

Biomechanical Quantification of the Key Parameter Related to the Forehand Overhead Smash in Badminton

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Canada

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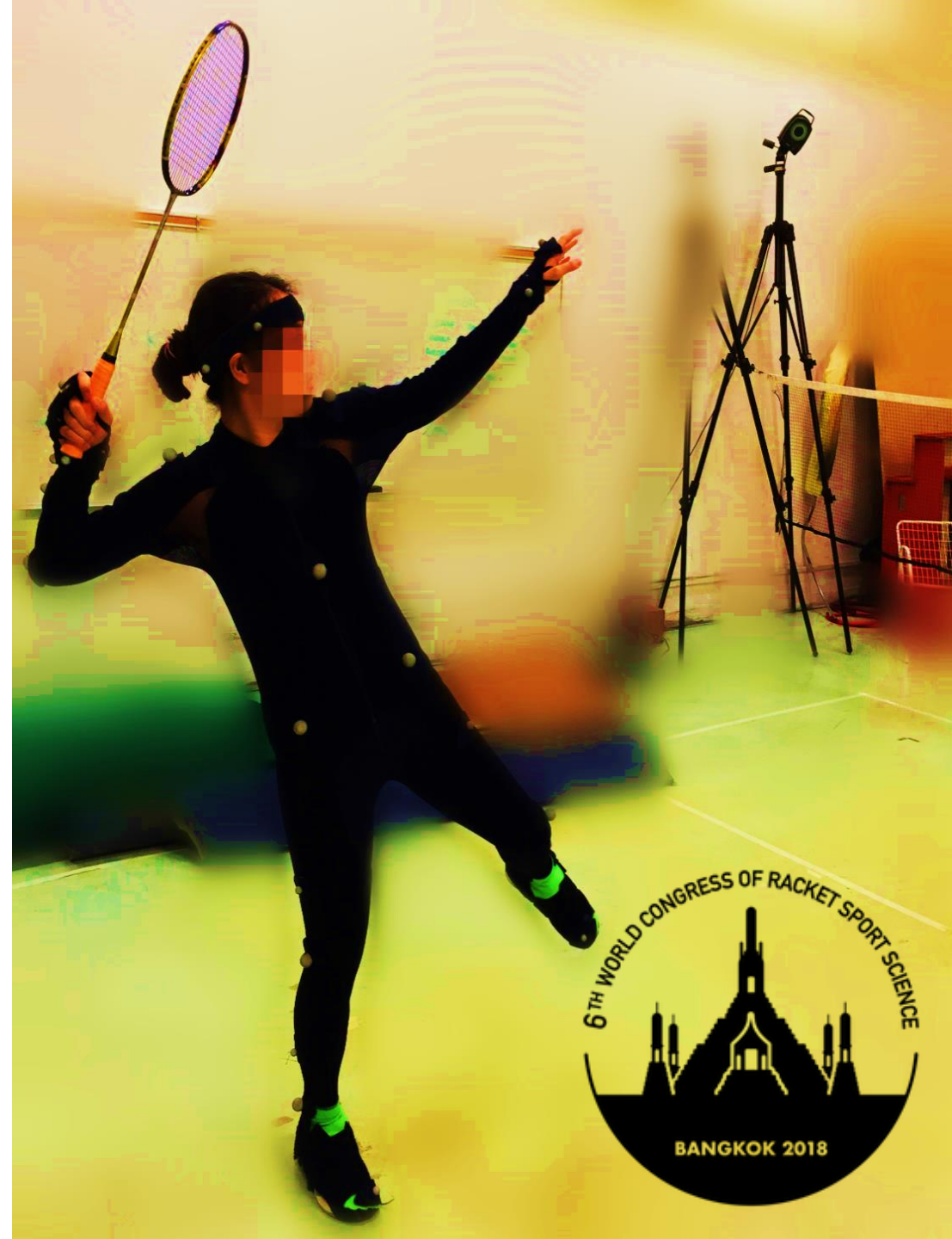


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How do we teach a beginner?

Self-learning?

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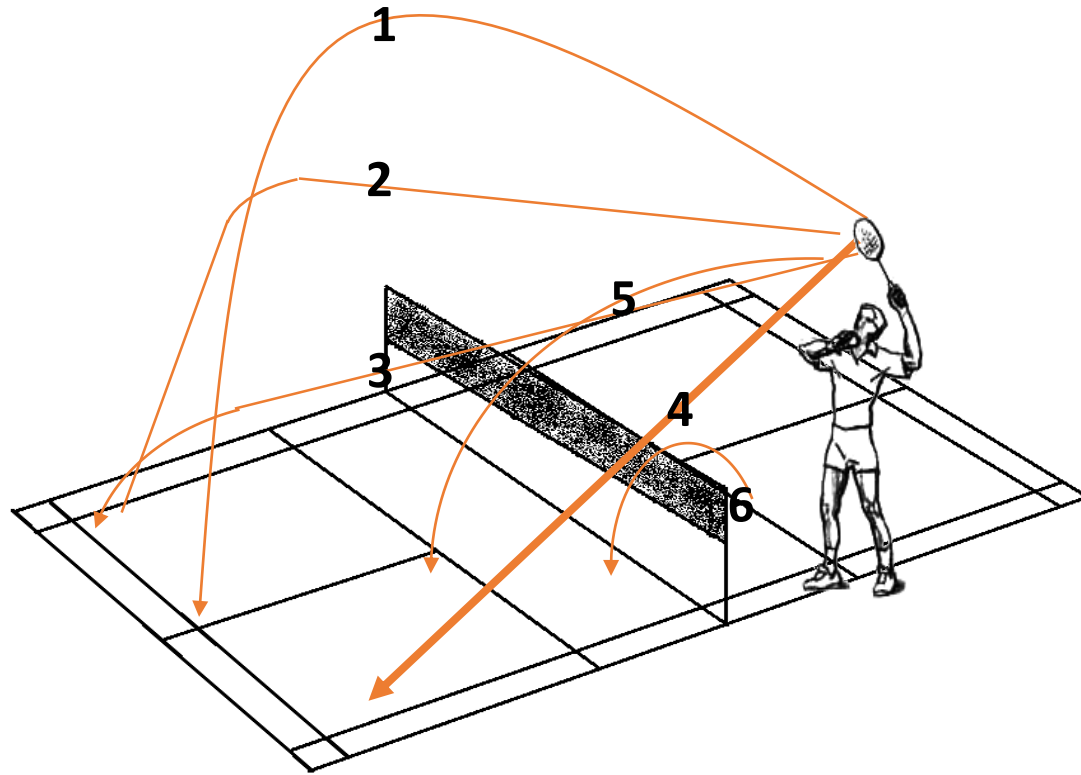
Introduction

