

## **Halifax Aikikai 2005 Survey Results Summary**

12 respondents – not a great data set, but not bad for 35 – 40 potential respondents.

### 1. Sunday Class:

2/3 in favour, most who noted potential increase in fees didn't seem to mind.

### 2. Grading

split 50-50 on subject of scheduled gradings.

perceived advantage was usually motivation

perceived disadvantage was usually truer test occur with little or no notice

### 3. Feedback

almost 50-50 (5 true, 7 false) for current feedback being adequate

Most comments were provided by people who replied 'false'

Most 'false' comments wanted 'more' feedback, more specific while practicing and more general (overall progress) off the mat.

Feedback, Other – too varied to summarize

### 4. Leave Early

2/3 leave early – reasons: too tired, 8pm too late; less frequent: only 1 hour in evening.

2/3 would stay for entire 1.5 hr class

(Last question must have confused people, because it was poorly positioned)

(Almost all did not want a single class.)

### 5. Female Participation

1 person thought we encouraged or discouraged female participation (respondent not a female)

Most wanted to see more females practice regularly and stay with the club.

Some wanted less physical practice and reinforcement of idea that Aikido is not about strength.

One point in particular. One respondent stated that he "had heard" that a woman had volunteered for something at the last AGM but was turned-down.

I don't recall such an event; does anyone else recall such an event?

(I questioned some others afterwards, but no-one asked remembered such an event.)

### 6.a. Desired benefits

Balance (physical, and between body/spirit)

physical activity with a spiritual side

6.b. goals met? 3/4 yes

6.b.i. yes, what helps? physical training & instructors' guidance

6.b.ii. no, what better? more feedback, improvisational training, spiritual development

6.c. no summary, only two responses

### 7. Other info/feedback

Aside from being mentioned specifically in this catch-all, the following reflect ideas mentioned in the feedback in other areas:

Mostly good club,

More feedback

More multiple attackers training

Some sort of training syllabus or regular schedule