DHS Badminton	GRADING:
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NAME		
DAY/S	PERIOD	

PART/SAFETY/SOC RESP (5 points per class) /5 /5 /5 /5 /5 /5 /5 /5 /5 /5		5 /5 /5 /5 /5 /5 /5 /5	
SKILL APPLICATION	/12	KNOWLEDGE TEST	/20
		TOTAL	

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Correct form, lead with non-dominant foot, slight bend at waist, shuttle below waist
Utilizes wrist snap
Performs short and long serves in a practice setting

SKILL 2: Smash Shot

Ш	Moves feet to set up in correct position for smash
	Utilizes correct contact position for effective smash
	Performs a smash shot in a practice

SKILL 3: Drop Shot

Moves feet to reach correct position for drop shot
Uses a punch motion to contact the shuttle (little to no back swing/follow through)

☐ Performs overhand/underhand drop in a practice setting

Skill 4: Clear Shot

Moves feet to correct position for clear sho
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- ☐ Utilizes wrist snap to gain power/momentum and drive
- Performs underhand and overhand clear shot in a practice setting

BADMINTON TERMINOLGY

- Clear- a shot hit deep into the opponents court
- **Drive** a fast and low shots that makes a horizontal flight over the net
- **Drop Shot** a shot hit softly and with finesse to fall rapidly and close to the net in the opponents court

TOTAL SKILL: 12 pt

- High Clear- a defensive shot hit deep into the opponents court
- Smash- a fast shot hit straight down into the opponent's court so that it cannot be returned
- Serve- the stroke used to put a shuttle into play at the start of each rally
- Let A play that results in no point for either team. The server will redo the serve
- Rally Score Each serve results in a team being awarded a point

BADMINTON RULES

- Games are played to 21. A game must be won by 2 points.
- Service must take place behind the service line and must be directed to the diagonal box
- Serves are taken from the right side on a score of an even number
- Serves are taken from the left side on a score of an odd number
- Only one person serves on the service team until the serve is lost
- Badminton is a rally scoring game. On every serve a point is awarded
- All serves must be contacted below the waist
- If the shuttle lands on the line it is "in"
- A player or a player's racket may not touch any part of the net