

**GPAI tick & Tally: For territory games such as Basketball, Soccer, etc.**

PLAYER 1: \_\_\_\_\_ PLAYER 2: \_\_\_\_\_

**CATEGORY** - Criteria for Appropriate/Efficient rating:

1. Decision Making (with ball) - Criteria:
  - Player attempts to pass to an open teammate or into open space
  - Player attempts to pass to create a scoring opportunity
  - [Player attempts to shoot when scoring opportunity available]
2. Skill execution (with ball) – Criteria:
  - Reception – Control of pass and ball setup for dribble, pass or shot
  - Passing – Ball reaches target with appropriate weight
  - [Shooting – Ball shot at target when opportunity available]
3. Cover (without ball) – Criteria:
  - Providing defensive help for player making a play on the ball or moving to the play of the ball.

Players	Decision Making (D)		Skill Execution (SE)		Cover (C)	
	A - D	IA - D	E - SE	IE - SE	A - C	IA - C
(1) _____ Start: _____ Finish: _____						
<b>Score %</b>	DM% _____		SE% _____		C% _____	
(2) _____ Start: _____ Finish: _____						
<b>Score %</b>	DM% _____		SE% _____		C% _____	

Key:    **A** = Appropriate    **IA** = Inappropriate  
          **E** = Efficient        **IE** = Inefficient

Decision-making percentage is       $DM\% = [100 \div (A+IA)] \times A$   
 Skill execution percentage is         $SE\% = [100 \div (E+IE)] \times E$   
 Cover percentage is                     $C\% = [100 \div (A+IA)] \times A$

**Game Play Indicators**

Game Involvement (GI) -

$$GI = (AD + IAD) + (ESE + IESE) + AC$$

Game Performance (GP) -

$$GP = [DM\% + SE\% + C\%]/3$$

GI = \_\_\_\_\_

GP = \_\_\_\_\_

**GPAI rating: For Territory Game form such as Basketball, Soccer, etc.**

PLAYER 1: \_\_\_\_\_ PLAYER 2: \_\_\_\_\_

**CATEGORY** - Criteria for Appropriate/Efficient rating:

1. **Adjust (off ball)**- Criteria:  
*Movement of performer to attack opponent's target area or defend own target area, as required by the flow of the game.*
2. **Cover (without ball)** - Criteria:  
*Providing defensive help for player making a play on the ball or moving to the play of the ball.*
3. **Guard or Mark (without ball)** - Criteria:  
*Defending against an opponent who may or may not have the ball.*
4. **Base (after with ball)** - Criteria:  
*Appropriate return of player to a recovery position between skill executions*
5. **Decision Making (with ball)** - Criteria:
  - *Player attempts to pass to an open teammate*
  - *Player attempts to pass to create a scoring opportunity*
  - *[Player attempts to shoot when scoring opportunity available]*
6. **Skill execution (with ball)** – Criteria:
  - *Reception – Control of pass and ball setup for dribble, pass or shot*
  - *Passing – Ball reaches target with appropriate weight*
  - *[Shooting – Ball shot at target when opportunity available]*
7. **Support (team with ball)** – Criteria:  
*The player appeared to support the ball carrier by being in or moving to an appropriate position to receive a pass.*

Instructions

Study the criteria for one of the components. Watch a player play for a suitable period of time then rate them on the component. Repeat for other components.

Player's Name	Adjust	Cover	Guard Mark	Base	Decision Making	Skill execution	Support
Notes							

<b>Key</b>	Ratings	5 - Very Effective
		4 - Effective
		3 - Somewhat effective
		2 - Somewhat weak
		1 - Weak