



Shuttle Time Badges

INFORMATION FOR TEACHERS & COACHES

- The aim of the Shuttle Time Badges are designed to motivate young players throughout New Zealand to improve their playing skills and knowledge of the Laws of badminton by passing a series of three graded tests.

Merit Badge
Bronze Badge
Silver Badge
Gold Badge

- The badges embody a vital principle that the primary focus of young players should be on skill development, not winning. More players will be better motivated if they are orientated towards improving their skills rather than trying to win; winning is an outcome of a player performing skills well. This Shuttle Time awards enables players to achieve 4 levels of success while becoming much more skilful badminton players in the process.
- The Teachers/Coaches role is vital. Nothing in the scheme rewards players who perform the skills younger, faster, etc. therefore the coach can ensure success for the players by encouraging players to take the awards only when they are good enough to pass. There are no time restrictions – no limits on preparation, so in a scheme where the aim is motivation through success, coaches should take responsibility for determining the readiness of the players to be able to pass.
- The badminton skills become more difficult the higher the Badge. Players will be required to play more shots, with more difficult targets.
- Knowledge of the Laws also becomes more demanding. Coaches should ensure that players are familiar with all the questions and answers at each level, not just the minimum required for a pass.
- Requirements for each Badge is outlined on separate pages so that coaches can clearly identify what players have to do. Ensure that the players are fully informed so that they know what is expected of them.
- Testing must be consistent so that players feel they have been fairly treated. Target areas should be clearly defined and coaches themselves should do the feeding for Merit and Bronze badminton players. Coach/Teacher or players can hand feed (must be competent at feeding).
- To gain a Badge players must answer questions on Knowledge of the Laws and must perform each of the skill requirements successfully. An assessment sheet for each Badge is provided.
- Criteria: There is no age limit for any of the Badges, but a Badge must be taken in the stated order – Merit, Bronze, Silver, Gold. At the Coaches' discretion the better players may begin with the Badge commensurate with their ability.
- Cost: Badges cost \$5.00 each (exclusive of GST and postage) and may be obtained from

Badminton NZ

Email: office@badminton.org.nz

Order online: www.badminton.org.nz

MERIT SHUTTLE TIME BADGE

Pupils are able to sit Badges at any time.

The criteria to pass the Merit Shuttle Time Badge is outlined below.

If desired, badges can then be ordered from Badminton NZ at \$5 per badge (+GST and postage)*.

To order badges, contact office@badminton.org.nz or fill in the online order form on the Badminton NZ website www.badminton.org.nz

Merit Shuttle Time Badge Assessment		
Merit		Success Criteria
Balance Shuttle - Head	y/n	Can balance shuttle on top of their head and walk across the court (width ways) and back again (no hands allowed)
Balance Shuttle - Racket	y/n	Can balance shuttle on racket and walk length ways across the court and back without dropping it (no hands allowed)
Throw and Catch Shuttle	y/n	Can throw and catch a shuttle with a partner. Catching shuttle and throwing the shuttle 5x each
Juggle	y/n	Can juggle a shuttle (hit it in the air) on their racket 5 times in a row without it dropping to the ground
Question 1.	y/n	Describe badminton in one word
Question 2.	y/n	Name 2 things that you need to play badminton?
Question 3.	y/n	Tell me one thing that you have learnt about badminton

Answers

1. Fun, fast, slow, hitting, running etc
2. Racket, shuttle, court, net, people etc
3. Can be anything

*Badminton NZ reserves the right to change the cost of badges at any time.

Merit Badge							Merit Badge						
Name:				Date:			Name:				Date:		
Attempt	1	2	3	4	5	Total	Attempt	1	2	3	4	5	Total
Balance Shuttle - Head	Yes / No						Balance Shuttle - Head	Yes / No					
Balance Shuttle - Racket	Yes / No						Balance Shuttle - Racket	Yes / No					
Throw & Catch							Throw & Catch						
Juggle							Juggle						
Questions							Questions						

Merit Badge							Merit Badge						
Name:				Date:			Name:				Date:		
Attempt	1	2	3	4	5	Total	Attempt	1	2	3	4	5	Total
Balance Shuttle - Head	Yes / No						Balance Shuttle - Head	Yes / No					
Balance Shuttle - Racket	Yes / No						Balance Shuttle - Racket	Yes / No					
Throw & Catch							Throw & Catch						
Juggle							Juggle						
Questions							Questions						