- ▶ **The Badminton Forehand Overhead Smash**
- ▶ **Three Phases of the Forehand Overhead Smash**

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Forehand Overhead Smash



The Forehand Overhead Smash (#4 in the Figure 1) has been described as a shot toward the opponent's court with a downward power and speed wherein the angle of the shuttlecock's trajectory is very steep (Yap, 2012).

Figure 1. All five basic badminton forehand strokes ¹

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Three Phases of the Forehand Overhead Smash

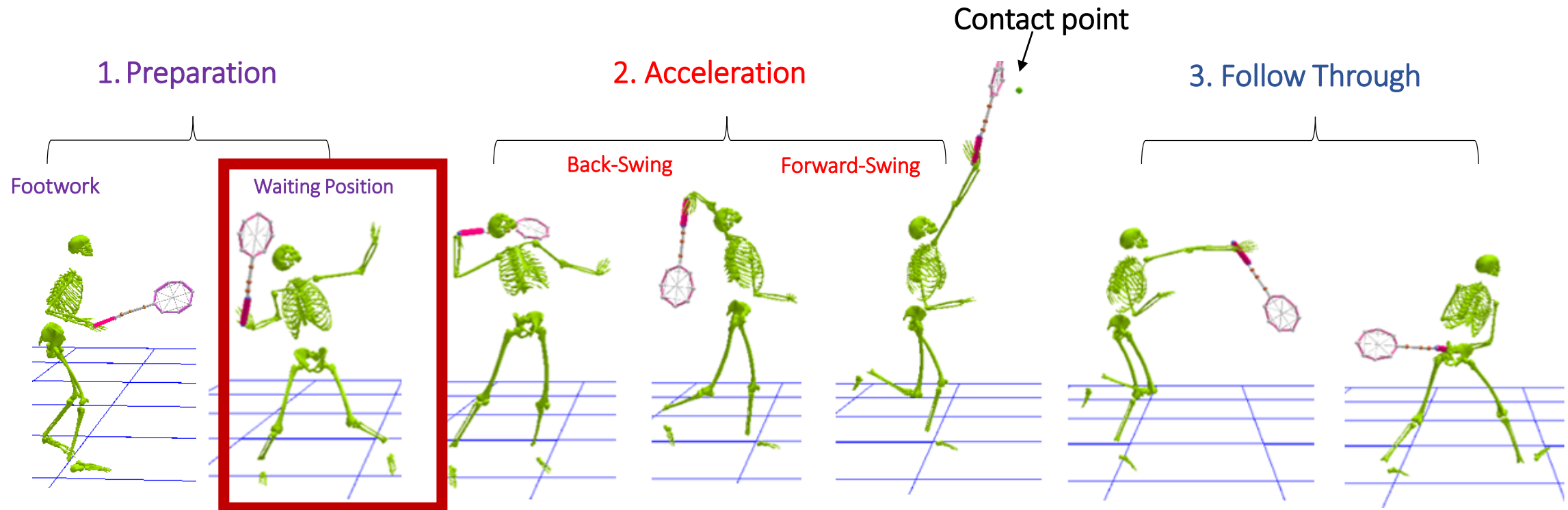


Figure 2. Three phases of badminton forehand overhead smash with dynamic shuttlecock

Literature Review

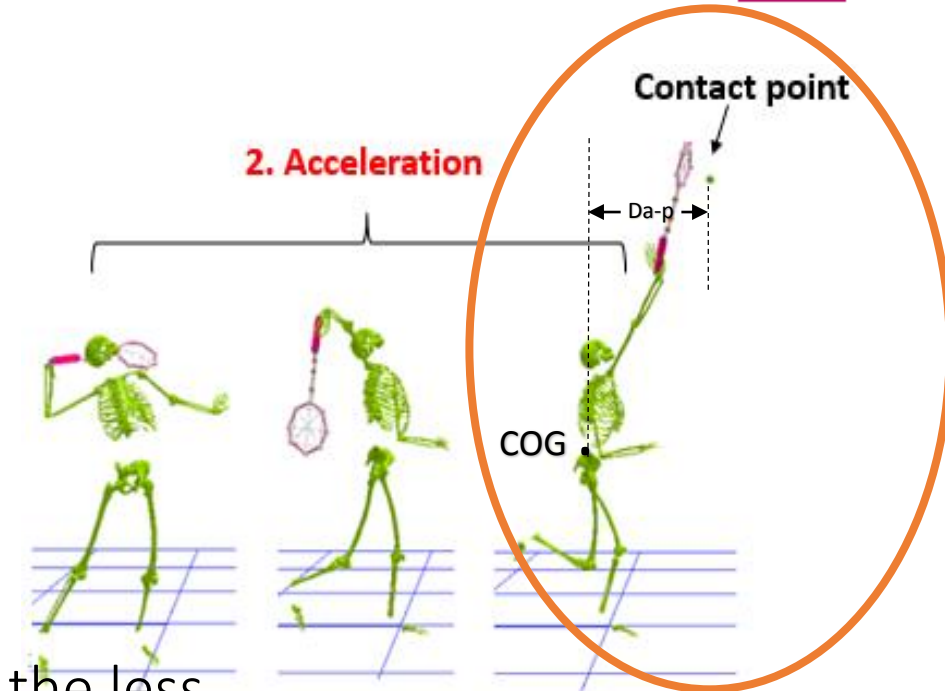
- ▶ Influential Factors in Relation to Smash Quality
- ▶ The Lack of Previous Scientific Researches

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Body Positioning?

