









BWF SCHOOLS BADMINTON

TEACHERS' MANUAL

MODULE 7: THROW AND HIT

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More Information

The resources for *Shuttle Time* are available in different languages. The material can be downloaded from the BWF website.

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Module 7 – Throw and Hit

Rear-court Play (6 lessons)

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Module 7 Throw and Hit

Rear Court Development

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- 1. Introduction
- 2. Aims and objectives
- 3. Content explanation
- 4. Summary

Module 7 Focus

Modules 5, 6, 7 and 8 provide the background and information for you for teaching the main badminton content of *Shuttle Time*.

The 22 Lesson Plans are in four separate downloads which correspond to Modules 5, 6, 7 and 8. You should refer to the lesson plans when reading these modules in the Teachers' Manual.

- Module 5 **10 Starter Lessons** (lesson plans numbers 1 to 10)
- Module 6 Swing and Throw (2 lesson plans numbers 11 and 12)
- Module 7 **Throw and Hit** (6 lesson plans numbers 13 to 18)
- Module 8 **Learn to Win** (4 Lesson plans numbers 19 to 22)

Module 7 focuses on rear court practice and develops overhead hitting techniques.



Learning Outcomes

By the end of this module, you will better understand:

- The stages of the hitting cycle.
- Rear court techniques which include:
 - Forehand clear.
 - Forehand drop shot.
 - Forehand smash.
 - Scissor jump.

1. Introduction

This section builds on the two lessons that focused on rear court techniques.

Section	Technical Content
Throw and Hit	Rear Court Practice – introduces and develops overhead hitting techniques. Techniques introduced here are:
	Forehand Clear.
	Forehand drop shot.
	Forehand smash.
	Scissor jump.

As in the previous section, the learning points are intrinsic to the exercises.

Traditionally beginners start with rear court techniques, which often leads to frustration and the development of incorrect technique.

Having already focused on the basics in the front court and gained confidence in the mid-court, rear-court techniques are introduced.

2. Aims and Objectives

In the six rear-court lessons pupils develop overhead hitting techniques with the main strokes: **clear**, **drop** and **smash**.

These are developed in parallel to the techniques of movement required and in particular the **scissor jump**.

Many aspects taught in the forecourt and midcourt are now also true in the rear-court.

This experience, together with the confidence gained in the earlier lessons, now helps the pupils to learn new techniques faster than in the first lessons.

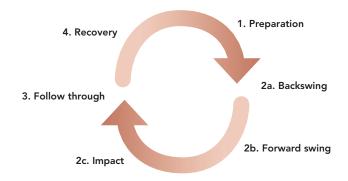
3. Content Explanation

In this section the following techniques are described:

- 1. Scissor jump;
- 2. Forehand Overhead Clear;
- 3. Forehand Overhead Drop Shot;
- 4. Forehand Smash.

Before the above are described, it is important to explain how we can divide the strokes into several parts for the purpose of teaching.

This is known as the hitting cycle.



Preparation

Every stroke begins with a good ready position including position of the racket in front of the body. Players should adopt a starting racket position which is directed to the area where their opponent will intercept the shuttle.

Hit

The hit can be divided into two parts, the backswing and the forward swing.

Many beginners have difficulty with the backswing due to the fact they are afraid to miss the shuttle. The throwing games and shadow exercises will allow them to gain confidence.

Follow through

The part after the impact is called *follow through*. The length is dependent upon the type and power of the stroke, the interception point and the technical situation.

Recovery

When the follow through is finished there is a fast recovery which fluently goes into the preparation of the next stroke. Beginners should be encouraged from the start to incorporate the recovery phase into their practice sessions.

The hitting cycle helps us to describe the different parts of the strokes, to see faults and give the relevant corrections.

See photos over – Forehand Overhead Clear and Forehand Overhead Drop Shot.



1. Scissor Jump

The scissor jump is the main movement used to hit in the rear-court. This technique allows the player to intercept the shuttle as high as possible and to recover quickly into an appropriate ready position.

