

In-competition: During the event

During play

The coach may have the opportunity to engage with participants during competition. In short events, like a 100 metre sprint, the coach can't do much more than cheer. In longer events and team games, the coach may be able to provide specific instruction as well as encouragement.

The coach developer (CD) should focus observations on:

- > the frequency and specificity of instruction, as well as their positivity/negativity
- > coach body language and tone of voice
- > engagement of all participants and any variances in how the coach interacts with different participants
- > reactions of participants
- > the coach meeting the key expectations of the sport

During breaks in play

Team sports have breaks in play - timeouts, half time, etc - during which the coach is highly active.

The CD should look at similar things to the above, but during such breaks there is more time for the coach to engage participants, and so also observe:

- > specific instructions from the coach - number, complexity, relation to pre-game plan
- > the nature and quantity of input from participants

