

## Introduction

The purpose of this rating system is to provide a tool for badminton coaches and program coordinators which can be used to assess and grade players into an appropriate playing category.

The approach used to create this tool separated badminton into seven basic components:

Game Knowledge; Game Strategy; Shot Technique; Court Movement; Overhead Shots; Underhand Shots; Neutral Shots.

This allows for the construction of a matrix starting at a beginner rating of one (1) all the way to 7 in increments of .5 Each assigned numerical rating equates to an appropriate playing environment. Note: Shot Technique and Game Strategy do not have their own category in the matrix. Shot Technique/Shot Execution is tied directly to the shot being executed: Overhead Shots, Underhand Shots, and Neutral Shots and their variations. Game Strategy is tied to Game Knowledge and can be judged through the successful application of strategy and tactics during game play.

## **Definitions**

It is important that the assessor understand the definitions for the above components. Here they are in more detail:

### **Game Knowledge**

Game Knowledge covers the spectrum of game concepts/objectives, rules and regulations, lines, counting points, singles, doubles, mixed, game etiquette, tournament rules, role of umpires and referees, and different type of draws. Basically, it covers knowledge about the game, its rules,

### **Game Strategy**

Game Strategy is the employment of movement, shot selection, shot technique and pace at the right moment in order to exploit or create a weakness in your opponents play. It incorporates an understanding of offensive and defensive tactics as well as an ability to 'read' your opponent. Game Strategy also includes player positions and badminton shots for doubles, mixed doubles as well as singles games. It covers the basic game objective of 'get the bird over the net', to 'get the bird over the net, keeping it within the playing lines, and placing it out of the reach of your opponent', creating a tactical advantage or opportunity for you.

### **Shot Technique**

The mechanics of executing particular shots including the starting and final position of the racquet arm, footwork, body movement, racquet angle, and speed. Shot Technique applies to forehand shots, backhand shots, underhand shots, and neutral shots.

### **Movement**

Movement covers all aspects of footwork, forward, backwards, sideways as well as recovery from executing a shot. It can apply to all movements used in overhead shots, underhand shots and neutral shots.

### **Overhead Shots**

Overhead Shots includes clears, drops, and smashes as well as variations of these shots. \*

### **Underhand Shots**

Underhand Shots includes serves, lifts, net shots as well as variations of these shots.\*

### **Neutral Shots**

Neutral Shots includes drives, blocks, and pushes.\*

\*All the above shots have variations such as backhands, slices, delayed hits, feints as well as shot pace.

Level	Overhead Strokes	Underhand Strokes	Neutral Strokes	Movement	Game Knowledge	Appropriate Level of Play
1 - Beginner	Can hit 2-3/10 overheads, no accuracy, no depth	Very basic underhand shots - service is 2/10	Shuttle contact is less than 20% for neutral shots	Mostly static, in-place hitting with occasional movement	None to minimal Grip is incorrect	Community center, school phys ed class, low level club or beginner league
1.5	Can hit 5/10 overheads. can hit back to server	Learned basic concepts. May or may not hit shuttle consistently	Learned basic concepts for a push, and drive. Execution is inconsistent	Starting to move to intercept the shuttle but lacks coordination	Knows basic lines Basic counting with errors. Grip is basic but correct now	Community center, school phys ed class, low level club, or beginner league
2.0	Can hit 8/10 overheads. no placement accuracy. depth: can hit to mid-court learning to drop 2-3/10	Can serve, but inconsistent in both getting the shuttle to the right place and consistency (backhand versus forehand serve)	Understand the differences between drives, blocks visually but is unable to replicate and is only able to hit shots in the most basic manner	Knows the shots must be hit off of racquet foot and that shots at the net must be reached with the racket leg, but is inconsistent.	Can keep score, but may get confused when keeping score in doubles. Just beginning to learn how to rotate in doubles and positioning in singles	Community center, school phys ed class or school intramurals, low level club, or beginner/recreational league
2.5	Can hit 10/10 Accuracy: 3/10 placement. mid-court depth Drops: 5/10 Pace: low	Serves are better, but singles serve does not reach the back line, short serve is still a bit high at the net and introduction to the flick is underway	Can hit neutral strokes with some consistency but still has difficulty in placing the shots where they need to go	Beginning to Grasp and utilize recovery skills	Basic singles positioning is understood but difficulty with the speed of recovery, doubles rotation is understood but inconsistent. Scoring is mastered	Community center, school intramurals or high school badminton team, low level club/mid-level club, or recreational league, low level tournament play
3.0	20/20 overheads Depth: back double-service line. Accuracy: 5/10 to FH or BH court	Long serve can consistently go to the back line, short serve is no longer high at the net but still not	Now can hit the basic underhand strokes 10 times in a row or more. Can now hit a full court clear and a	Movement is now consistent, but not necessarily as quick as needed for a higher level	Understanding of tournament structure is being learned, Scoring is proficient in both singles and	High school badminton team, mid-level club, or recreational/competitive league, regional tournament play

