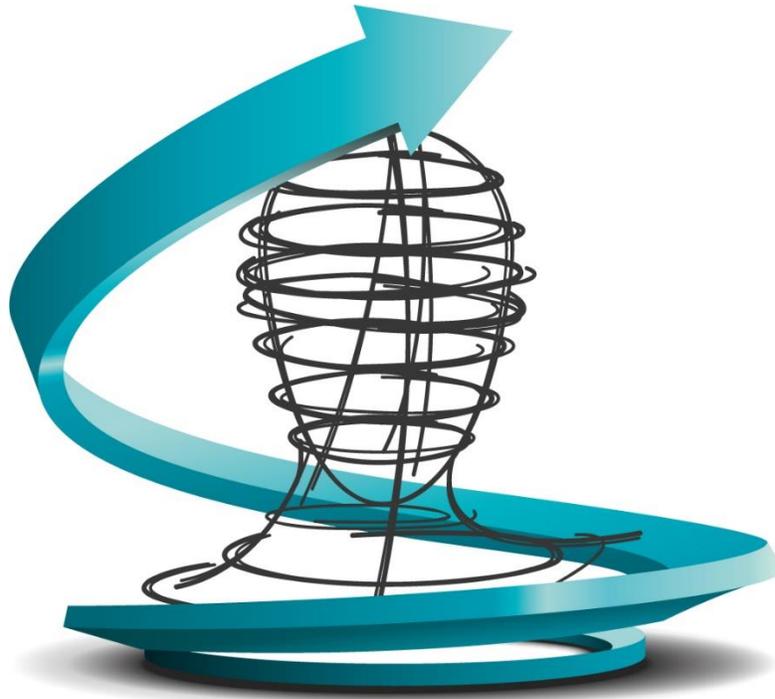




# John Optimax



## **SPORTS PREDISPOSITIONS REPORT** **QUANTIFIED IDENTIFICATION OF CHARACTER**

PERSONAL AND CONFIDENTIAL

January 1, 2023

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## 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*<sup>™</sup>. Optimax Human Performance Inc. administered the Optimax complete online Assessment on January 1, 2023.

### 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 report.

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.



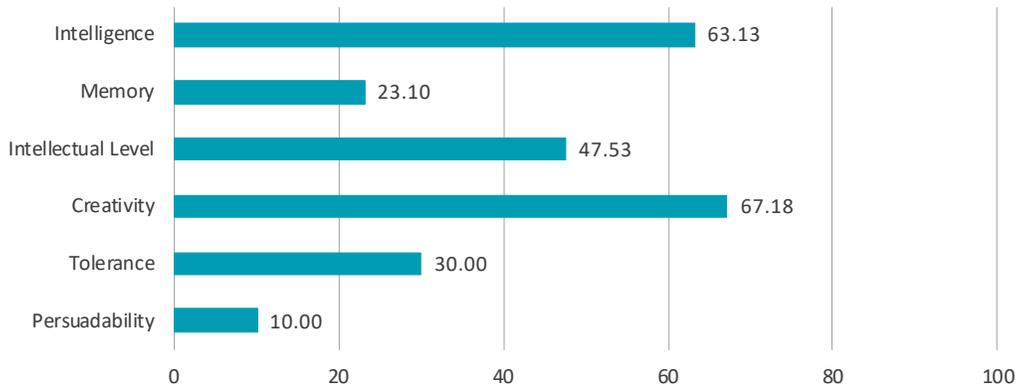
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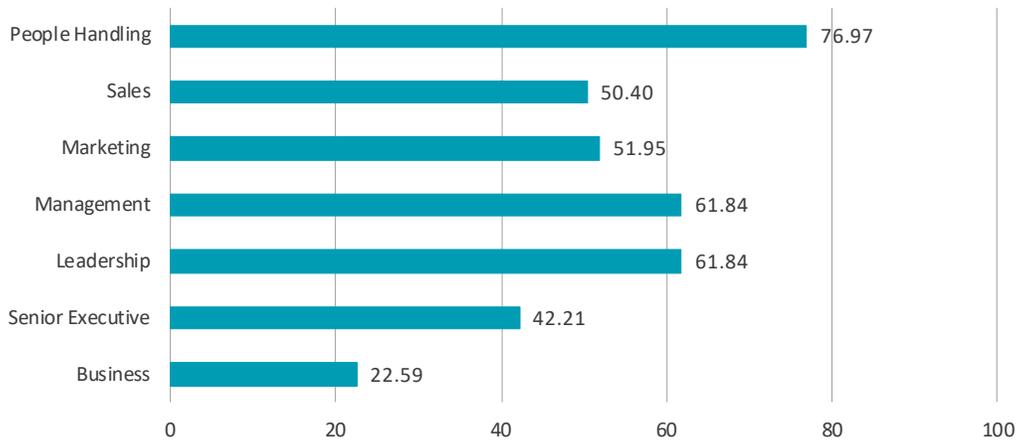
## 2. SUMMARY

Gaining an overall view is an important step in understanding the underpinnings of character. The major parameters of character are presented in a summary format before any description of character type appears. The explanation of the details of the report that follows is clearer once an understanding of psychocybernetical principles has been established.