Body Positioning is defined as the relationship of anterior-posterior distance between the center of gravity (COG) and shuttlecock (D_{a-p}) immediately before contact (stage three in the acceleration phase) in current study.



- The closer the player is from the shuttlecock, the less steep the smash will be^{1,2}.
- The smash angle can affect the trajectory of the shuttlecock³.

The Lack of Previous Scientific Researches

- The fundamental aspect (i.e. body positioning) was hardly addressed in existing badminton research.
- A lack of scientific research and the limited data on the assessment of which biomechanical factors are necessary and desirable in badminton technique as compared to other racket sports¹¹⁻¹⁴.



Aims

- ✓ to quantify the relationship between body positioning and smash quality
- ✓ to compare the characteristics of techniques found in the Novice Group (NG) and Skilled Group (SG) in order to reveal the influence of experience

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Method

Study Objectives
Body Positioning

Smash Quality
Shuttlecock Release Speed (V_{release})
Clearance Height (H_c)
Shuttlecock Release Angle (α_{release})

Subjects' Groups
Skilled Group (SG)
&
Novice Group (NG)

3D Motion Capture (Mo-cap) System & 15-Segment Full-body Modeling

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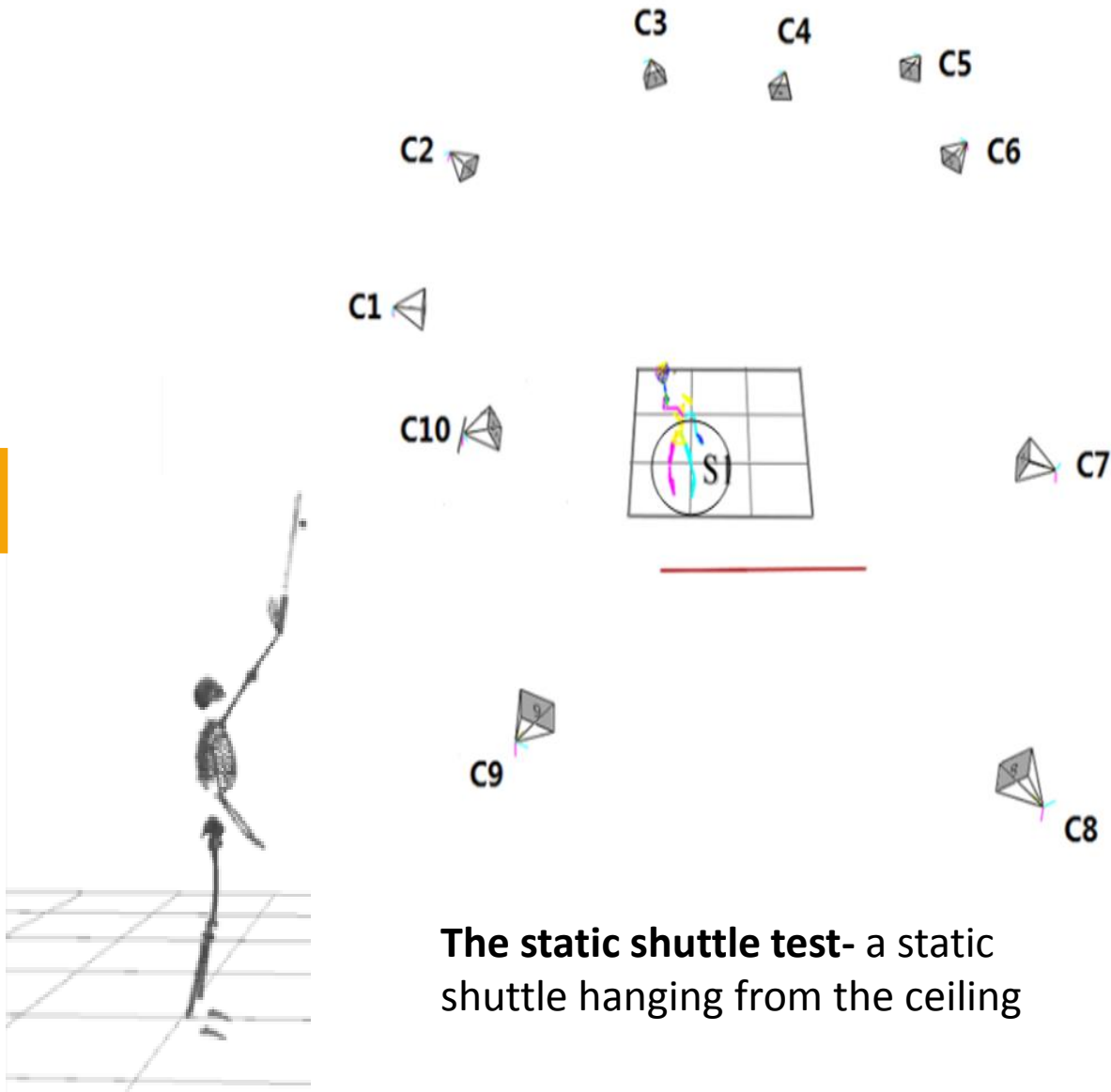
Subjects