Merit Badge							Merit Badge						
Name:				Date:			Name:				Date:		
Attempt	1	2	3	4	5	Total	Attempt	1	2	3	4	5	Total
Balance Shuttle - Head	Yes / No						Balance Shuttle - Head	Yes / No					
Balance Shuttle - Racket	Yes / No						Balance Shuttle - Racket	Yes / No					
Throw & Catch							Throw & Catch						
Juggle							Juggle						
Questions							Questions						

Merit Badge							Merit Badge						
Name:				Date:			Name:				Date:		
Attempt	1	2	3	4	5	Total	Attempt	1	2	3	4	5	Total
Balance Shuttle - Head	Yes / No						Balance Shuttle - Head	Yes / No					
Balance Shuttle - Racket	Yes / No						Balance Shuttle - Racket	Yes / No					
Throw & Catch							Throw & Catch						
Juggle							Juggle						
Questions							Questions						

Merit Badge							Merit Badge						
Name:				Date:			Name:				Date:		
Attempt	1	2	3	4	5	Total	Attempt	1	2	3	4	5	Total
Balance Shuttle - Head	Yes / No						Balance Shuttle - Head	Yes / No					
Balance Shuttle - Racket	Yes / No						Balance Shuttle - Racket	Yes / No					
Throw & Catch							Throw & Catch						
Juggle							Juggle						
Questions							Questions						

BRONZE SHUTTLE TIME BADGE

Pupils are able to sit Badges at any time.

The criteria to pass the Bronze Shuttle Time Badge is 4 out of 10 of the skills and test as described below.

If desired, badges can then be ordered from Badminton NZ at \$5 per badge (+GST and postage)*.

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Bronze Shuttle Time Badge Assessment		
Bronze	4/10	Success Criteria (4 out of 10 to pass)
Grips	y/n	Can demonstrate what a forehand grip and a back hand grip looks like
Footwork		Demonstrate correct foot work (lunge, split step and chasse) to 4 corners at moderate speed without hesitation. Coach to point to corners.
Short Serve		Shuttles to land in the service court having passed at a height of less than 50cm above the net
Backhand Net Shot		Shuttles to land inside the short service line. Coach to hand feed; player to move from singles base
Forehand Net Shot		Shuttles to land inside the short service line. Coach to hand feed; player to move from singles base
Knowledge of the Law	/10	Answer 4 out of 10 correctly

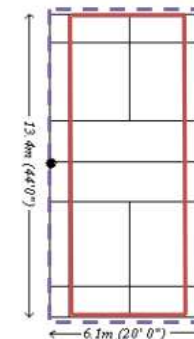
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Bronze Knowledge of the Law 4/10

1. Give 3 examples of Fair Play which apply to your behaviour on court.
2. Show the boundaries of a singles and doubles court.
3. Show the service court area for singles and doubles.
4. Give 3 examples of how you decide who serves first in a game.
5. Demonstrate which court you would serve to at the start of the game.
6. Are you allowed to touch the net at any time during a rally?
7. If the shuttle lands on the line is it "in" or "out"?
8. At 20 all, what score must a player obtain to win the game?
9. When the score reaches 29-all, must a player still gain a two point advantage to win that game?
10. Whose score should be called first when umpiring?

Answers

1. Play by the rules, Control your temper, Be a good sport, Play for the fun, Co-operate with your coach, team mates, officials and opponents etc
2. Singles - Inside side lines and back line (red)
Doubles - All outside lines (purple)
3. Singles - Inside lines to back – long and thin
Doubles - Outside lines and inside back line – short and fat
4. Toss a coin, throw/ hit a shuttle when it lands which way the cork faces, hold a racket off the floor, and whichever way the handle falls etc
5. Serve from the right hand court to the court diagonally opposite
6. No
7. In
8. 20-22 (player must win by 2 points)
9. No – next player to score a point wins that game 30-29
10. The server's score.



Bronze Badge												Bronze Badge											
Name:								Date:				Name:								Date:			
Attempt	1	2	3	4	5	6	7	8	9	10	Total	Attempt	1	2	3	4	5	6	7	8	9	10	Total
Grips	Yes / No											Grips	Yes / No										
Footwork												Footwork											
Short Serve												Short Serve											
Backhand Net Shot												Backhand Net Shot											
Forehand Net Shot												Forehand Net Shot											
Knowledge of the Law												Knowledge of the Law											
Bronze Badge												Bronze Badge											
Name:								Date:				Name:								Date:			
Attempt	1	2	3	4	5	6	7	8	9	10	Total	Attempt	1	2	3	4	5	6	7	8	9	10	Total
Grips	Yes / No											Grips	Yes / No										
Footwork												Footwork											
Short Serve												Short Serve											
Backhand Net Shot												Backhand Net Shot											
Forehand Net Shot												Forehand Net Shot											
Knowledge of the Law												Knowledge of the Law											
Bronze Badge												Bronze Badge											
Name:								Date:				Name:								Date:			
Attempt	1	2	3	4	5	6	7	8	9	10	Total	Attempt	1	2	3	4	5	6	7	8	9	10	Total
Grips	Yes / No											Grips	Yes / No										
Footwork												Footwork											
Short Serve												Short Serve											
Backhand Net Shot												Backhand Net Shot											
Forehand Net Shot												Forehand Net Shot											
Knowledge of the Law												Knowledge of the Law											

SILVER SHUTTLE TIME BADGE

Pupils are able to sit Badges at any time.

