Explanation of the Behavioral Categories used on the CBAS*

Make sure you become familiar with each category prior to initiating your observation. Thus, be able to recognize the behavior and immediately code it correctly. If you deliberate too long, you may lose track of other behaviors. Code these categories:

1. Positive Reinforcement or reward. When an instructor gives a positive, rewarding action (verbal or nonverbal) to a good play or effort.

2. Non-Reinforcement. When an instructor does not respond to a good performance.

3. Mistake-Contingent Encouragement. When an instructor encourages a player following a mistake.

4. Mistake-Contingent Technical Instruction. When an instructor demonstrates to a player how to correct a mistake.

5. Punishment. When an instructor reacts negatively, verbal or nonverbal, following a mistake.

6. Punitive Technical Instruction. When an instructor gives technical instruction following a mistake in a punitive or hostile manner.

7. Ignoring Mistakes. When an instructor fails to respond to a person's mistake.

8. Keeping Control. When an instructor has to correct misbehavior or other breaches of discipline, other than class- or game-related behaviors.

;. General Technical Instruction --spontaneous instruction in the techniques and strategies of the sport (not following a mistake)

10. General Encouragement -- spontaneous encouragement which does not follow a mistake

11. Organisation -- administrative behavior which sets the stage for play by assigning duties, responsibilities, positions, etc.

12. General Communication -- interactions with players unrelated to the game.

*Categories adapted from Smith, R. E., Zane, N. W. S., Smoll, F. L. & Coppel, D. B. (1983). Behavioral assessment in youth sport: Coaching behaviors and children's attitudes. *Medicine and Science in Sports and Exercise, 15(3)*, 208-214.