist with all specific activities, dates, costs and responsibilities for the above. Communicate this to all involved.

Social media

Ø Expanding Social Media• Facebook• Instagram• Twitter

Ø Improve use of electronic and social media channels for Club communications.

• Develop marketing strategy that makes greater use of electronic channels.

• Ensure strong communications systems, including revamping the Club web site, use of social media and regular marketing messages to the membership.

• Create regular structured communications with users of Club programs, especially parents.