Table 2. Age, Body Height, Weight, Training Period and Gender

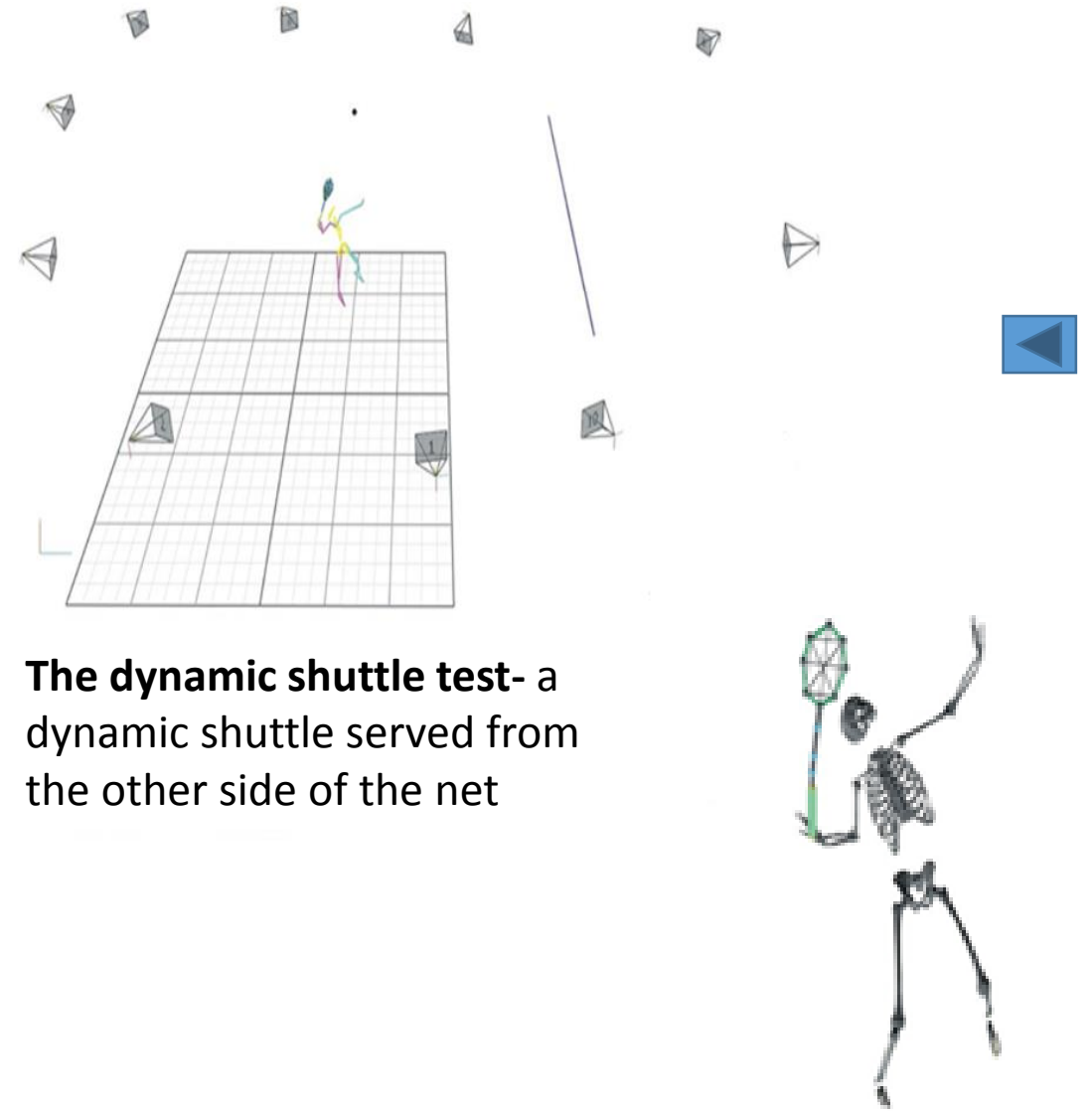
Group	n	Age (yrs.)	Height (m)	Weight (kg)	Experience (yrs.)
NG	10	24.3±4.7	1.71±0.07	62.05±9.24	0
SG	14	23.2±2.8	1.77±0.05	71.56±7.73	6.6±3.1

- A total of 24 subjects (ages 20-35, Male: n= 17 ; Female: n= 7)

Lab Set Up



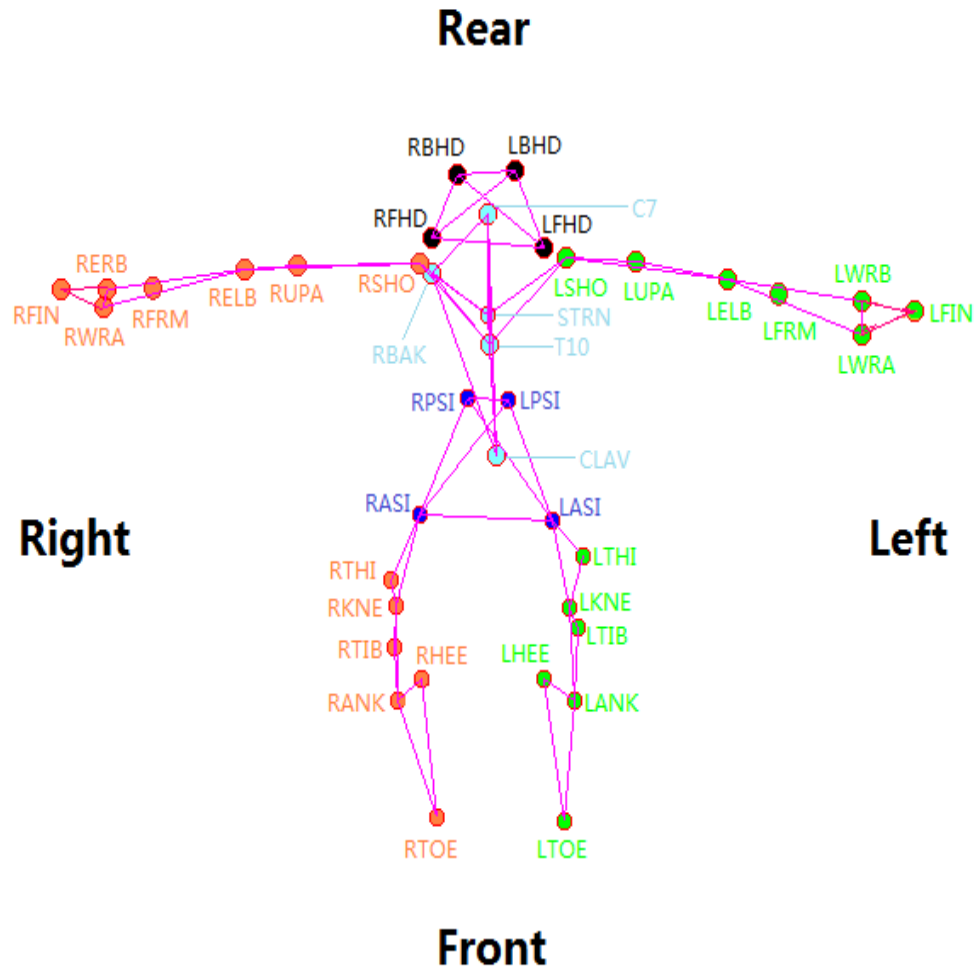
The static shuttle test- a static shuttle hanging from the ceiling



