

Proposed Grading System

1. Preamble

The Castle Hill RSL Badminton Club (CHRSLBC) has adult members with varying badminton skills, ranging from beginner to advanced. The Club offers three playing sessions viz. Social, Experienced and Graded, catering to the range of skills.

The Grading System is an assessment of members' skills to qualify them to play with members with a similar or better skill level. The objective is to ensure that members play in sessions which provides them the opportunity to achieve their personal goals for playing badminton.

2. The Grading System

CHRSLBC's Grading System is unique and does not conform to any other Grading System, as used by BA, NSWBA, BWF or other Clubs. It is specific to CHRSLBC. However, CHRSLBC will consider the Grading or Ranking of a Member who plays competitively in tournaments run by NSWBA, BA and other Clubs and grade the Member accordingly.

International, National and State players will be accorded the Grading automatically by virtue of their standing and prowess.

3. Definition

Grade	Colour	Assessment Percentile	Description
O	Purple	N/A	International player, National player
A	Purple	N/A	State player
B	Blue	90 - 100	Competitive player with excellent skills
C	Yellow	75 - 89	Competitive player with very good skills
DH	White	45 - 74	Competitive player with good skills
DL	Green	10 - 44	Competitive player with average skills
E	Red	0 - 9	Social/Beginner player with basic to weak skills

4. Session Eligibility

Grade	Colour	Session Eligibility
O	Purple	Graded, Experienced, Social
A	Purple	Graded, Experienced, Social
B	Blue	Graded, Experienced, Social
C	Yellow	Graded, Experienced, Social
DH	White	Graded, Experienced, Social
DL	Green	Experienced, Social

E	Red	Social
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Session eligibility will be strictly enforced.

Visitors will not be allowed to play in Graded Sessions unless they are referred by a graded member.

5. Grading Committee

Grading assessment will be performed by a Grading Committee comprising Club Members whose profile includes the following: -

- 5.1. Currently graded as A or B or C or DH
- 5.2. Played competitively at State, National levels, International
- 5.3. Has coached or trained others, adults and juniors
- 5.4. Is a mature, experienced, respected adult Member

CHRSLBC's Grading Committee consists of three players who meet all or most of the above criteria. They will be called Graders, with one Chief Grader.

6. Grading Assessment Process

Graders will assess a member's ability to execute badminton strokes and other skills under two situations.

6.1. Situation 1

The member will demonstrate the strokes to the Grader, using either half a court or full court. The Grader will feed the shuttle to the member, with clear instructions on what stroke is to be performed. The member will be given multiple opportunities (not exceeding 10 tries) to execute the stroke. This assessment is to give the member an opportunity to demonstrate strokes without the stress of a game environment. Fifty percent of the total available assessment marks (score) are awarded in this Situation.

Criteria	Explanation
Serve	Ability to execute a low serve - forehand Ability to execute a low serve - backhand Ability to execute a high serve - forehand Ability to execute a high serve - backhand
Clear	Ability to execute a forehand clear, baseline to baseline Ability to execute a backhand clear, baseline to baseline
Drop Shots	Ability to execute forehand drop from the baseline Ability to execute backhand drop from the baseline
Net Play	Ability to execute a forehand net play Ability to execute a backhand net play
Smash	Ability to execute a forehand smash from midcourt
Net Clear	Ability to execute a forehand lift from the net to the baseline Ability to execute a backhand lift from the net to the baseline
Flat Drive	Ability to execute a flat forehand drive over the net with power

Ability to execute a flat backhand drive over the net with power
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The Grader will use the Grading Scores tabulated below to arrive at a Score for the member. Maximum possible score = 150

Scoring Definition	Description	Maximum Score	Minimum Score
Able to execute the stroke consistently, say 9-10/10 times	Excellent	10	9
Able to execute the stroke most of the time, say 7-8/10 times	Very Good	8	7
Able to execute the stroke some of the time, say 5-6/10 times	Good	6	5
Able to execute the stroke a few times, say 3-4/10 times	Average	4	3
Able to execute the stroke weakly, 1-2 /10 times	Weak	2	1
Unable to perform stroke	Beginner	0	0

6.2. Situation 2

The remaining fifty percent of the total available assessment marks (score) are awarded in this Situation. The Grader will assess various strokes of the member engaged in one or more “live” doubles games. In addition, the following other skills will be assessed – courtcraft and tactical play.

6.2.1. Strokes

Scoring Definition	Description	Score
Able to execute the stroke consistently, say 5/5 times	Excellent	5
Able to execute the stroke most of the time, say 4/5 times	Very Good	4
Able to execute the stroke some of the time, say 3/5 times	Good	3
Able to execute the stroke a few times, say 2/5 times	Average	2
Able to execute the stroke weakly, 1 /5 times	Weak	1
Unable to perform stroke	Beginner	0

The Grader will use the Grading Scores tabulated above to arrive at a Score for the member. The Maximum possible score = 75

6.2.2. Courtcraft

Scoring Definition	Description	Score
Moves around the court in the correct, technical manner always	Excellent	21 - 25
Moves around the court in the correct, technical manner most of the time	Good	14 - 20
Moves around the court in the correct, technical manner, some of the time	Average	6 - 13
Does not move around the court in the correct, technical manner	Beginner	0 - 5

The Grader will use the Grading Scores tabulated above to arrive at a Score for the member. The maximum possible score = 25

6.2.3. Tactical Play

Scoring Definition	Score
Excellent tactical skills	21 - 25
Good tactical skills	14 - 20
Average tactical skills	6 - 13
Weak tactical skills	0 - 5

The Grader will use the Grading Scores tabulated above to arrive at a Score for the member. The maximum possible score = 25

6.3. Assessment Percentile Score

The scores from 6.1, 6.2.1, 6.2.2 and 6.2.3 are added up to arrive at a Total Score. The Total Score is converted to 100 percentile score by dividing by the sum of maximum possible scores from 6.1, 6.2.1, 6.2.2, 6.2.3. This is the Member's Assessment Percentile Score.

The member's Assessment Percentile Score will place the member in a particular Grade and Colour.

7. Grading Rules

- 7.1. Members can request to be graded, upgraded or downgraded. Requests must be in writing to the Chief Grader or Grading Committee, to Committee@castlehillbadminton.com.
- 7.2. Grading will be conducted within four weeks of receipt of a request.
- 7.3. Grading requests can be made once every three months, with exceptions subject to 7.5
- 7.4. The Chief Grader will arrange with the Grading Committee / member for a mutually convenient day and time for the grading to take place.
- 7.5. The decision of the Graders is final. However, should a member request a re-grade, another Grader will do the re-grade within three months after the initial grading. The second grading decision is final. Members who have been through this process cannot request for grading for another 12 months.
- 7.6. The Grading Committee will observe and validate the current grading of all members. On occasion, the Grading Committee may decide to upgrade or downgrade the Grade of a Member. In this instance, the member will be advised why the re-grading is necessary.
- 7.7. At all times members must conduct themselves with good sportsmanship and respect, accepting the grading outcome.

Total Score	Percentile	Grade	Colour
248 - 275	90 - 100	B	Blue

207 - 247	75 - 89	C	Yellow
124 - 206	45 - 74	DH	White
28 - 123	10 - 44	DL	Green
0 - 27	0 - 9	E	Red