**Biological Age**                    **22**  
**Emotional Age**                **23**  
**Dynamism**                      **29.00**    **Exostatism**



*Fig. 1. General Parameters*



*Fig. 2. Key Potential Indices in Business*



### Major Strengths



- Very high intelligence
- High intellectual level
- Very high creativity
- Extremely strong talents in management, organizing, leadership, mathematics, history, people handling, storytelling, psychology, caring, didactic, teaching, IT systems, computer engineering, automation, zoology, photography, handyman, active sports, passive sports, competitive sports, recreational sports, coaching sports,
- Very strong talents in politics, social sciences, ethnography, human resources, computer programming, veterinary, sculpting, graphic designing, architecture, passive literature, sports journalism
- Easy-going
- Good people handling skills
- Strong deal opener
- Optimistic and possesses a good sense of humor
- Comfortable in assuming risks

### Major Weaknesses



- Low persuadability
- Disorganized, yet organizational ability is increasing
- Relatively weak at closing deals
- Struggles with time commitments
- Inclined to disorder and chaos
- Displays a tendency to improvise
- Impatient

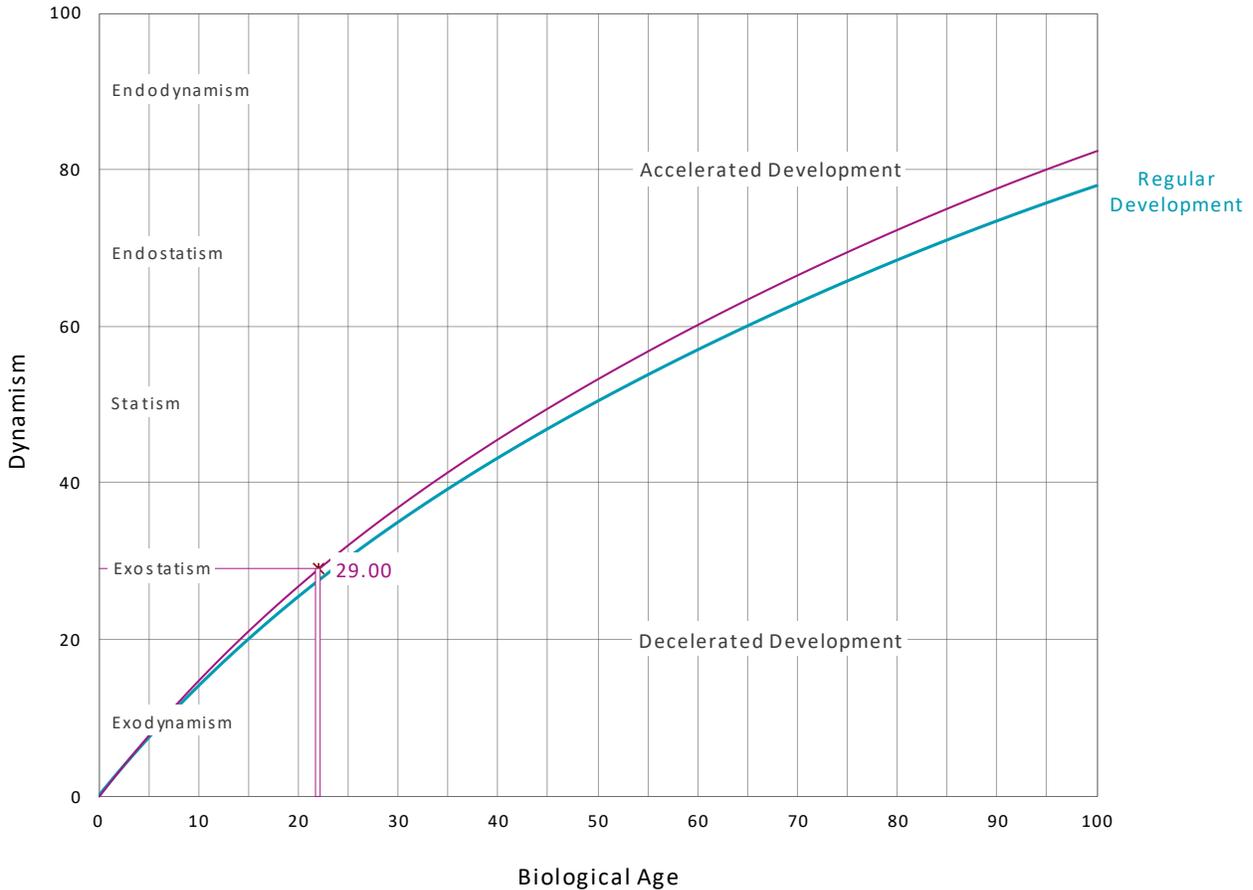


### 3. ENERGETIC PARAMETERS

#### 3.1 Dynamism

##### 3.1.1 Dynamism Development

**Dynamism 29.00** Currently within exostatic realm.



**Fig. 3. Dynamism Development Curve**

The diagram above represents the relationship between dynamism and Regular Dynamism Development Curve. This three-dimensional analysis pertains to emotional age and relative psychological maturity. Adherence to the Regular Development Curve indicates that the emotional age of the individual corresponds exactly to their current biological age. A Development Curve below the Regular Curve suggests a state of emotional pre-maturity or decelerated dynamism development. A Dynamism Development Curve above the Regular Curve indicates a state of emotional post-maturity or accelerated dynamism development. An individual's position relative to the Regular Curve is irrelevant.