The dynamic shuttle test- a dynamic shuttle served from the other side of the net

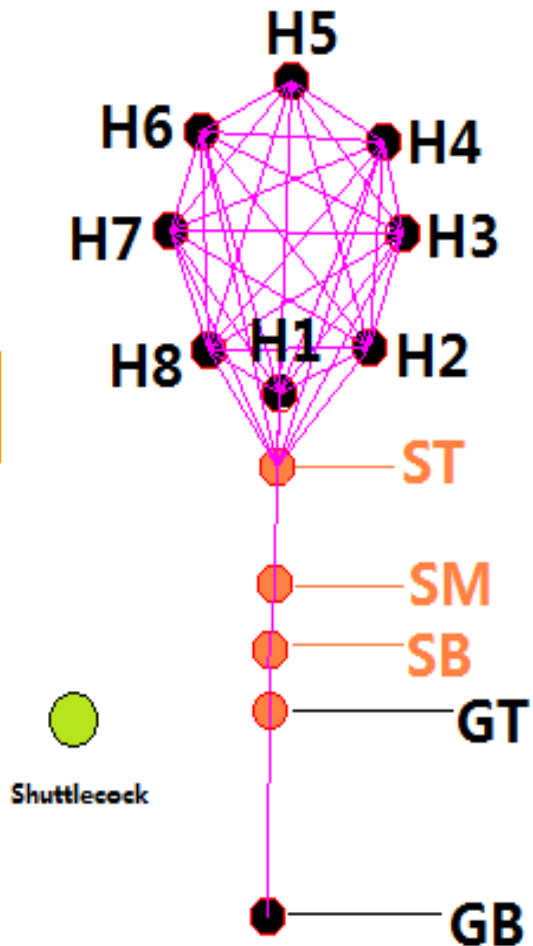
Lab Set Up

- **39 reflective markers** for building a 15-segment, full-body biomechanical model



Lab Set Up

- **A standard racket-** 13 reflective adhesive markers/tape (2 marks on handle and 11 tapes on frame)
- **The standard shuttlecock-** one tape on the cork of the shuttle
- **The standard net-** three markers



Head (H1-H8)

Shaft (ST, SM, SB)

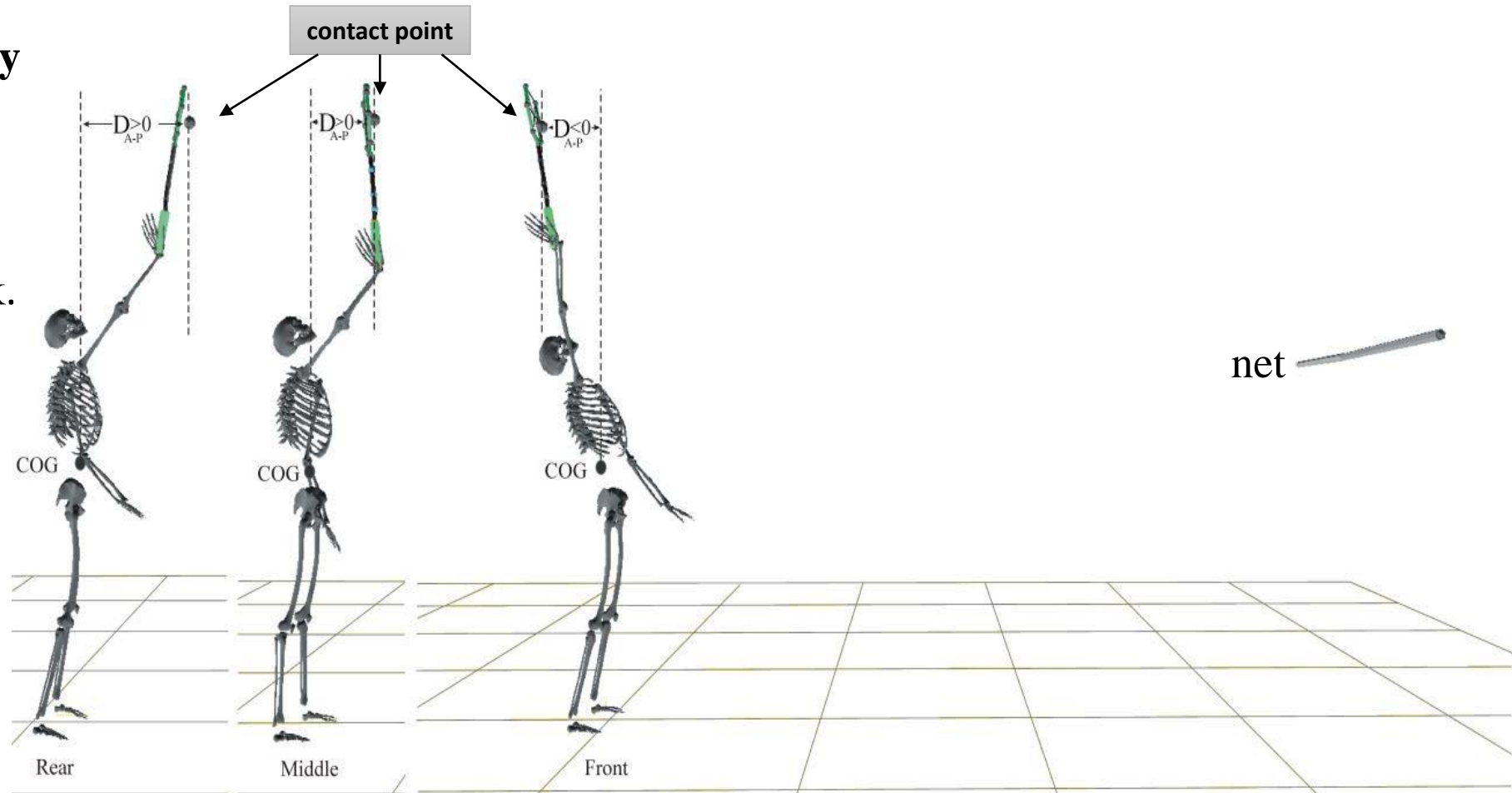
Handle/Grip (GT and GB)



