INTRODUCTION

To be most effective, teaching and learning require an environment that stimulates the researcher to present the subject in the best possible way and the student to become efficient as possible. Unfortunately, the development of sports is often difficult because of limitations imposed by the adequacy of the teaching and equipment, the size of the class, the time available, and the attitude and experience of the teacher.

The twenty first century is the most rapidly changing century of all time. Rapidity of changes created unusual demands on individuals and on system of education. Today education should not only include the body and knowledge, but also to develop inquiring to minds that will enable them to comprehend and accept what is to come tomorrow.

In sports today best performance can only be achieved through a meticulously planned, executed and controlled training system based on the scientific knowledge, theoretical and methodical fundamentals of sport training.

The Scientific approach by physical education is characterized by a profound substantiation of all its entire initials propositions and of the entire process of physical education by the achievements of science and by the inseparable unity of science and advanced practice. The traits of this man's nature and the scientific approach to physical combined to make a single entity on the basis of the following principles, university, the link with social practice, the comprehensive development of the personality and the efficiency of improvement of public health. For many enthusiasts Badminton and Table tennis today is a way of life.

The beginnings of Badminton can be traced to mid-18th century British India, where it was created by British military officers stationed there. Early photographs show Englishmen adding a net to the traditional English game of battledore and shuttlecock. Being particularly popular in the British garrison town Poona (now Pune), the game also came to be known as Poona. Initially, balls of wool referred as ball badminton were preferred by the upper classes in windy or wet conditions, but ultimately the shuttlecock stuck. This game was taken by retired officers back to England where it developed and rules were set out.

As early as 1860, Isaac Spratt, a London toy dealer, published a booklet, Badminton Battledore-a new game, but unfortunately no copy has survived.
The new sport was definitively launched in 1873 at the Badminton House, Gloucestershire, owned by the Duke of Beaufort. During that time, the game was referred to as “The Game of Badminton,” and the game’s official name became Badminton. Until 1887, the sport was played in English under the rules that prevailed in British India. The Bath Badminton Club standardized the rules and made the game applicable to English ideas. The basic regulations were drawn up in 1887. In 1893, the Badminton Association of England published the first set of rules according to these regulations, similar to today’s rules, and officially launched badminton in a house called “Dunbar” at 6 Waverley Grove, Portsmouth, England on September 13 of that year. They also started the All England Open Badminton Championships, the first badminton competition in the world, in 1899.

As research scholar herself related to Badminton game, knows about the Importance of required clear stroke skill which can be helpful for Badminton players. The Badminton game is believed to be variation of ancient game of Battledore. A similar game called “Poona” was played by British army officer station in India and that was in Poona the First Rules were framed in 1870.

The basic strokes in Badminton which really to be practiced in Isolation are such as service, clear, smash, Toss, Net return, Play and drop and after that only concerned players are introduced to the game situation. All the components are generally required by any other sport or team by any Individual in this game, Badminton puts high spiritual and physical demand on the players, speed, strength, endurance and cardiovascular system are used during a game. While concentration as well as Responsiveness are trained and developed during a competition. However, Badminton is also an excellent leisure sport.

**Statement of the Problem:**

Researcher herself basically is a excellent Badminton player having full Interest in Badminton. Due to which Researcher thinks it will be proper topic for her Research work Badminton game is very popular in all over the world as well as Vidarbha Region also. It is seemed that Badminton has been played interestingly in various colleges. There is large number of participation in Intercollegiate. Badminton of Sant Gadge Baba Amravati University and Rashtra Sant Tukodoji Maharaj Nagpur University. So researcher has selected the problem on “A study of skill status on Inter collegiate Badminton players Boys & Girls of Sant Gadge Baba
Amravati University and Rashtra Sant Tukadoji Maharaj Nagpur University. Researcher herself thinks it proper for research work.”

**Scope of the Study:**

We can get information regarding updated level of playing this game and to increase it this research study is important we can get following knowledge by studying this problem. In prevailing stage How is skills status of Badminton player in Intercollegiate Badminton player of Sant Gadge Baba Amravati University and Rashtra Sant Tukadoji Maharaj Nagpur University Boys & Girls. And affords can be done to improve as well as to increase it and the information can be available. How much importance has been given to this game. We can get information regarding today’s updated level of playing this game and to Increase it this research study shall be find important.

**Delimitation of the Study**

1] The scope of the present study will delimited to the following aspects.

2] The study will be delimited to boys & girls intercollegiate Badminton players of Sant Gadge Baba Amrvati University and Rashtra Sant Tukadoji Maharaj Nagpur University.

3] The age of the subject from 18th to 28th Years only.

4] Correctness of the collected information depends upon the score given by the players.

5] This research study will be delimited only 50 Boys and 50 Girls Badminton players of both to university in Vidarbha Region only.

6] For this research work researcher is using Miller wall volley test only.

**Limitation of the Study**

1] Coaching and physical education background of the subject would be unknown.

2] The researcher would be ignorant about heredity and inheriting potential of the players.

3] Interest of subject towards the test will be unknown.

4] Socio-economic status of the subject would be unknown.

5] The environment condition will not be considered.

6] The diet of the players would be unknown.
Objectives of the Study:

For studying this subject Researcher has kept the following objectives to study this problem.

1] The main objective of the study is to find out information about the quantum of change in the badminton game by playing and applying “Clear Stroke”.

2] To find out the skill status of intercollegiate Badminton players of Sant Gadge Baba Amravati University.

3] To find out the skill status of intercollegiate Badminton players of Rashtra Sant Tukadoji Maharaj Nagpur University.

4] Badminton players will got specific important information about and by knowing skill level a badminton players. He can be guided for participation so Best quality of Badminton players of international level can be done.

5] To differentiate the players according to their performance.

Hypothesis:

Researcher has Hypothecated that, “skill status of Intercollegiate Boys & Girls Badminton players of Sant Gadge Baba Amrvati University and Rastra Sant Tukadoji Maharaj Nagpur University shall be average performance.

Definition of the Terms:

1] **Skill :-**

   Neuro muscular co-ordination for development means skill.

2] **Standardization :-**

   Standardization means such things that has been used in any condition for certification.

3] **Game :-**

   Game means rascal of future activities.

4] **Study :-**

   Study means getting the knowledge and information.

5] **Players :-**

   Those who are participating in games is known as players.

6] **Agility :-**
Agility is the ability to change the direction quickly and control the body movement.

7) **Flexibility** :-
Flexibility has been defined as the possible range of movement at a particular joint or a combination of joint without any external restriction or aid.

8) **Co-ordination** :-
The ability of the performer to integrate type of the body movement into specific pattern.

**Utility:**
The aim of the study, the investigate the stroke technique between youth Badminton players of different level. The purpose of strokes are similar. Yet the execution seems quite different in particular, less killed payers seem to have trouble creating adequate speed of the racket head, when they perform a backhand clear stroke.