BADMINTON SCOTLAND

Player Rating Form   Classifiers Name: _____   Player Rating (see p5.)

Player Name: _____   _____

*** To obtain the Player Rating, take the total from all 10 ratings sections together (half points can be used), and then divide by 10 to get an average score. Show the result to two decimal points. For example, if the total score is 56.5, after division by 10 the player rating is 5.65. ***

Technique	Description	Total	Ability	Rating
Control	Number of shuttle bounces in 30 seconds.		1. No control; bounces were individual and player required significant assistance; no movement.	
			2. Limited control; no consecutive bounces achieved, but some individual; almost no movement.	
			3. Some control; some consecutive bounces, majority were individual; limited movement.	
			4. Average control; approx. half were consecutive and half were individual bounces; some movement.	
			5. Above average control; vast majority of bounces were consecutive, very few individual; movement when required.	
			6. Good level of control; all consecutive bounces; controlled movement.	
			7. Very good level of control; good number of consecutive bounces; minimal errors; good standard of movement.	
			8. Exceptional control; High number of consecutive bounces; no errors; continuously on toes; movement smooth.	
Low Serve	Low serves to right court out of 5.		1. Significant difficulty serving; Low serves to right and left court were inconsistent, almost always out, no control demonstrated.	
			2. Has difficulty serving; low serves to right and left court are very high, with high proportion out.	
			3. Some difficulty serving; little control over placement on low serve; very little difference between a low and high serve.	
			4. Below average serves, low to right and left court; inconsistent with half going in and half going out; little control over height and distance for low serve.	
	Low serves to left court out of 5.		5. Average low serves, to right and left court; generally in but consistently too high above net tape and land too far into the service court.	
			6. Good serves; majority land just beyond service line, and travel close to net tape, inconsistent control over placement, some decision making evident, and good level of control.	
			7. Very good low serves; low serves within 15cm of net tape, and less than 30cm past service line; consistently good to both left and right court; good degree of decision making evident; very good level of control.	
			8. Exceptional quality low and high serves; low serves are within 10cm of net tape, and less than 15cm past service line; equally good to right and left service court; excellent decision making evident; high level of control.	

	Description	Total		Ability	Rating
High Serve	High serves to right court out of 5.			1. Significant difficulty serving high serves to right and left court. Serves were inconsistent, almost always out, no control demonstrated.	
				2. Has difficulty servinghigh serves to right and left courts. Serves are very high and within 1m of front service line, with high proportion out.	
				3. Some difficulty serving; minimal control over placement, little difference between high and low serve.	
				4. Below average high serve; inconsistent with half landing in and half out, and length about half court.	
	High serves to left court out of 5.			5. Average high serve; majority are in but inconsistent depth and placement.	
				6. Good high serve; majority are in with consistent height and depth landing within 1m of inside back tramline, some decision making evident.	
				7. Very good high serve; all are in with consistent height and depth landing between back tramlines, good degree of decision making evident, very good level of control.	
				8. Exceptional quality high serve; all are in with consistent height and depth landing very close to back line, equally good to right and left courts, with high degree of positional control and decision making.	
Net shot	Forehand Tight net shot, 5 hand fed and 5 racket fed.			1. Significant difficulty and limited success with hitting shuttle from both hand and racket feed, on both forehand and backhand sides; Almost no net shots are successfully returned; no movement.	
				2. Has difficulty hitting forehand and backhand net shots from hand feed, very limited success from racket feed; very inconsistent success rate; no control over placement; very limited movement.	
				3. Some difficulty on forehand and / or backhand side for hand and racket feeds; inconsistent success rate; little control over placement; slight movement towards shuttle.	
				4. Average ability to hit forehand and / or backhand side for hand and racket feed; half of the shots successfully come over the net; some control over placement; some attempt to move.	
	Backhand Tight net shot, 5 hand fed and 5 racket fed.			5. Above average ability to hit forehand and / or backhand side for both hand and racket feed; majority of net returns come over the net; reasonable control over placement; some movement.	
				6. Good ability to hit forehand and / or backhand net shots from both hand and racket feed; few net returns go in to the net; good attempt to control the placement; good, consistent movement.	
				7. Very good ability to hit both forehand and backhand net shots from both hand and racket feed; very few errors; good control and placement; variety of types demonstrated; dynamic movement	
				8. Excellent ability to hit forehand and backhand net shots from both types of feed; range of net shots demonstrated; excellent control and placement; dynamic, fluid movement.	