Data Collection — Static Shuttlecock Test

The three static body positioning tested in the study

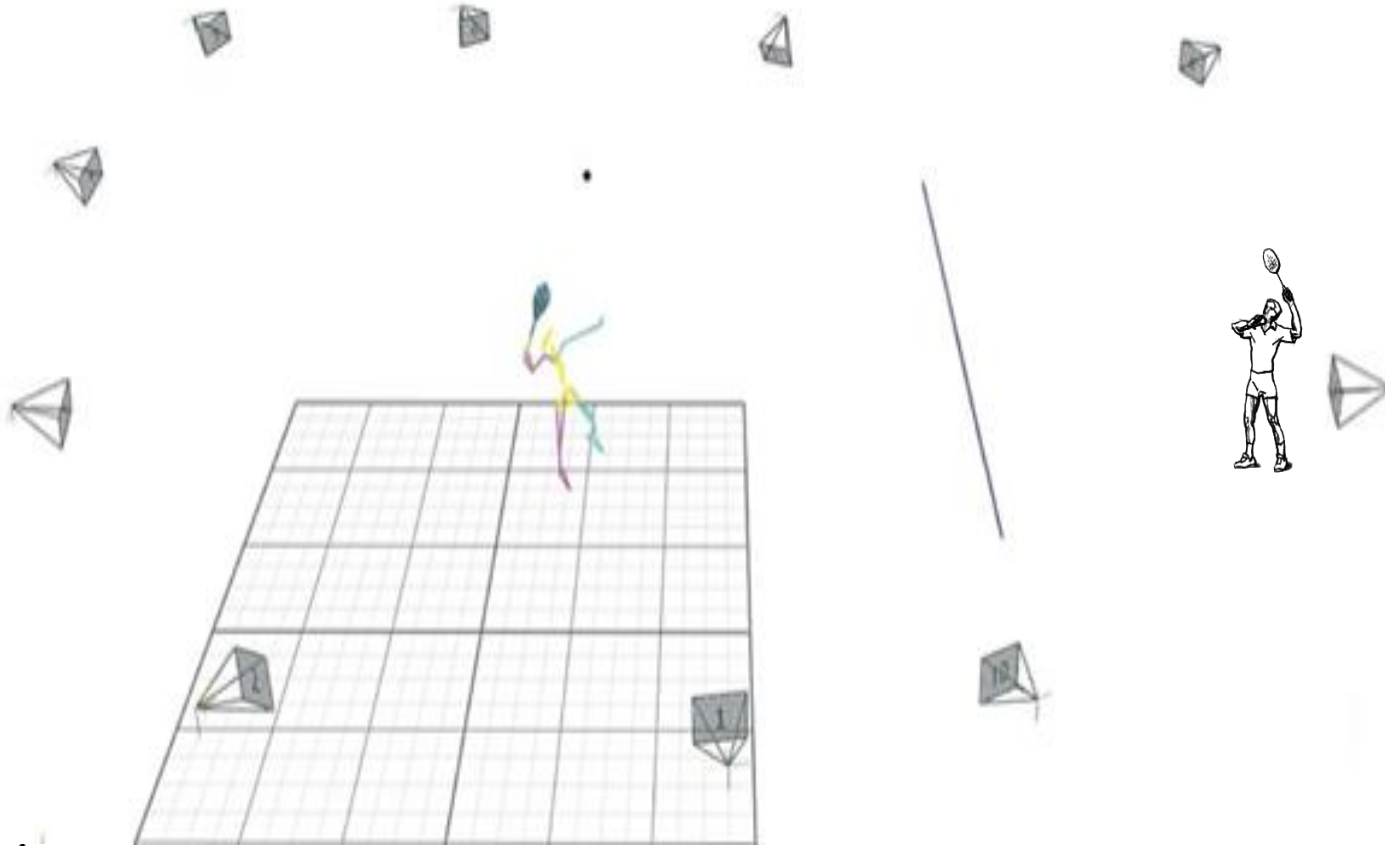
D_{a-p} - The anterior-posterior distance between the center of gravity (COG) and shuttlecock.



