



**ENGLAND BOXING**  
**Supervisors (CPD Resource 2020)**

# Situation 1 R&J Poor Performance

**The Context** – At a national championship an R&J is making poor decisions and is not performing at the right level. Its midday on the 3<sup>rd</sup> day of competition. As the Supervisor is falls to you to make a decision, what are you going to do?

## **Be mindful –**

Is this your decision to make?

Do you consult another person for their views before the final decision?

If you remove the R&J from the competition what would be an appropriate time?

How will you balance the importance of the event and also protect the credibility of the R&J in question?

What does clear feedback look like? How will you deliver this feedback?

What is the R&J agrees and say's I have a personal issues away from boxing which having an impact on my performance? What will you do?

If you were the R&J in question how would you like to receive feedback?

What is the R&J disagrees and wants to take the matter further?

How will you manage yourself doing this situation?

## **Reflection –**

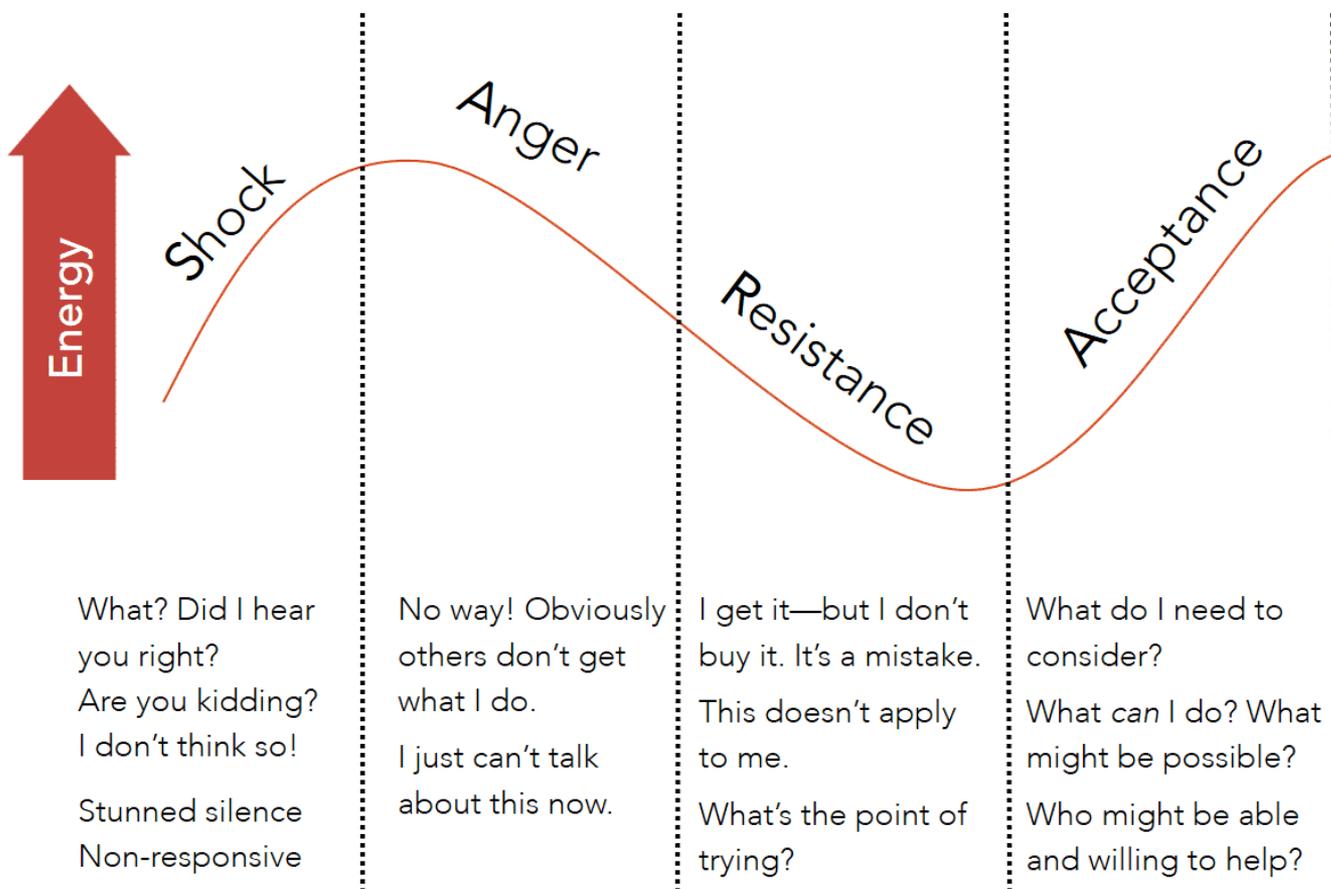
After reading the 'context' what was your initial view. Once you had time to look at the 'Be mindful' section did this change or effect your decision making and or judgement. What have you learnt about yourself?





