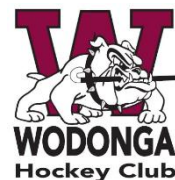


## PLAYING SKILLS INVENTORY



NAME: ..... DATE: .....

This inventory is designed to rate player skills in match situations.

Coaches: for each item place a number between 1 & 10 in the box, with 10 being best.

		Rating
<b>PASSING</b> (flat, hard and accurate to receiver)		
1	Hit – stationary	
2	Hit – moving: hit right to left	
3	Push – stationary	
4	Push – moving: right to left	
5	Push – moving: left to right	
6	Recognise to pass to stick or to space	
<b>SHOOTING</b>		
7	Normal grip hitting	
8	Short grip hitting	
<b>TRAPPING</b> (upright)		
9	Fore stick trapping – when receiving from front and left side	
10	Fore stick trapping – when receiving from right side	
11	Fore stick trapping – when receiving from behind	
12	Reverse stick trapping	
13	Moving – fore stick trapping	
14	Moving – reverse stick trapping	
<b>TACKLING</b>		
15	Channel – able to direct opponent	
16	Mirror – boxers stance and able to pivot off back foot	
17	Poke tackle	
18	Flat tackle both sides	
<b>BALL CONTROL &amp; ELIMINATION</b>		
19	Dribbling ball with stick in constant contact with ball	
20	Protect ball by changing line	
21	Drag and eliminate left to right (swerve and drag)	
22	Drag and eliminate right to left (show and go)	
23	Cut in behind after eliminating	
24	Able to move with ball to create 2 v 1 from a 2 v 2 situation	
<b>PERSONAL</b>		
25	Involvement in game at all times	
26	Temperament – in control and positive to team-mates	
27	Positional skills in multiple positions	

**COMMENTS:**