It is also used when the player is under pressure in the backhand corner and he wants to hit with a forehand stroke.

- Racket leg makes a step back into a side-on position with weight on racket leg.
- Jump from racket foot and pivot in the air (180°), land on non-racket foot behind the point where you started, landing foot cross to running direction to facilitate an efficient stop and change of direction.
- Make the first step with racket foot.
- Then make one chasse step or running step with non-racket foot.

Note: Steps 2 and 3 above are fast and close together as possible. No break between.

References to Lessons - Scissor Jump

Element	Exercise	Lesson (L) Video (V)	Teaching Hints
Scissor jump	Introduction on scissor jump, without and then with steps.	L13	Point out the correct rhythm of the steps by clapping or counting: one – two / three – four.

See photos on the next page – Forehand Overhead Clear.

2. Forehand Overhead Clear

Why we use it When we use it Where the shuttle goes

Clears go from your rear court to the rear court of your opponent.

Attacking clears travel at a height just out of reach of your opponent's racket.

More defensive clears are slightly higher.

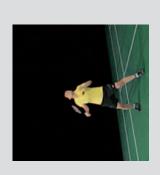
Clears are used when we are in our attacking zone.

Clears push your opponent back, creating space in the forecourt.

Attacking clears aim to place the shuttle in behind the opponent, creating pressure and potentially weaker returns.

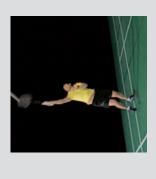
Defensive clears allow the person playing the stroke more time to recover their balance and court position.

What it looks like



Prepare

- V-grip
- Racket in overhead ready position.
- Front arm up.
- Sideways stance.



Forward Swing

Rear leg overtakes front leg.

Drive up and forwards off

rear leg

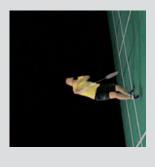
Backswing

• Upper and lower arm rotates inwards.

 Rear shoulder and upper arm move upwards and forwards.
 Upper and lower arm rotate

Push rear hip forwards

Reach to strike shuttle powerfully above/slightly in front of racket shoulder.



Follow Through

- Racket momentum causes arm to rotate inwards as it relaxes.
- Rear foot lands to become the new front foot.

Download the video dip of this technique from the BWF website www.bwfbadminton.org

Front arm pulls in to control

outwards.

body rotation.



References to Lessons - Forehand Overhead Clear

Element	Exercise	Lesson (L) Video (V)	Teaching Hints
Forehand Overhead Clear	Straight clear Forehand clear rally with trick. Straight overhead clear. Forehand clear rally. Game.	L13	 Emphasise: throwing action and racket head speed; early point of interception; use of the Scissor Jump to assist recovery.

3. Forehand Overhead Drop Shot

Why we use it When we use it Where the shuttle goes

court to the forecourt of your Drop shots go from your rear opponent.

line. Shorter drop shots land between the low service line just beyond the low service Longer drops tend to land and the net.



Drop shots are used when we are in the attacking zone.

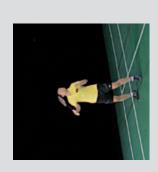
We use drop shots to:

- make space in the rear court make our opponent off-
- encourage out opponent

balance

to lift

What it looks like



Prepare

- V-grip.
- Racket in overhead ready position.
- Front arm up.
- Sideways stance.



Forward Swing



Drive up and forwards off

rear leg.

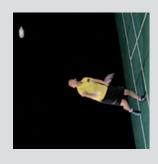
Backswing

Reach to strike shuttle above/ slightly in front of striking shoulder.

> Rear shoulder and upper arm move upwards and forwards. Upper and lower arm rotate

Push rear hip forwards.

of arm stops - push through Just prior to hitting rotation the shuttle.



Follow Through

 Rear foot lands to become the new front foot.

Download the video clip of this technique from the BWF website www.bwfbadminton.org

outwards.