The usefulness of this graph lies in its ability to foster a better understanding of character. Dynamism describes the dynamic nature of character and alludes to the individual's natural behaviors.

The transition time from one dynamism class to the next is often difficult and stressful. The individual experiences dramatic changes in their values, relationships and professional directions, which are associated with a temporary double-sided character. In consulting this graph it is possible to predict approximately when these transitions are likely to occur. In so doing the individuals may take steps to eliminate, minimize or otherwise protect themselves from stress.



Furthermore, knowledge of the Dynamism Development Curve enables an individual to set realistic, attainable, timely life goals and to optimize professional progress.

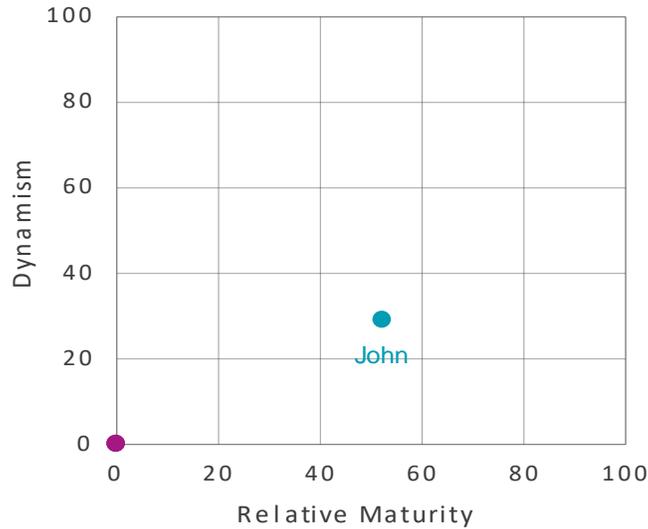


Fig. 4. Dynamism Profile

Relative Maturity		Dynamism	
0 - 19.99	Immature	0 - 19.99	Exodynamism
20 - 39.99	Slightly Immature	20 - 39.99	Exostatism
40 - 59.99	Mature	40 - 59.99	Statism
60 - 79.99	Very Mature	60 - 79.99	Endostatism
80 - 100.00	Extremely Mature and Ambitious	80 - 100.00	Endodynamism

**Emotional Age 23 Mature**

Emotional development corresponding to biological age (+1).

**Emotional Stability**

Emotionally dynamic throughout most of life, currently entering an age of increased emotional drive to action.

*Emotions are defined as the reciprocal relationship between basic physiological and/or psychological processes and external stimuli. A display is defined as the expression of emotions by means of speech, body language and action.*

**Emotional Display**

**Aggrandizing**

Emotions are exaggerated. Emotional displays depict more than what is actually felt.

**Self-Awareness**

**33 Moderate level of self-awareness**

Has struggled with lower self-awareness throughout life. Generally uncomfortable with self. Low belief and trust in own actions. Tends to be very self-critical. Moves easily and quickly to extreme emotions and outwardly expresses them. Optimism helps get through obstacles and enjoy life.



*Individuals with lower levels of self-awareness find it difficult to evaluate themselves objectively and to acknowledge their strengths. Their behavior is self-deprecating. They often downplay their strengths and focus on their weaknesses. When comparing their strengths and weaknesses with those of others, these individuals tend to undervalue themselves.*

*The quantified results found in this report provide them with an objective view of their characters, not to glorify them, but to indicate the most effective way of exploiting their strengths and concealing their weaknesses. The best way to instill self-awareness, which may be lacking is through gaining an understanding of the true value of one's personal array of strengths and weaknesses. By employing this strategy, an individual may raise their level of self-awareness and succeed in designing fulfilling personal and professional lives for themselves. In general, low scoring self-awareness levels carry no negative connotations. Rather, it serves as an example of the structure of the parameters of characters, whose overall effect may be, raised or lowered to the right level by employing mentioned appropriate techniques.*

### **Sense of Time**

#### **Impatient**

Often complains of boredom and the slow passage of time. Prefers to blindly proceed instead of waiting and often duplicates efforts because of haste. Truly enjoys spending time in pleasurable ways only after duties have been performed. Can only remain interested in the initial stages when a task requires greater amounts of time. Excited by new beginnings but quickly loses interest in anything after that.

## **3.1.2 Motivation**

### **Motivational Profile**

Provided that there is a positive reinforcement of actions versus results.

### **Motivational Factors**

- Intellectual challenge.
- Having to improvise.
- Freedom and independence.
- Ability to have fun and excitement.
- The expectations of others.
- Competition and challenge.
- Opportunity to shine and draw attention.
- Recognition and positive feedback.
- Optimism and sense of humor.

### **Anti-Motivators**

- Organizational limitations.
- Oppression and physical influence over people.
- Money.
- Longevity and seriousness of task at hand.
- Opportunity to rule, exercise power.
- Dull repetition.
- Other people and external influences may be a demotivator.