Technique	Description	Total		Ability	Rating
Net lift	Forehand 5 hand fed to front service line			1. Significant difficulty and limited success with hitting shuttle, on both forehand and backhand sides; Almost no lifts are successfully returned; no movement.	
				2. Has difficulty hitting both forehand and backhand lifts; very inconsistent success rate; no control over placement; shuttle is lifted straight up, no depth; very limited movement.	
				3. Some difficulty on forehand, and little success on backhand, side; inconsistent success rate; little control over placement; shuttle doesn't go beyond service line; slight movement towards shuttle.	
				4. Average ability to hit forehand and / or backhand side; half the shots successfully come over the net, but limited depth; some control over placement; some movement to shuttle, little recovery.	
	Backhand 5 hand fed to front service line			5. Above average ability to hit forehand and / or backhand side; majority of lifts come over and reach mid-court; reasonable control over placement; some movement to shuttle and in recovery.	
				6. Good ability to hit forehand and / or backhand lifts; few lifts land in front of mid-court; good attempt to control placement; good, consistent movement to and from shuttle.	
				7. Very good ability to hit both forehand and backhand lifts; very few errors; good control; good depth (close to rear tramlines) and variety in placement; dynamic movement to and from shuttle.	
				8. Excellent ability to hit forehand and backhand lifts; consistent and varied placement in back tramlines; excellent control; dynamic, fluid movement to and from shuttle.	
Clear	Forehand Racket feed high to inside back tramline			1. No movement in to rear court; significant difficulty hitting shuttle; no success with clear.	
				2. Very limited movement in to rear court; occasionally makes contact with shuttle on forehand side; shuttle may go over if hitting from the mid-court but will not go past front service line.	
				3. Limited movement into rear court; makes contact if shuttle is hit to them, but limited success, shuttle may reach service line; no success from rear court.	
				4. Some movement into rear court; inconsistent contact on forehand side; very limited contact on backhand side; Forehand clears just about reach mid-court.	
	Backhand Racket feed high to inside back tramline			5. Reasonable movement into rear court; more consistent contact on forehand side, but depth is limited to mid-court; limited contact on backhand side, results in drop rather than clear.	
				6. Good movement into rear court; consistent contact on forehand side, shuttle just about reaches inside back tramlines; some success with backhand (often moves around the shuttle), shuttle just about reaches mid-court.	
				7. Very good, consistent movement into rear court, recovery after contact; strong forehand clear, consistently landing near inside back tramline, good control over placement; consistent on backhand, shuttle lands mid-court, but limited control over placement.	
				8. Dynamic and consistent movement into rear court and recovery; excellent forehand clear, consistent landing in rear tramlines, and excellent control over placement; good backhand clear, with consistent depth of placement.	

Technique	Description	Total		Ability	Rating
Smash	Smash to right court out of 5.			1. No smash: shuttle hit upward, lacking in power and direction.	
				2. Limited smash; shuttle hit downwards but no power or control over direction.	
				3. Below average smash; shuttle hit downwards with some power but no control over direction.	
				4. Average smash; shuttle hit downward with limited and inconsistent power and control over direction.	
	Smash to left court out of 5.			5. Above average smash; shuttle hit downward reasonable power and some control over direction.	
				6. Good smash: shuttle hit consistently downwards with good power, direction and placement.	
				7. Very good smash; shuttle hit steeply downward with very good power, direction, placement and consistency.	
				8. Exceptional smash; shuttle hit steeply downward with very good power and accuracy. Excellent control over direction, trajectory of shuttle altered depending on where the opponent is on court.	
Defence	Forehand 5 dart like throws wide of player			1. No attempt made to return shuttle; no movement.	
				2. Some attempt to return shuttle, but with very limited success; almost no movement.	
				3. Occasionally makes contact with shuttle, but doesn't come over the net; no control over placement; limited movement.	
				4. Some contact with shuttle, occasionally shuttle comes over the net; limited control over placement; some movement.	
	Backhand 5 dart like throws wide of player			5. Frequent contact with shuttle, half are returned over the net; some control over placement; reasonable movement.	
				6. Good contact with shuttle, majority are returned over the net; good control over placement; good movement.	
				7. Consistently defends and returns shuttle over the net with control on both forehand and backhand side; on toes and good movement to shuttle.	
				8. Excellent defence – consistent on forehand and backhand side; good variety in placement (blocks to net and rear court); always on toes, excellent reactions and movement.	

Technique	Description	Total		Ability	Rating
Movement	Forecourt Play some rallies moving player around the court			1. No movement at all.	
				2. Very limited movement.	
				3. Some movement to shuttle if in front of player.	
				4. Inconsistent movement to shuttle; better movement to shuttle if in front of player; very limited movement to shuttle behind player.	
	Rearcourt Play some rallies moving player around the court			5. Consistent movement to shuttles in front of player; inconsistent movement to shuttle is behind the player; some attempt to recover after each shot; square-on movement.	
				6. Good movement forecourt, consistent movement to rear court; inconsistent recovery after playing each shot; some attempt to move sideways.	
				7. Strong movement patterns to rear and forecourt; good recovery after playing each shot; side on hitting and movement technique.	
				8. Excellent, consistent rear and forward movement; established and strong footwork patterns; excellent recovery after playing shot.	
Rally	Score (rally point scoring) Game to 5 points			1. No rallies achieved.	
				2. One or two shot rally only; shuttle *MUST* be hit to player; no movement; no control over placement and therefore opponent isn't challenged to move.	
				3. Some rallies may last 3 or 4 shots, but only if the returns are played to them; normally static; little attempt made to move opponent.	
				4. Inconsistent rallies, some will last longer than others; difficulty occurs when player expected to move to the shuttle; might challenge opponent to move, but inconsistent.	
				5. Can maintain a multi-shot rally; and generally can return shuttles where the player is pushed to move; some attempt made to move opponent.	
				6. Multi-shot rallies achieved consistently; good attempt to move opponent and control the rally	
				7. Sustains rally, and can effectively move opponent around the court; demonstrates the ability to challenge their opponent through shot selection and placement.	
				8. Dominates rally through control of opponent; appropriate selection of shot, placement, and pace; extends or shortens rally based on opponents response throughout rally.	

Total	
Final Player Rating	

Classifier's notes