The criteria to pass the Silver Shuttle Time Badge is 6 out of 10 of the skills and test as described below.

If desired, badges can then be ordered from Badminton NZ at \$5 per badge (+GST and postage)*.

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Silver Shuttle Time Badge Assessment		
Silver	6/10	Success Criteria (6 out of 10 to pass)
Grips	y/n	Can demonstrate what a forehand grip and a back hand grip looks like
Footwork		Demonstrate correct foot work (lunge, split step and chasse) to 4 corners at moderate speed without hesitation. Coach to point to corners.
Short Serve		Shuttles to land in the service court having passed at a height of less than 50cm above the net
Backhand Net Shot		Shuttles to land inside the short service line. Coach to hand feed; player to move from singles base
Forehand Net Shot		Shuttles to land inside the short service line. Coach to hand feed; player to move from singles base
Changing Grips	y/n	Use both forehand and backhand grips/shots during a game
High Serve		Shuttles to land in the correct service court and in the back ½ of the court
Forehand Lift		Shuttles to land in back ½ of court. Coach to hand feed; player to move from singles base
Backhand Lift		Shuttles to land in back ½ of court. Coach to hand feed; player to move from singles base
Forehand Clear		Shuttles to land in back ½ of court. Coach or player feeds high, full length serve
Forehand Drop Shot		Shuttles to land inside the short service line. Coach or player to feed high serve full court
Knowledge of the Law	/10	Answer 6 out of 10 correctly

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Silver Knowledge of the Laws 6/10

1. If a player is standing on the front service court line when serving is this a fault or not?
2. Give 2 faults which a player may commit up to the moment of hitting the shuttle when serving.
3. If a player lifts his back foot off the ground while serving is this a fault or not?
4. If either server or receiver moves their feet before the server strikes the shuttle is this a fault or not?
5. At 20 all, what score must a player obtain to win the game?
6. When the score reaches 29-all, must a player still gain a two point advantage to win that game?
7. Whose score should be called first when umpiring?
8. What happens if a player is attempting to serve and misses the shuttle?
9. What options are available to the side winning the toss?
10. What happens if a player accidentally throws their racket under the net during play?

Answers

1. Yes – this is a fault
2. The shaft of the racket is not pointing in a downwards direction, the player is standing on a line, the player must have both feet in stationary contact with the floor
3. Yes, it must remain in stationary contact with the floor
4. Yes, their feet must remain still/stationary until the service is hit
5. 20-22 (player must win by 2 points)
6. No – next player to score a point wins that game 30-29
7. The server's score.
8. It is a fault
9. To serve or receive or to choose ends
10. It is a fault if it distracts or obstructs the opponent.

GOLD SHUTTLE TIME BADGE

Pupils are able to sit Badges at any time.

The criteria to pass the Gold Shuttle Time Badge is 8 out of 10 of the skills and test as described below.

If desired, badges can then be ordered from Badminton NZ at \$5 per badge (+GST and postage)*.

To order badges, contact office@badminton.org.nz or fill in the online order form on the Badminton NZ website www.badminton.org.nz

Shuttle Time Badges Assessment		
Gold	8/10	Success Criteria
Grips	y/n	Can demonstrate what a forehand grip and a back hand grip looks like
Footwork		Demonstrate correct foot work (lunge, split step and chasse) to 4 corners at moderate speed without hesitation. Coach to point to corners.
Short Serve		Shuttles to land in the service court having passed at a height of less than 50cm above the net
Backhand Net Shot		Shuttles to land inside the short service line. Coach to hand feed; player to move from singles base
Forehand Net Shot		Shuttles to land inside the short service line. Coach to hand feed; player to move from singles base
Changing Grips	y/n	Use both forehand and backhand grips/shots during a game
High Serve		Shuttles to land in the correct service court and in the back ½ of the court
Forehand Lift		Shuttles to land in back ½ of court. Coach to hand feed; player to move from singles base
Backhand Lift		Shuttles to land in back ½ of court. Coach to hand feed; player to move from singles base
Forehand Clear		Shuttles to land in back ½ of court. Coach or player feeds high, full length serve
Forehand Drop Shot		Shuttles to land inside the short service line. Coach or player to feed high serve full court
Changing Grips	y/n	Can switch between forehand and backhand grip correctly
Singles Tactics	y/n	Can move shuttle from front of the court to back and vice versa during game to gain advantage
Singles Strokes	y/n	Can demonstrate forehand clear, drop shot, net shot and backhand net shot including high serve
Doubles Tactics	y/n	Can demonstrate basic attacking and defensive formations
Doubles Strokes	y/n	Can demonstrate attacking strokes in correct formation
Knowledge of the Law	/10	Answer 8 out of 10 correctly