### 3.2 Compliance

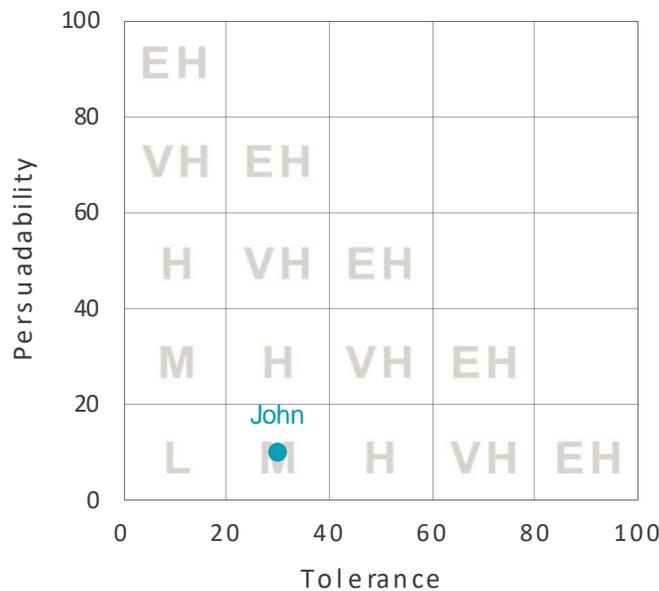
**Compliance** → *Tolerance and persuadability are components of compliance determining a zone beyond which stimuli are rejected.*

#### 3.2.1 Tolerance

**Tolerance** **30** **Moderate**  
 The first reaction is neutral to what I encounter. Need time to accept or to reject something. Usually say, 'let me think' or 'call me tomorrow'.

#### 3.2.2 Persuadability

**Persuadability** **10** **Low**  
 Very difficult to win over if initially negatively inclined. If initially had an opinion, almost impossible to be persuaded otherwise.



*Fig. 5. Compliance*

*Tolerance*  
 0 - 19.99 Low  
 20 - 39.99 Moderate  
 40 - 59.99 High  
 60 - 79.99 Very High  
 80 - 100.00 Extremely High

*Persuadability*  
 0 - 19.99 Low  
 20 - 39.99 Moderate  
 40 - 59.99 High  
 60 - 79.99 Very High  
 80 - 100.00 Extremely High

*Compliance*  
 L - Low  
 M - Moderate  
 H - High  
 VH - Very High  
 EH -Extremely High

#### 3.2.3 Compliance

**Compliance** **40** **High**



## 4. INFORMATION PARAMETERS

### 4.1 Intellectual Level

#### 4.1.1 Intelligence

**Intelligence 63.13** **Very high**  
Capable of understanding complex and abstract ideas.

#### 4.1.2 Memory

**Memory 23.10** **Moderate**  
Mays not handle details very well.  
Has limited ability to quickly memorize new tasks.

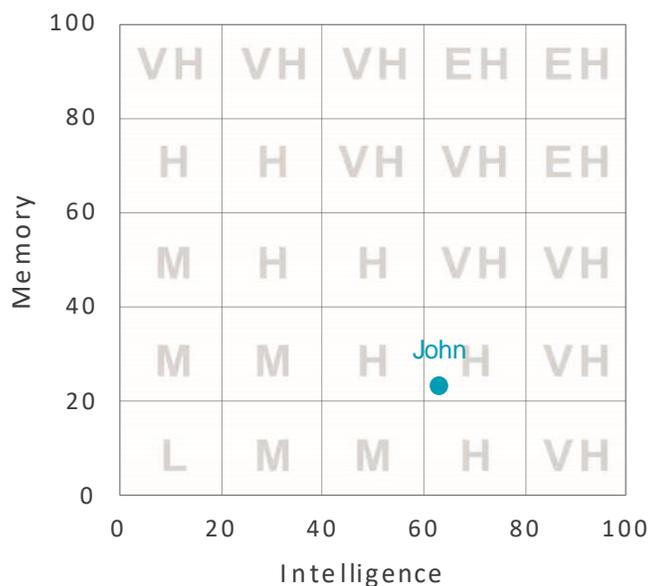


Fig. 6. Intellectual Profile

*Memory*  
0 - 19.99 Low  
20 - 39.99 Moderate  
40 - 59.99 High  
60 - 79.99 Very High  
80 - 100.00 Extremely High

*Intelligence*  
0 - 19.99 Low  
20 - 39.99 Moderate  
40 - 59.99 High  
60 - 79.99 Very High  
80 - 100.00 Extremely High

*Intellectual Level*  
L - Low  
M - Moderate  
H - High  
VH - Very High  
EH -Extremely High

**Intellectual Level 47.53** **High**  
Good learning abilities.  
Has exceptionally good abstraction and generalization skills which combined with a memorization ability produce an above average intellectual profile.

**Intellectual Type** **Perfectionist**  
Never fully satisfied with the job done.  
Tends to go out of the way to try to gradually improve work.

**Receiving Information** **Selective**  
Integrates only information, which supports personal views.



**Conveyance of Information**

**Aberrant**

Combines veritable truth with invention. Stories are exaggerated and colored by the imagination.

**Abundance of Information**

**Inventive**

Divulges more than they know for fact and colors information with personal perspective.

