

Attributes for 2nd Team Trials

These guidelines for scores are here as guidelines, and just mark out particular things to look for. They're not complete criteria.

Passing

- 5 – Strong with both hands over distance
- 3 – Strong with one hand, can manage short distances reasonably accurately with other
- 1 – Can't manage accuracy over distance with either hand

Long Shooting – Get a score out of goals scored out of 10 for ability and marks out of 5 for technique.

- 5 – Perfect technique, can adapt when shots going too long/short etc.
- 3 – little bits wrong here and there, could get to 5 with a bit of coaching
- 1 – Just... bad...

Running in Shooting – As above

- 5 – Great technique, can adapt to bad feeds etc.
- 3 – Good technique, but not so good in game situation/bad feeds
- 1- Just bad...

Collecting

- 5 – Great Positioning, Anticipation and Timing. Controlled once collect has been made
- 3 – Positioning not always there, but knows what should be doing.
- 1 – Doesn't get Positioning, not too good at the rest either.

Defence

- 5 – Great individually, keeps tight without going too far. Aware of other teammates and what's going on round the post etc.
- 3 – Good individually, can be beaten. Not as aware of switching etc.
- 1 – Can be beaten, unaware of what else is going on, jumping in etc.

Attack (Team)

- 5 – Confident, takes Collect/Feed/Shots when is appropriate. Works well with teammates.
- 3 – Adept at everything, though perhaps not astonishing. Or maybe doesn't take the initiative and relies on others to take charge.
- 1 – Can just about handle the basics of positions, but is perhaps more of a hindrance than a help to the team.