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Gold Knowledge of the Laws 8/10

1. If a player puts his/her foot under the net inside the opponent's court during a rally is this a fault?
2. When the score reaches 20-all, is it your duty as an umpire to inform players that they must now win by a 2 point margin?
3. If a player strikes the shuttle and on the follow-through hits the net is this a fault?
4. Is it a fault if after service the shuttle hits the top of the net and lands in the service court?
5. Name 3 different types of service faults a player might commit
6. How many points ahead of your opponent must you be to win after the score reaches 20-all?
7. During service the shuttle hits the net and becomes suspended in it. What is the decision?
8. Whose score should be called first when umpiring?
9. If a player is standing on the front service court line when serving is this a fault or not?
10. If either server or receiver moves their feet before the server strikes the shuttle is this a fault or not?

Answers

1. Yes, if this obstructs or distracts the opponent. No, if there is no distraction or disruption
2. No – players should be aware of this
3. Yes – if the net is hit before the shuttle is dead
4. No
5. Hit the shuttle above the waist, The head of the racket is not pointing in a downward direction, The server lifts a foot off the floor, The server makes a double action, The server hits the feathers of the shuttle first
6. 2 points
7. It is a fault
8. The server
9. It is a fault
10. It is a fault to the perpetrator

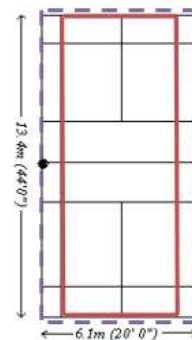
Answers

Merit:

1. Fun, fast, slow, hitting, running etc
2. Racket, shuttle, court, net, people etc
3. Can be anything

Bronze:

1. Play by the rules, Control your temper, Be a good sport, Play for the fun, Co-operate with your coach, team mates, officials and opponents etc
2. Singles - Inside side lines and back line (red)
Doubles - All outside lines (purple)
3. Singles - Inside lines to back – long and thin
Doubles - Outside lines and inside back line – short and fat
4. Toss a coin, throw/ hit a shuttle when it lands which way the cork faces, hold a racket off the floor, and whichever way the handle falls etc
5. Serve from the right hand court to the court diagonally opposite
6. No
7. In
8. 20-22 (player must win by 2 points)
9. No – next player to score a point wins that game 30-29
10. The server's score.



Silver:

1. Yes – this is a fault
2. The shaft of the racket is not pointing in a downwards direction, the player is standing on a line, the player must have both feet in stationary contact with the floor
3. Yes, it must remain in stationary contact with the floor
4. Yes, their feet must remain still/stationary until the service is hit
5. 20-22 (player must win by 2 points)
6. No – next player to score a point wins that game 30-29
7. The server's score.
8. It is a fault
9. To serve or receive or to choose ends
10. It is a fault if it distracts or obstructs the opponent.

Gold+

1. Yes, if this obstructs or distracts the opponent. No, if there is no distraction or disruption
2. No – players should be aware of this
3. Yes – if the net is hit before the shuttle is dead
4. No
5. Hit the shuttle above the waist, The head of the racket is not pointing in a downward direction, The server lifts a foot off the floor, The server makes a double action, The server hits the feathers of the shuttle first
6. 2 points
7. It is a fault
8. The server
9. It is a fault
10. It is a fault to the perpetrator



**SHUTTLE TIME BADGES
RESULTS & ORDER FORM**

ASSOCIATION / CLUB/ SCHOOL:

	NAME	CLUB/SCHOOL	AGE	BADGE
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

I hereby certify that the above players have qualified for Badges indicated above

Coach: Level:

Signed: Date:

Number of badges required Merit
Badges cost \$5.00 each
(exclusive of GST and postage) Bronze
..... Silver
..... Gold

Amount enclosed \$.....

Cheque to be made out to New Zealand Badminton Federation
(or credit our Bank Account at Westpac, Wellington
03-0584-0003132-00)

Badges to be sent to:-

Address
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