**4.1.3 Creativity**

**Creativity** → *The ability to channel information into original thought or action.*

**Creativity** **67.18** **Very high**

**Creativity Type**

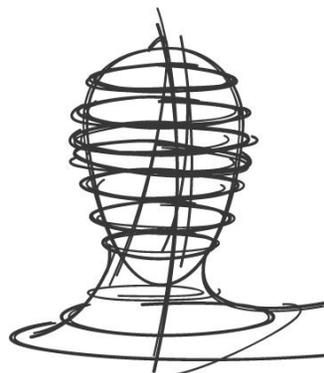
**Interpretive**

Integrates pre-existing works with personal expression. Presents transformed work such as a novel as speech, play, acting, written work, explanations, instructions, etc. Recombines elements to yield a completely new and improved structure. Search and selection abilities are essential to creativity.

**Application of Creative Energy**

**Interpretive**

Creation is the result of another person's inspiration and influence. Enjoy interpretation and adding personal perspective to pre-existing works of art.





## 4.2 Interests

### 4.2.1 Groups of Interests

- Management* → management, organizing, leadership, politics,
- .
- Leadership* → leadership, management, organizing, politics, social sciences, ethnography, psychology,
- .
- Mathematics* → mathematics, IT systems,
- .
- Politics* → politics, leadership, history, social sciences, ethnography, people handling, storytelling, psychology, management, organizing, IT systems,
- .
- History* → history, politics, social sciences, ethnography,
- .
- Social Sciences* → social sciences, ethnography, psychology, people handling,
- .
- Ethnography* → ethnography, social sciences, politics, history,
- .
- People Handling* → people handling, psychology, social sciences, ethnography, storytelling,
- .
- Storytelling* → storytelling, people handling, psychology, ethnography, social sciences,
- .
- Psychology* → psychology, social sciences, ethnography, people handling, storytelling, caring,
- .
- Caring* → caring, psychology, teaching, social sciences, ethnography, people handling, storytelling,
- .
- Didactic* → didactic, teaching, organizing, management, leadership, psychology, social sciences, ethnography, storytelling,
- .
- Teaching* → teaching, didactic, people handling, psychology, storytelling, ethnography, social sciences,
- .
- IT Systems* → IT systems, mathematics, automation, organizing,
- .
- Computer Programming* → computer programming, mathematics, automation, computer engineering,
- .
- Automation* → automation, IT systems, computer programming, computer engineering,
- .
- Veterinary* → veterinary, caring, psychology,
- .
- Photography* → photography,
- .
- Handyman* → handyman,
- .



**Active Sports** → active sports, passive sports, competitive sports, recreational sports, coaching sports,

.

**Passive Sports** → passive sports, active sports, competitive sports, recreational sports, coaching sports,

.

**Competitive Sports** → competitive sports, active sports, passive sports, recreational sports, coaching sports,

.

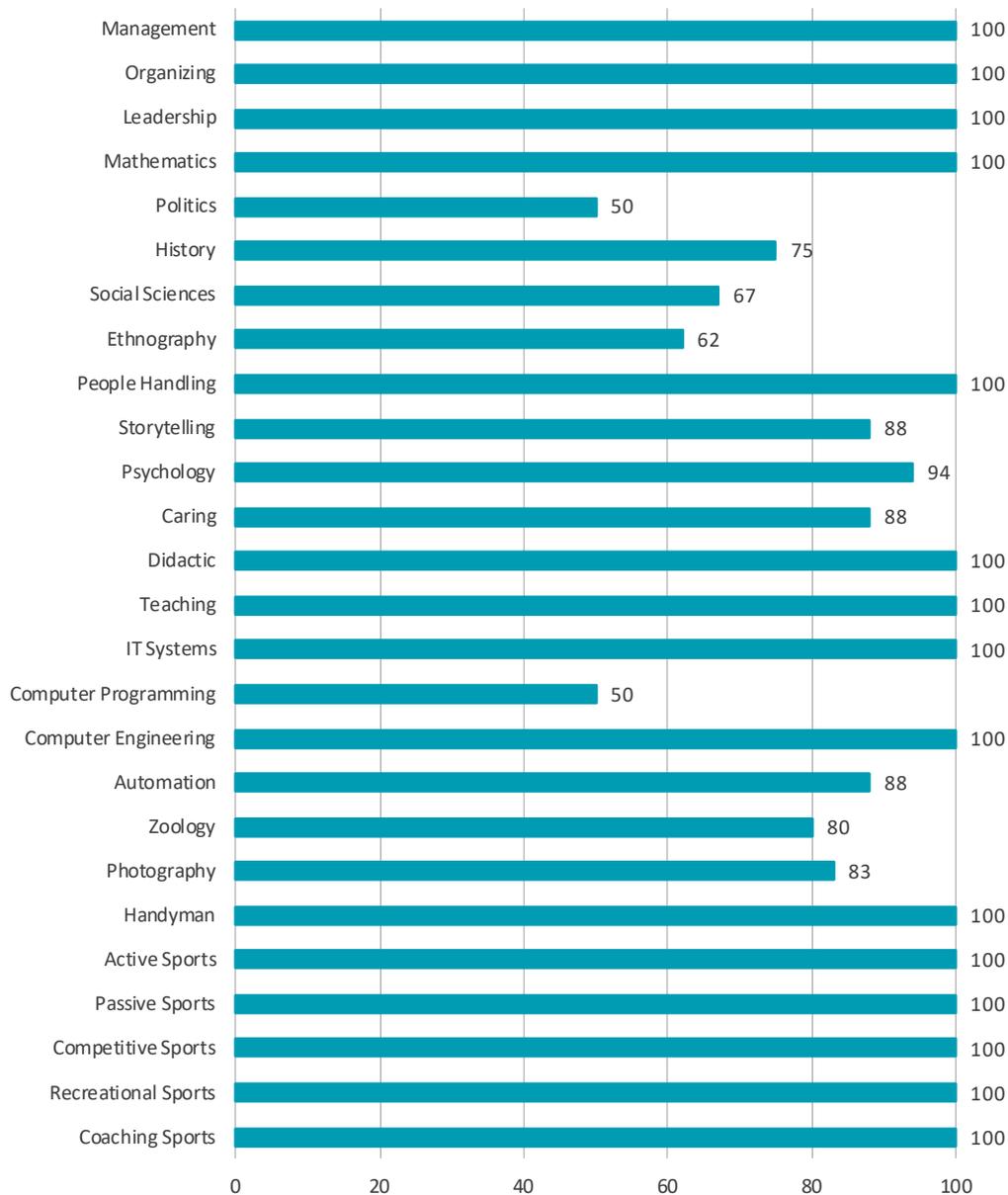
**Recreational Sports** → recreational sports, active sports, passive sports, coaching sports,