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Data Collection — Dynamic Shuttlecock Test

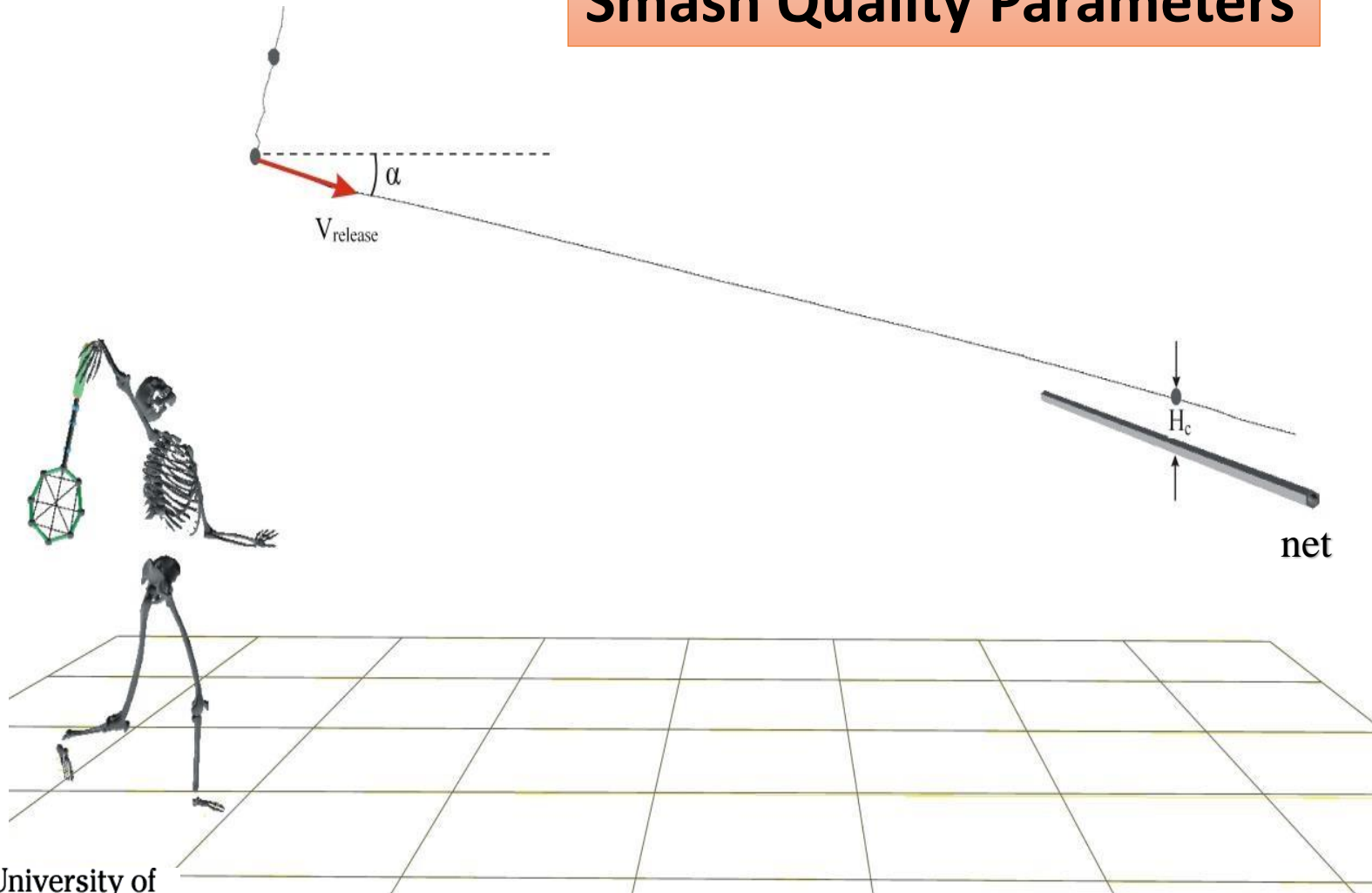


- One highly trained subject was chosen to hit a high serve in the dynamic shuttlecock test.

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Smash Quality Parameters



❑ Shuttlecock Release Speed (V_{release}) -

is the magnitude of shuttlecock's velocity (the rate of change of shuttlecock's position) after the moment of contact

❑ Shuttlecock Release Angle (α_{release}) -

is decided by the angle between the direction of shuttlecock flight and horizontal plane (+: upward release; -: downward release)

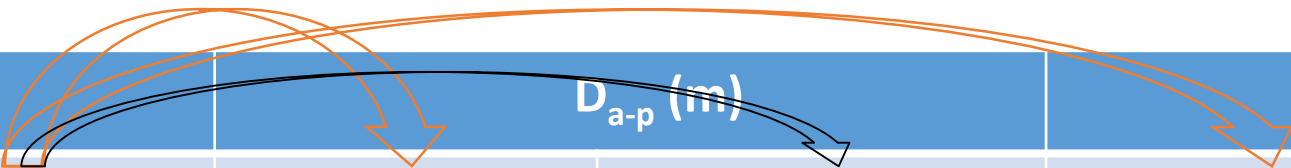
❑ Clearance Height (H_c) -

is determined by the vertical distance between the shuttlecock and the top of the net at the movement when the shuttlecock passes above the net

Results

- ▶ *The Result of Body Positioning between Body Centre of Gravity and Shuttlecock*
- ▶ *The Result of the Static Positioning Compared to the Dynamic Smash*
- ▶ *The Result of the Significant Influences of Body Positioning*



Table 1. Comparison of D_{a-p} between Dynamic (Dyn) and the Three Static Positions


	D_{a-p} (m)			
	Dyn	SF	SM	SR
NG	0.45 ± 0.22	$-0.08 \pm 0.11^{**}$	0.41 ± 0.11	$0.67 \pm 0.09^{**}$
SG	0.59 ± 0.07	$-0.00 \pm 0.14^{**}$	0.36 ± 0.06	$0.70 \pm 0.10^{**}$
Difference	31.12%	1%	13.43%	4.48%

** – highly significant ($p < 0.01$)

Table 2. Kinematic Data of Smash Quality Parameters (negative α : downward)

		Smash Quality		
Group	Position	V_{release} (m/s)	α_{release} ($^{\circ}$)	H_c (m)
NG	Dyn	36.65 ± 8.47	8.8 ± 11.8	1.16 ± 0.86
	SF	30.18 ± 8.15	7.1 ± 8.1	1.24 ± 0.68
	SM	32.69 ± 7.48	1.9 ± 8.9	0.86 ± 0.50
	SR	34.64 ± 8.88	-3.7 ± 5.2	0.49 ± 0.25
SG	Dyn	58.86 ± 9.59	-9.1 ± 4.1	0.12 ± 0.28
	SF	41.80 ± 9.85	-7.4 ± 9.0	0.55 ± 0.58
	SM	44.15 ± 9.47	-11.1 ± 9.7	0.43 ± 0.67
	SR	45.31 ± 7.81	-14.8 ± 8.0	0.08 ± 0.49

ns – no significant, * – significant ($p < 0.05$), ** – highly significant ($p < 0.01$)

Results Summary

- ❑ Body positioning (i.e. SF, SM and SR) has no significant influence on power generation
- ❑ The body positioning influenced the quality of the α_{release} and H_c of a smash.