**Useful Thinking  
Tools & Resources  
for Supervisors**

# Reactions to Feedback: SARA Model





# Giving Feedback - CORBS



CLEAR – BE CLEAR ABOUT THE FEEDBACK YOU ARE GIVING.



OWNED – THE FEEDBACK YOU GIVE IS YOUR OWN PERCEPTION AND NOT AN ULTIMATE TRUTH.



REGULAR – IF FEEDBACK IS GIVEN REGULARLY IT IS MORE LIKELY TO BE USEFUL.



BALANCED – IT IS GOOD TO BALANCE NEGATIVE AND POSITIVE FEEDBACK.



SPECIFIC – GENERALIZED FEEDBACK IS HARD TO LEARN FROM. BE SPECIFIC



# Feedback



S

**Situation**

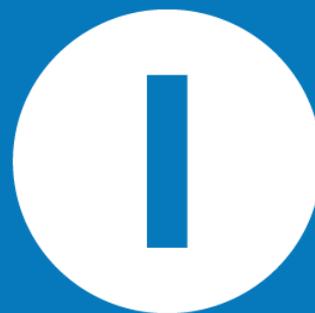
Anchor time  
and place



B

**Behavior**

Observable  
action



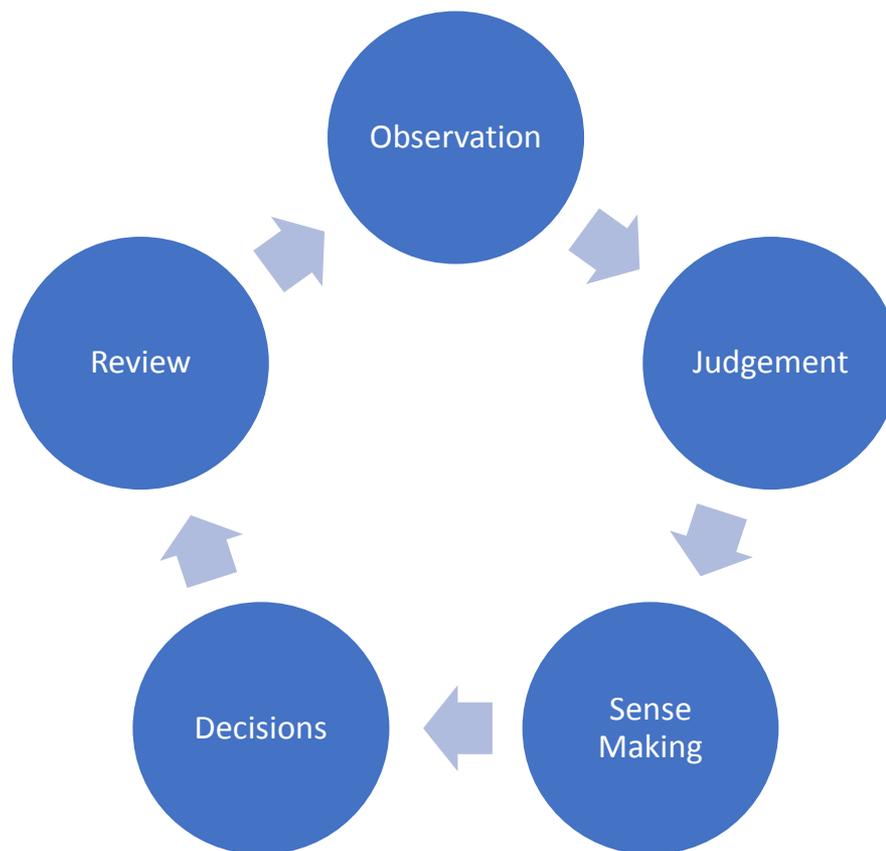
I

**Impact**

What I felt/  
thought/  
experienced



# Judgement and Decisions



# Reflective Practice

