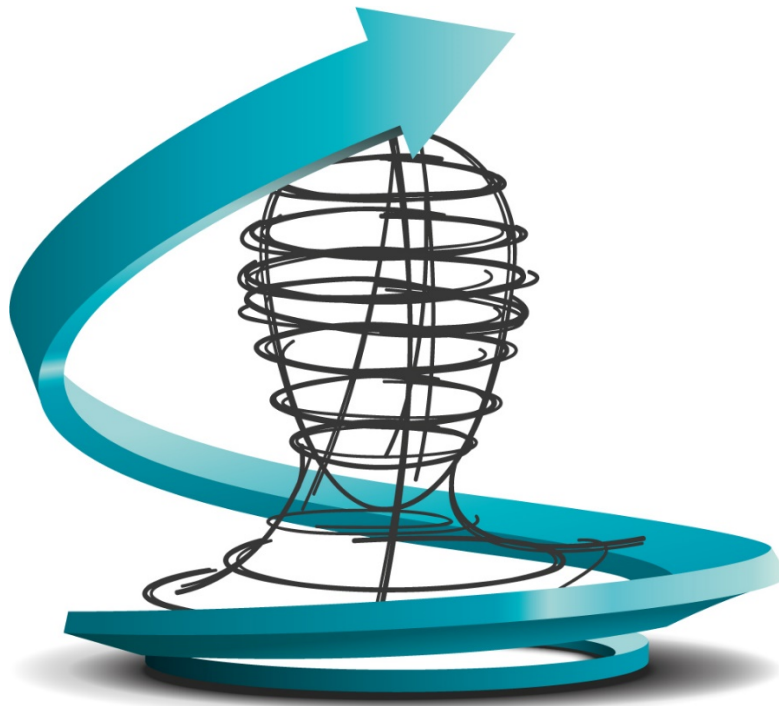




John Optimax



SPORTS PREDISPOSITIONS REPORT **QUANTIFIED IDENTIFICATION OF CHARACTER**

PERSONAL AND CONFIDENTIAL

October 3, 2016

Copyright © 1994-2016 Optimax Human Performance Inc. All rights reserved.



TABLE OF CONTENTS

1.	INTRODUCTION.....	2
2.	SUMMARY.....	3
3.	ENERGETIC PARAMETERS.....	4
3.1	Dynamism	5
3.1.1	Dynamism Development.....	5
3.1.2	Motivation	7
3.2	Compliance	8
3.2.1	Tolerance	8
3.2.2	Persuadability	8
4.	INFORMATION PARAMETERS.....	9
4.1	Intellectual Level.....	9
4.1.1	Intelligence	9
4.1.2	Memory	9
4.1.3	Creativity	10
4.2	Interests.....	11
4.2.1	Groups of Interests	11
4.2.2	Major Interests.....	11
4.2.3	Major Disinterests.....	13
5.	MAJOR POTENTIALS	14
5.1	People Handling	14
5.2	Management and Leadership	15
6.	SPORTS SPECIFIC RESULTS	16
6.1.	Sports Related Passions	16
6.2.	Team Sports Roles Potentials.....	16
6.3.	Training.....	17
6.4.	Technique	17
6.5.	Tactic.....	17
6.6.	Competition.....	18



1. INTRODUCTION

Assessment Administration

The following is the result of the Standard Character Assessment concerning **Mr. John Optimax**, based on the Optimax method of *Identification of Character*[™]. Optimax Human Performance Inc. administered the Optimax complete online Assessment on January 1, 2017.

Purpose of the Report

The purpose of this analysis is to provide a general overview of character, to indicate strengths and weaknesses and to identify personal interests.

Extendibility of Assessment Results

The Optimax method of assessment allows the report to be extended to cover other areas of interest based on the existing assessment results (no further assessment may be necessary). This particular analysis covers only a selection of personal characteristics.

Protection of Privacy

This report may contain sensitive personal information and is designated as "PERSONAL AND CONFIDENTIAL". It has been prepared strictly for personal use. Optimax Human Performance Inc. is committed to maintaining the highest standards of professional conduct. It therefore will not disclose the contents of the report, in whole or in part, to any other party, unless specifically authorized by the subject. Optimax reserves the right to use this report for promotional purposes, research, and any other activities deemed appropriate, but only in such a manner as to conceal the subject's identity.

Disclaimer of Liability

Optimax Human Performance, Inc. (Optimax) has made every effort to maintain the highest possible standards of professional integrity during the preparation of this assessment.

The nature of the Character Identification process is such that Optimax provides no guarantee, either expressed or implied, as to the suitability or accuracy of the assessment results or interpretation thereof. Optimax assumes no responsibility for report error incurred through either misunderstanding of assessment instructions or inaccurate, misleading, or otherwise invalid answers.

