



REAL GAME RESULTS (RGR)

PARENT GAME OBSERVATION & ASSESSMENT WORKSHEET

A simple way to see whether training is showing up in the game.

DECIDE • CREATE • PROTECT • CONNECT • MOVE • ADAPT • FINISH

What makes RGR different?

The harder question in player development is not whether a workout looks productive. It is whether the athlete can use what they are learning when defenders, teammates, space, time, and pressure change the problem. Real Game Results (RGR) is JP2BA's parent-friendly guide for observing that transfer.

RGR helps families look beyond points scored and isolated drill performance. Parents learn to notice seven game behaviors that show how an athlete is perceiving, deciding, creating, protecting, connecting, moving, adapting, and finishing in competition.

TRAIN SMARTER	PLAY FASTER	REAL GAME RESULTS
Train in game-connected, decision-rich situations.	Recognize useful information sooner and decide effectively - without rushing.	See better decisions and more effective behaviors begin to appear in competition.

“Play Faster” does not mean rush. It means recognize the situation earlier and act before the advantage disappears.

How to use this worksheet

1. Watch your athlete without coaching from the stands.
2. Use the seven RGR indicators as observation lenses.
3. For each behavior, select or circle: Often, Sometimes, Not Yet Seen, or Not Sure.
4. Write one specific game example, then repeat the worksheet later to compare what you notice.

This is a parent observation tool, not a talent ranking or a guarantee of points, playing time, team selection, or other outcomes. The goal is to notice meaningful behaviors and development trends.

RGR Parent Game Observation Worksheet

Observe. Notice. Record. Do not coach from the stands.

Athlete	Type here	Game Date	Type here
Opponent / Event	Type here	Observer	Type here

Observation choices: Often • Sometimes • Not Yet Seen • Not Sure

RGR	What Parents Can Observe	Observation	Example / Note
DECIDE <i>See it</i>	Recognizes what the game is presenting and chooses an appropriate action in time - shoot, drive, pass, move the ball, or protect it. WATCH FOR: Less hesitation, fewer predetermined actions, and quicker purposeful choices.	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example
CREATE <i>Create it</i>	Uses dribble, pass, pace, angle, movement, screening, or deception to make the defense react and create an advantage. WATCH FOR: Beating a defender, forcing help, creating separation, improving an angle, or opening a teammate.	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example
PROTECT <i>Keep it</i>	Maintains possession and preserves the advantage when pressured, crowded, trapped, bumped, or cut off. WATCH FOR: Strong ball positioning, useful pivots or escape dribbles, changes of direction, and fewer avoidable turnovers.	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example
CONNECT <i>Share it</i>	Extends an advantage to a teammate through timely passing, spacing, screening, or ball movement. WATCH FOR: The extra pass, early kick-out, drive-and-kick, or a pass that improves a teammate's opportunity.	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example

RGR	What Parents Can Observe	Observation	Example / Note
MOVE <i>Move</i>	Creates value without the basketball through spacing, cutting, relocating, screening, filling lanes, and purposeful repositioning. WATCH FOR: After the pass, does the athlete create new space and opportunity rather than simply stand?	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example
ADAPT <i>Adapt</i>	Changes the solution when the first option disappears or defenders, teammates, space, or timing change. WATCH FOR: A useful counter instead of freezing or repeating the same move into the same problem.	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example
FINISH <i>Finish</i>	Completes the possession with control - a quality shot, effective finish, final advantage pass, or another useful possession-ending action. WATCH FOR: Controlled decisions at the end of an advantage rather than forced shots or careless final actions.	Select ☐ Often ☐ Sometimes ☐ Not Yet Seen ☐ Not Sure	Write one game example

A useful parent question: “What did I see today that I was not seeing 30-60 days ago?”

Turn Observation Into a Development Conversation

Ask the better question: “What am I seeing in games today that I was not seeing before?”

1. What did your athlete do well that positively affected a possession?

Type or write one specific example.

2. Which RGR behavior would you most like to see become more consistent?

Decide / Create / Protect / Connect / Move / Adapt / Finish - and why?

3. What happened when the game became faster or pressure increased?

What changed in the athlete’s decisions, ball control, movement, or confidence?

4. What is one behavior you want to watch for in the next game?

Choose one observable behavior, not a box-score target.

What happens inside JP2BA?

This worksheet introduces the parent-facing side of Real Game Results. Inside JP2BA, coaches use structured observation, representative training environments, athlete priorities, and scheduled progress reviews to connect training to game behavior. The goal is not to promise a statistic; it is to create a clearer line of sight between what is trained and what begins to show up in competition.

READY TO SEE WHAT YOUR ATHLETE SHOULD WORK ON NEXT?

Bring this worksheet to a JP2BA consultation, clinic, or Game Transfer Evaluation. We will help translate what you are seeing into a focused development plan.

VISIT JP2BA ONLINE
TO REGISTER OR REQUEST
A DEVELOPMENT CONVERSATION

Train Smarter. Play Faster. Real Game Results.

Jordan Peak Performance Basketball Academy

Parent Education Resource | RGR is a proprietary JP2BA player-development system. This public worksheet presents the parent-observation framework without internal scoring or implementation methods.