

## **Boccia Talent ID Tests**

### ***Accuracy and Consistency***

Each player will get a set of 6 balls to throw and will be scored based on the balls positions after all 6 have been thrown. Each player will repeat this 3 times.

Set 1

Name	1	2	3	4	5	6
Alan Green	2	4	4	3	3	5
Kate Hunter	1	2	1	3	2	3

Set 2

1	2	3	4	5	6
4	5	4	10	5	5
3	4	4	3	2	5

Set 3

1	2	3	4	5	6
4	3	5	10	10	4
4	5	5	10	3	5

A percentage will be taken of the amount of balls which land the 3 highest scoring rings, 4,5 and 10 points, to identify the players that are constantly score highly. For example Alan Green scored an average of 50% in the 1<sup>st</sup> set, 100% in the second and score 83% in the 3<sup>rd</sup> with a overall average of shots which score highly of 78%

This allows at first glance to see that Alan Green shows signs of talent with such a high percentage but also allows for a breakdown of individual shots so the data can be analysed at a later stage if necessary.



## ***Pace and Shot Variety***

Each athlete will throw 2 balls at hoop number 1, scoring 2 points if the ball finishes inside the hoop, 1 point if the ball rolls up and touches the hoop but does not finish inside the hoop and 0 points if the ball does not finish in the hoop or runs through the hoop.

After all athletes have attempted shots at hoop 1 they then move onto hoop 2 and so on until the test is completed. This test should be repeated 3 times (if time allows).

Set 1

Set 2

Set 3

Name	1		2		3		4		5		1	2		3		4		5		1	2		3		4		5			
Alan Green	2	1	0	1	2	2	0	2	0	0	2	2	0	0	1	2	1	0	1	2	2	1	0	1	2	2	0	2	0	0
Kate Hunter	0	0	2	1	2	2	0	2	1	0	2	0	0	1	1	2	0	0	1	0	2	0	0	1	1	2	1	2	2	0

To identify the success of different shots the total points will be collected for 3 key areas of the court (short (hoops 1+2), middle (hoop 3) and long (hoop 4+5)).

For example Alan Green scored 12/24 for the short area, 11/12 for the middle of the court and 8/24 for the long area of the court.