.

**Coaching Sports** → coaching sports, active sports, passive sports, competitive sports, recreational sports, teaching, didactic,



## 4.2.2 Major Interests

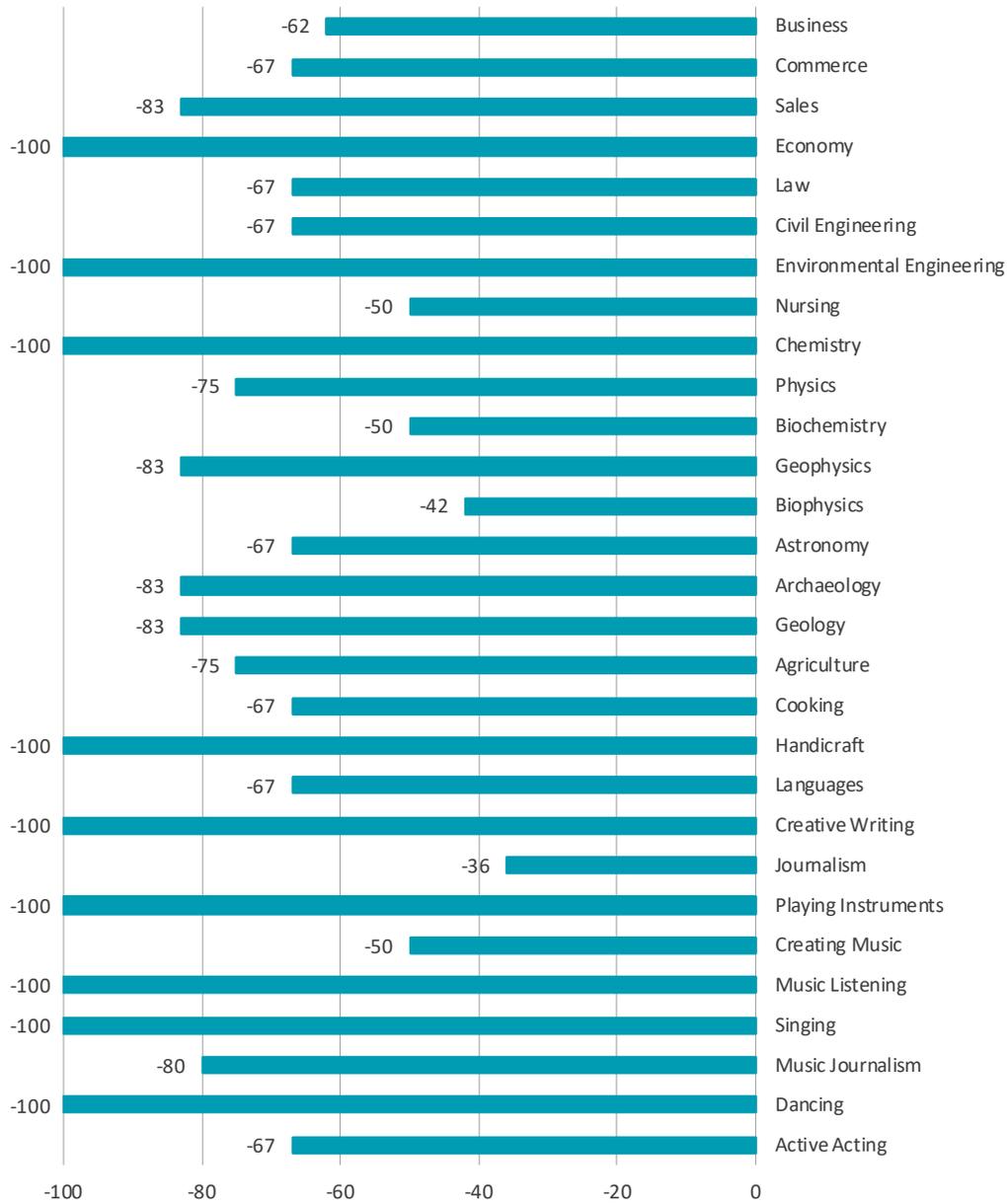


*Fig. 7. Major Interests*

0 ... 19.99    *Low Interest*  
 20 ... 39.99    *Moderate Interest*  
 40 ... 59.99    *Strong Interest*  
 60 ... 79.99    *Very Strong Interest*  
 80 ... 100.00    *Extremely Strong Interest*