Discussion

- ❑ **Body positioning plays a role for beginners in learning a proper smash α_{release} .**
 - 1) The SG has always produced a downward flying shuttlecock, the NG could only create such a flying bird in SR.
 - 2) The NG completed smashes with an upward α_{release} in Dyn, SF and SM.

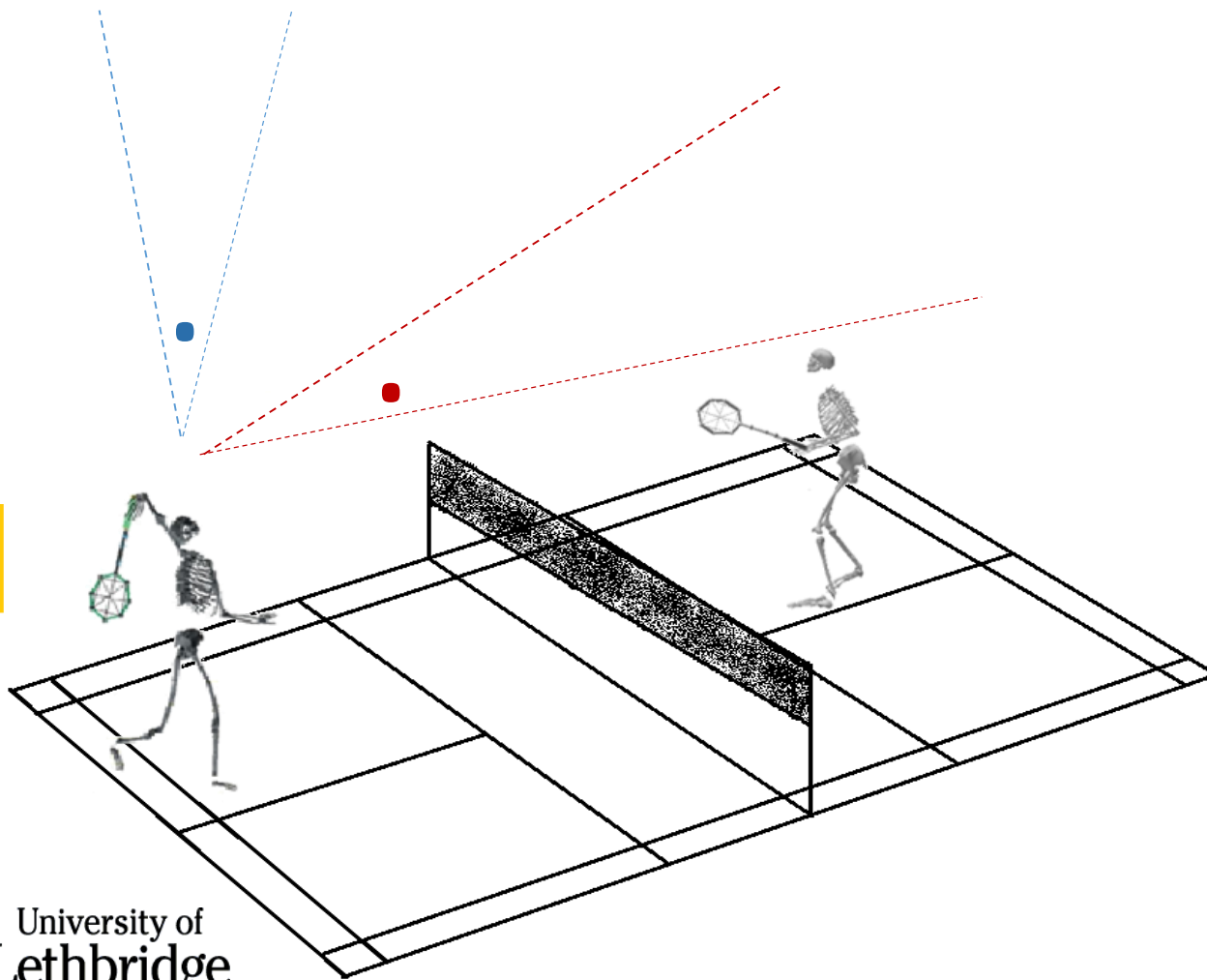
❑ The best positioning would be between SM and SR.

- 1) One could use a static comfortable selection (i.e. SM) for determining a proper positioning for learning and training.
- 2) Positioning the body 0.35 m behind one's static comfortable selection (SM) would have better smash accuracy (α_{release} and H_c) than SM.
- 3) A learner should step back by about one and a half feet (the average foot length of 1.71 m person is 24.5 cm) from the static comfortable selection (SM).

Several advantages existed when smashing between SM and SR:

SM/SR ($D_{a-p} > 0$) VS SF ($D_{a-p} < 0$)

- **Between SM & SR:** the players are more able to see opponent's movement for anticipating and planning
- **In SF:** looking upward
- **Between SM & SR:** the players could easily control balance for quickly moving forward toward the center court
- **In SF:** lose balance
- **Between SM & SR:** a powerful smash will be executed by a concentrated power outbreak.
- **In SF:** consuming the power in more upward direction



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Conclusion

- ▶ The findings divulged that the body positioning has direct influence on α_{release} and H_c
- ▶ The best positioning would be one and a half feet behind the static comfortable selection (SM).

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Thank you for your attention!

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