

## Comparison among Unified Sports Competitive, Player Development and Recreation Models

Competitive Unified Sports	Unified Sports Player Development	Unified Sports Recreation
Inclusive sports program	Inclusive sports program	Inclusive recreational sports program
Approximately equal number of athletes and partners train and compete	Approximately equal number of athletes and partners train and compete	Composition of teams should be at least 25% athletes or partners
Similar ability and age of athletes and partners	Similar age of athletes and partners	Does not require athletes and partners to be of similar age and ability
Training and competition scheduled for a season or class	Training and competition scheduled for a season or class	Preferably, participation is regularly scheduled; demonstration, fundraising and featured events applied as a catalyst for ongoing activity
Differentiation:  1) Have attained sufficient & necessary sport-specific skills and tactics  2) No modifications of Official Special Olympics Sports Rules  3) Eligible to advance to higher levels of play beyond the Program level (such as Regional and World Games)	Differentiation:  1) Not required to be of similar ability; teammates of higher ability serve as mentors to assist players of lower abilities  2) Rules modifications define players' roles, ensure meaningful involvement and prevent player dominance  3) No advancement beyond the Program level	Differentiation:  1) Does not follow any prescribed training, competition and/or team composition requirements established by Special Olympics  2) No advancement beyond the Local level
Never comprised solely of individuals with disabilities	Never comprised solely of individuals with disabilities	Never comprised solely of individuals with disabilities
Awards based on place of finish within divisions	Program has choice of providing awards based on finish or participation (same award for all)	No awards are provided; however, recognition can be provided on a Program-by-Program basis
Profile of Unified Sports Team Competitive Model  ABILITY LEVEL  Higher P1 P2 A1 - P3 A2 A3 A4 - P4 P5 A5 Lower  PARTNERS (P) ATHLETES (P)	Profile of Unified Sports Team Player Development Model  ABILITY LEVEL Higher - P1 P2 - P3 P4 - A1 - P5 - A2 A3 A4 - A5 Lower PARTNERS (P) ATHLETES (A)	Examples include:  1) Physical Education Class 2) Partner's Club – playing sport recreationally as part of club activities 3) Intramural Team or Community Free/Open Play 4) Exhibitions / Demonstrations, one-day featured events like Unified Sports Experiences (purpose of which is awareness, exposure and/or fundraising)