	Drop: 8/10, good bird angle Pace: low	completely consistent	drop consistently in the court (the above shots are not neutral)	of play Player can move backwards on court with advanced skills like shuffle and chasse - Can perform basic defensive scissor kick	doubles	
3.5	- 100% overheads - Back court line - accuracy 8/10 - drops 10/10 - pace low - basic overhead backhand clear	All serves are now proficient and complete - Can lift a doubles smash straight with $\frac{3}{4}$ depth	Pace and control of all shots is now higher and maintains consistency. Development of crosscourts is now underway but inconsistent	Movement skills are now complete in that a player is able to move proficiently around the court be it in singles or doubles	Strategy in how to construct points is now beginning to be understood and developed. Although inconsistent the player is now beginning to think ahead of their shots and play	High school/secondary badminton team, mid-level club/competitive club, or competitive league, regional/provincial tournament play
4.0	The basic shots are complete and proficient, the variation of shots is now at a moderate level of pace and continues to develop - Overhead straight backhand - Can use one slice	Serves are varied and highly consistent - Can use "J motion" net spin - Can lift a doubles smash straight to back alley and can start to change direction with $\frac{3}{4}$ depth.	The variation of shots is now complete to a moderate level	Movement is now at a fast pace. Patterns have been developed.	The player has now got a good understanding how to move their opponent around and can manipulate the play and pace of a game to a moderate level	Secondary badminton team, competitive/high performance club, or competitive league, provincial/national tournament play
4.5	Consistent use of	Player is able to	Variation in shots	Advanced	Player is now	Secondary badminton

	<p>all varieties of shots is in order</p> <ul style="list-style-type: none"> <li>- Can use both slices, but still inconsistent</li> <li>- Overhead drop straight (7/10)</li> <li>- Smashes are producing power, but still lacking accuracy</li> </ul>	<p>recognize opponents weaknesses to serve to</p> <ul style="list-style-type: none"> <li>-Can also use reverse net spin, but still a bit loose and inconsistent</li> <li>- Starting to develop flicks</li> <li>- Can comfortably lift smashes with change of direction (may still lack depth on hard smashes)</li> </ul>	<p>is high and consistent</p> <p>Can use neutral shots to be able to change to offence in rally</p> <ul style="list-style-type: none"> <li>- Pushes are consistent and relatively tight, lacks the power on drives</li> </ul>	<p>movement skills being developed</p> <ul style="list-style-type: none"> <li>- Able to recover quicker from defensive scissor kicks and deep lunges</li> </ul>	<p>entering B level tournaments and understanding how draws are made and conducted as well as the rules of tournament construction and play</p> <p>Player can adapt their style of play to contrast their opponent</p>	<p>team, high performance club, or elite league.</p>
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Level	Overhead Strokes	Underhand Strokes	Neutral Strokes	Movement	Game Knowledge	Appropriate Level of Play
5.0	<ul style="list-style-type: none"> <li>- Crosscourt overhead drop. Can consistently hit 8/10 bh drops.</li> <li>- Smashes now have power, angle and accuracy.</li> <li>- Can hit all slices and off-speed shots from all areas of the court with accuracy.</li> </ul>	<ul style="list-style-type: none"> <li>- Developing holds and feints</li> <li>- Short serve is tight to the net, but sometimes has too much depth. Slightly inconsistent out wide but flicks are deep.</li> </ul>	<ul style="list-style-type: none"> <li>- All Neutral shots are hit tight to the net, and drives now have more pace.</li> </ul>	<ul style="list-style-type: none"> <li>- All movements are explosive; knockdowns, one legged jumps, jump smashes (men), open stance singles defense.</li> </ul>	<ul style="list-style-type: none"> <li>- Good at recognizing opponent's weaknesses and maximizing their own strengths.</li> </ul>	<ul style="list-style-type: none"> <li>- Competing in Provincial A level tournaments</li> </ul>
5.5	This player plays with more pace and deception than the 5.0. A 5.5 player also has better anticipation skills and is able to recognize his/her opponent's weaknesses more easily. This player has the ability to change the pace of the game, as well as play different game styles; aggressive, defensive, and counter-punching.					
6.0, 6.5 & 7.0	These players typically don't require a rating. The 6.0 player has received extensive training and has successfully competed at the junior national level competitions. The 6.5 players have a high Provincial and National ranking, and have competed at some International Challenger caliber tournaments. The 7.0 is a world class badminton player (top 30).					

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