Optimax is not liable for any damages including loss of profits, loss of savings, interruption of business or any harmful consequences from the implementation, distribution, interpretation or comprehension of this report.



www.optimax.org
info@optimax.org
(905) 275-5397



6. SPORTS SPECIFIC RESULTS

6.1. Sports Related Passions

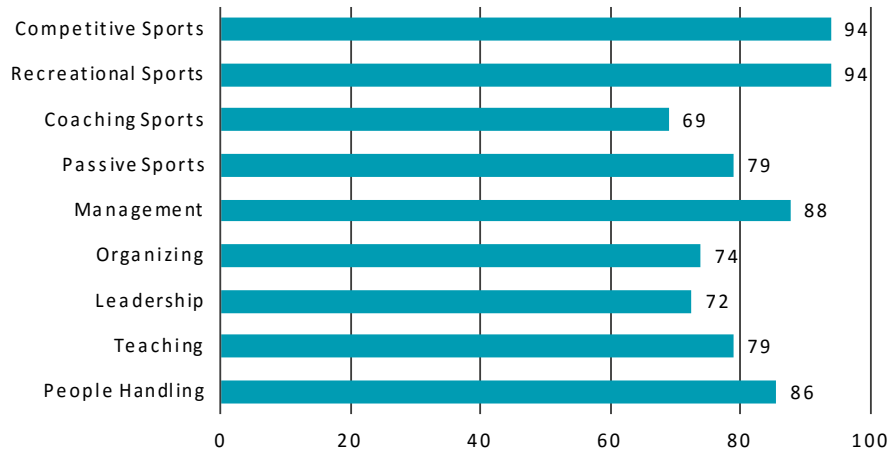


Fig. 11. Sports Related Passions

0 - 19.99 Low
20 - 39.99 Moderate
40 - 59.99 Strong
60 - 79.99 Very Strong
80 - 100.00 Extremely Strong

6.2. Team Sports Roles Potentials

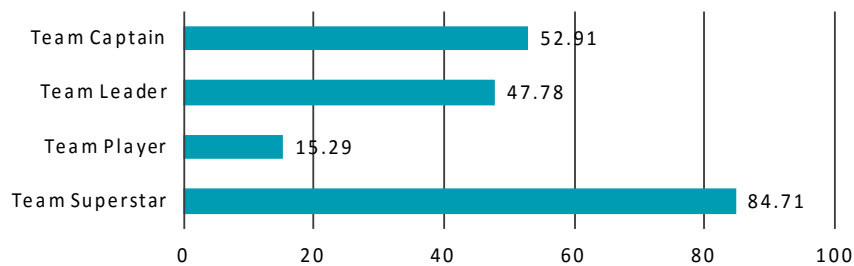


Fig. 12. Team Sports Roles Potentials

0 - 19.99 Low
20 - 39.99 Moderate
40 - 59.99 Strong
60 - 79.99 Very Strong
80 - 100.00 Extremely Strong



6.3. Training

Learning Pattern

Very high.

Able to comprehend abstract ideas and apply them in practice.
Learns very quickly.

Strategies for Training

Group and individual training combined.

Can assimilate relatively large portions of materials at a time.
Intense, fast paced courses and seminars are recommended.

Techniques for Training

Easily relates new material with what is already known; comes up with creative ideas and looks at information from different angles. Must be given the ability to practice newly acquired information and refresh mind about new ideas.
Likes dynamic, interactive and vivid sessions in groups where able to boast with creative thoughts and become the center of attention.
Learning process must be entertaining or else it is not effective.

6.4. Technique

Training Preference Style

Practice game

Dislikes drills because loses interest. Prefers a practice competition.

Technical Complexity **73.62**

Very good

Can practice technical elements without necessarily splitting them into sequential phases. Repetition of full technique is the most effective way to learn.

6.5. Tactic

Tactical Type

Chaotic

Prefers complete freedom with no restrictions. Can do something that is considered impossible and sometimes not logical, but will be successful. Can play a tactically irrational game.

Tactical Complexity **74.77**

Practices tactics without necessarily splitting into sequential phases works best. Repetition of full tactic will give the best result. Tactics have to be re-emphasized before the game only - practice is not necessary.



6.6. Competition

Competitiveness	40.27	High Likes to win, but will find many reasons (explanations) why the competition was lost.
Competition Plan Focus	59.42	Good Can equally follow the competition plan or lose interest to continue if something changes during the competition (e.g. disappointment from an action or result).
Response to Pressure		Extremely good High pressure is extremely strong element of motivation. Doesn't associate any negative thoughts with playing under pressure.
Decision Accuracy		Careless Does not analyze the consequences of different decisions.
Level of Energy		Extremely High Short, very intensive intervals with minimal rest in practice and competition situation are the most effective.
Recovery Time		Extremely High Very often has to burn off energy before the game to be calm. Can recover extremely fast and play long periods of overtime. Doesn't need a full recovery to play again. Quick adaptation to changing time zones.
Response to Overtime & Penalty Shot (Kick)		Extremely good Overtime - can take too much risk. Physically can recover extremely fast and perform a long overtime. Can do something, which appears impossible but the challenge to be a hero may have poor results.
Demonstration of Emotions		Euphoria Expresses emotions very clearly and with body gestures e.g. crying when winning and losing the competition.
Perception of Environment		Himself Independent from surrounding territory. His world is his imagination and wherever he is, stays in his own world. Travels with pleasure very often and is excited at the prospect of changing teams.
Attitude to be Organized		Unorganized Doesn't like to organize anything, even own thoughts, and be organized by people or structure. Will do everything with enthusiasm only from own initiative, not under compulsion.