

Player Profiling Notes

Purpose: The Player Profiling document can give players, squads, coaches and parents a sense of direction and purpose, highlighting the necessary next steps and celebrating all the little victories on the journey to becoming a performance badminton player. The Player Profiling document provides a mechanism to monitor a player's progress on the performance pathway. It outlines the behaviours and skills that need to be learned to achieve a progressive performance level and provides players with evidence-based scores that are vital for identifying future training needs and personal development goals. It can be used to support decisions for squad selections, promotions or removals and also to identify overall squad trends and needs. Coaches can use the Player Profile scores to reflect on squad trends and evaluate the quality of their coaching programme and even their own coaching effectiveness.

Use: A Player Profile should only be updated when both the player and the relevant squad coach have agreed that the player has learned the necessary skill or behaviour. Players should then take ownership of their copy and share it with parents and other coaches. The squad coach should keep a copy together with all Player Profiles from that Squad and share them with the Head Coach when necessary. It is the Head Coach's responsibility to ensure the Player Profiles are updated as appropriate, kept together and tracked over time. The Head Coach must also submit a full set of Player Profiles to Badminton England at the end of each season.

Entry: Entry should be offered to players who have displayed valuable performance characteristics as well as an appropriate playing ability. Coaches can use the "WHAT ability" area on the Player Profile to assess players. We should aim for at least the minimum standard for entry onto the Raw Performance Squad. As a guide a player should score a minimum of 14 points out of 20 with a minimum of 3 in each category. This score can be adjusted higher by the Head Coaches if necessary to raise the standard. Once the selected player completes their trial in the Raw Squad they should be given a year to achieve the next minimum level.

Progression: Players must show a commitment to improving their skill scores in all sections of the Player Profile in order to stay on the performance pathway. The Head Coach and their team should use their knowledge and awareness of the whole pathway to make review/movement decisions. These decisions can then be defended using the Player Profile and players who are nearly ready to move up can be provided focus areas, and particular skill scores to achieve.

Scoring notes: *(The coaching team will need to agree minimum standards of a skill or behaviour)*

Profile 1 - Technical hitting and moving are scored on a 1 to 3 basis.

- 1 Can do to the agreed skill level
- 2 1 + with accuracy, consistency & variation
- 3 1 + 2 & can produce skill in competition

Profile 2 - Trainability, Performance Characteristics, Lifestyle, & Strategy & Tactics are all scored on a Yes or No basis

✓ Yes

Blank No

Minimum standards: The Player Profiling document shows the minimum guideline a player should score to remain on or progress forwards and below is a simple chart to indicate the scores that players should be looking to achieve, these may change in the future as the National average progresses as each PC raises their standard.

	Technical Hitting	Technical Moving	Trainability	Performance Characteristics	Strategy & Tactics	Lifestyle	Totals
Raw	26	12	6	3	5	4	56
Developing	84	34	12	6	10	13	159
Emerging	145	59	17	11	15	20	267
Maximum	207	78	25	15	25	25	375

Duration of players planned activities:

	Suggested group sizes	Suggested hours per week	Suggested number of weeks per year	Number of years a player should remain in a group before progression or removal		Total minimum hours per year
Raw	32	4	38	Min 1	Max 3	152
Developing	18	4	40	Min 1	Max 3	160
Emerging	10	4	42	Min 1	Max 3	168

Player profile abbreviations:

R (Raw), D (Developing), E (Emerging), BH (Backhand), OC (On Court), Gd (Good), RS (Racket side), Rec (Recovery), FH (Forehand)