### 4.2.3 Major Disinterests



*Fig. 8. Major Disinterests*

0 ... -19.99    *Low Dislike*  
 -20 ... -39.99    *Moderate Dislike*  
 -40 ... -59.99    *Strong Dislike*  
 -60 ... -79.99    *Very Strong Dislike*  
 -80 ... -100    *Extremely Strong Disinterest*



## 5. MAJOR POTENTIALS

### 5.1 People Handling

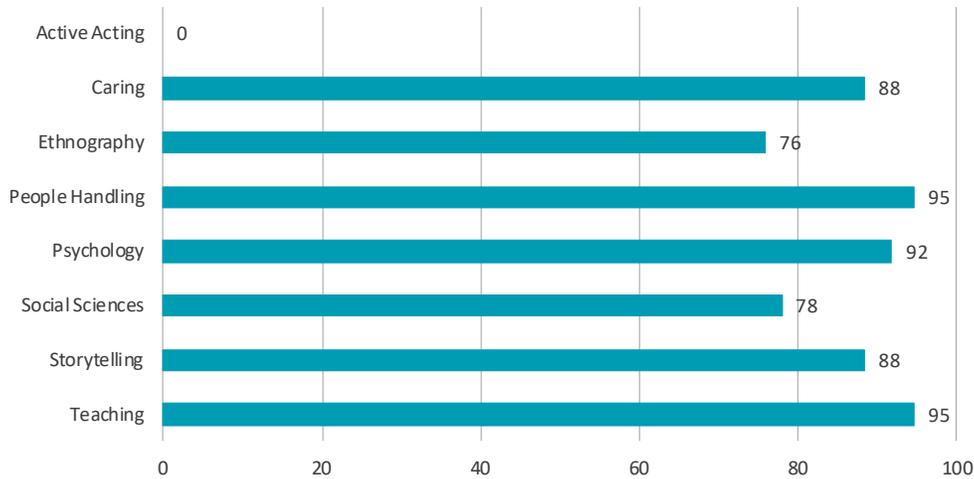


Fig. 9. People Handling Talents

0 ... 19.99	Low
20 ... 39.99	Moderate
40 ... 59.99	Strong
60 ... 79.99	Very Strong
80 ... 100	Extremely Strong

#### Discussion

Tends to refer more than known facts and principles.

#### Relationships

Has a good ability to establish new contacts.

#### Making Contacts

##### Enterprising

Open and easy-going with strangers. Finds social situations non-threatening. The search for new contacts is often confined to a group in which others are readily identified as being similar or as possessing some type of elevated status.

#### Making Friends

##### Charming

Attracts others with charm. Proficient at carrying a conversation. Eloquent speaker and excellent storyteller. Manner of dress, speech and behavior display an affinity for the dramatic.

#### Home and Family

Family is not the main point of interest but is increasing in importance. Demonstrates dynamic caring behavior but reaches a state of boredom quickly.

#### Sociability, People Handling

##### Open and friendly

Elegant and always concerned about looks; seeks reassurance of attractiveness and seeks others' approval of ideas and actions. Believes all contributions are of importance and value and desires to be noticed and appreciated for personal ideas and vision. Focused more on self than others.



## 5.2 Management and Leadership

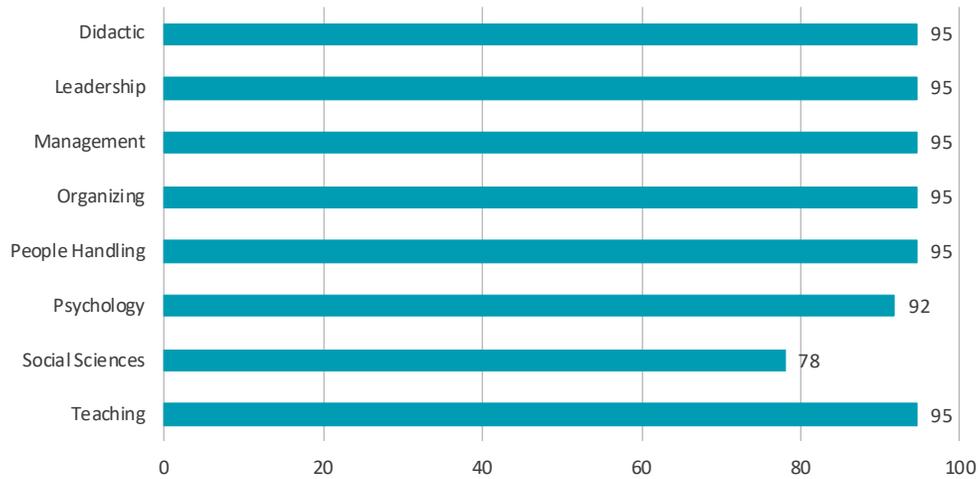


Fig. 10. Management and Leadership Talents

0 ... 19.99 Low  
20 ... 39.99 Moderate  
40 ... 59.99 Strong  
60 ... 79.99 Very Strong  
80 ... 100 Extremely Strong

### Decision-Making Type

#### Improvisational

Decisions made by default, as the result of choices which were previously made. Foresees only the very near future, optimistically assumes that the events of the distant future will unfold so as to meet expectations.