References to Lessons – Forehand Overhead Drop Shot

Element	Exercise	Lesson (L) Video (V)	Teaching Hints
Forehand overhead drop shot	Shadow Straight Drop Continuous Play Lift-Drop-Net	L15	Same hitting action for clear and drop shot but finish a drop shot with a push instead of a full hit at point of contact.
Clear and Drop shot parallel	Choices. Half court singles.	L16 ► V4 L16 ► V5	Reinforce the same preparation for both strokes.

4. Forehand Smash

Why we use it When we use it Where the shuttle goes

space, or into the body of the Smashes can be struck into opponent.

court to the midcourt of your

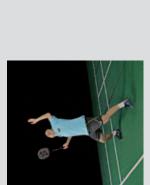
opponent.

Smashes go from your rear

down from our attacking zone. We use smashes when hitting

used in an attempt to win the rally, or to force a very weak A forehand smash is a shot return.

What it looks like









 Jump and begin rotating in the air, elbow up-forwards, supinate forearm.

throw racket head powerfully

(pronate forearm).

Reach up to strike shuttle. impact in front of the

shoulder.

Continue rotation in the air,

Forward Swing

Create angle between arm and racket.

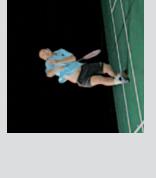
Step back to load rear leg,

sideways stance.

Relaxed ready position.

• V-Grip.

Prepare



Follow Through

- Finish rotation and land.
- Relaxation allows continued forearm rotation.
- Racket stays in front of body.
- Rear foot lands to become new front foot.

Download the video clip of this technique from the BWF website www.bwfbadminton.org



References to Lessons - Forehand Smash

Element	Exercise	Lesson (L) Video (V)	Teaching Hints
Forehand smash.	Smash and smash-block. Lift-Smash-Block.	L17 ▶ V2 ▶ V3 ▶ V4 L18 ▶ V2	Smash – ensure pupil is behind the shuttle to enable them to hit the shuttle from in front of the body.

5. Backhand block off the Body

Why we use it When we use it Where the shuttle goes

travel from the mid-court to the Backhand blocks off the body forecourt / mid-court of your opponent.

situations, returning a smash to Backhand blocks are used when you are in defensive the body. They are used mainly in doubles and less frequently in singles.

Backhand blocks can be used to:

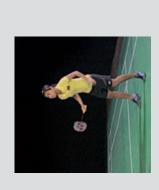
- restrict the opponent's opportunity to attack.
- the opponent to hit their next block into space and forcing opportunity by striking the create an attacking shot upwards.



Follow Through

- Racket momentum causes arm to rotate outwards as it relaxes.
- and racket position in front Re-establish basic grip of body.

What it looks like



Backswing

Prepare

V-grip.

- Establish relaxed thumb grip.
- Bend elbow.

Elbow forwards.

Racket held out in front

of body.

- lower arm rotation, bent wrist). Open racket face (upper and



Forward Swing

- Extend elbow.
- Keep racket face open to hit slightly underneath shuttle.
- Push through shuttle.

Download the video clip of this technique from the BWF website www.bwfbadminton.org



References to Lessons – Defense: Backhand block off the body

Element	Exercise	Lesson (L) Video (V)	Teaching Hints
Block defense	Block and Smash-block Lift-Smash-Block	L17 ➤ V2 ➤ V3 ➤ V4 L18 ➤ V2	Block – be in ready position with knees flexed, weight forward and racket in front of body.

4. Summary

Developing these techniques - the movement skills (scissor jump) and defensive blocks allows the variety and difficulty of exercises to be increased.

The forehand overhead technique is basically an overhead throwing action; therefore the associated throwing games, included in the lessons, greatly assists in the development of the technique.

The following elements are very important for all overhead strokes:

- basic grip;
- supination on the backswing;
- pronation on the forward swing;
- intercepting the shuttle as early as possible.