### Organizational Type

#### Critic of the organization

Feels compelled to organize matters themselves only in instances where personal freedom may be infringed upon. Readily identifies weaknesses in existing organizational structure and is quick to comment.

### Attitude Towards Authority

#### Contrary

Opposes only those rules, which restrict and/or prevent expression of personal freedom. Protests against any such restrictions and contravenes them. Opposed to coercion and violence.



## 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 Extremely Strong

### 6.2. Team Sports Roles Potentials

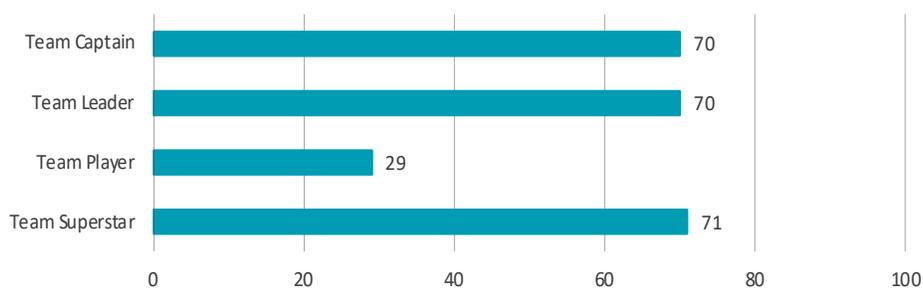


Fig. 12. Team Sports Roles Potentials

0 ... 19.99 Low  
 20 ... 39.99 Moderate  
 40 ... 59.99 Strong  
 60 ... 79.99 Very Strong  
 80 ... 100 Extremely Strong



### 6.3. Training

#### Learning Pattern

#### Moderate

Capable of learning by association ('intelligent learning').  
Bound to overlook details.

#### Strategies for Training

Will respond positively to both individual and group training.  
Visual aids, group discussion and self-study are all recommended.  
Requires a lot of rehearsal and repetition.

#### Techniques for Training

Does not like memorization. Must therefore be given plenty of opportunity to practice and rehears newly acquired skills and knowledge to be able to absorb it permanently.  
Likes to draw attention and participate in discussions and brainstorming sessions.  
Easily distracted, cannot concentrate for long periods. Learning must be fun.

### 6.4. Technique

#### Training Preference Style

#### Competitive drills

Prefers drills which include a competitive challenge and that vary, with minimum repetition of the same subject.

#### Technical Complexity **70.76**

#### 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

#### Improvised

The strength is to improvise the competition with a little bit of structure. The competition cannot be fully organized. Only the tactical principles have to be established. Needs space for improvisation, which becomes a strength when the team is under pressure.

#### Tactical Complexity **80.45**

Understands and applies very complex strategic and tactical concepts of the game.



## 6.6. Competition

<b>Competitiveness</b>	<b>20.01</b>	<b>Moderate</b> Likes to win, but will find many reasons (explanations) why the competition was lost.
<b>Competition Plan Focus</b>	<b>84.79</b>	<b>Extremely good</b> Never change the strategy and plan set-up before the competition. Sometimes needs a reminder to be flexible in order to adapt to changes during the competition. In particular, a static perfectionist or static with low tolerance will reject any changes.
<b>Response to Pressure</b>		<b>Very good</b> Takes pressure as a personal challenge to display one's talents.
<b>Decision Accuracy</b>		<b>Recklessness</b> Makes decisions based on a couple of options.
<b>Level of Energy</b>		<b>Very high</b> Ability to perform intense competition and practice long intervals. In both competition and practice situations full rest is not needed. Physically could be challenged all the time.
<b>Recovery Time</b>		<b>Very high</b> Recovery is natural; doesn't need extra effort. Changing time zones comes naturally and does not need to be monitored.
<b>Response to Overtime &amp; Penalty Shot (Kick)</b>		<b>Very good</b> Takes a risk while understanding the consequences. Will feel comfortable and challenged. Can handle physical and psychological pressure.
<b>Demonstration of Emotions</b>		<b>Pretentious</b> Emotions are emphasized. Shows more than feels.
<b>Perception of Environment</b>		<b>Own look</b> Other than imagination needs grounding in personal environment: own look, manners. Likes to be admired for personal characteristics. Good environment is being focus of recognition and attention. Likes to travel and change teams; no home base.
<b>Attitude to be Organized</b>		<b>Criticism of organization</b> Feels the need to organize own things or thoughts, but lacks direction and would like someone else to take responsibility for organization. However, likes to criticize.