

## Skill Level Rating Definitions

### **Level 1.0 - Beginner**

- New—has minimal knowledge of the game.

### **Level 1.5 - Beginner**

- Has taken at least one beginner lesson
- Learning how to serve
- Developing a forehand
- Fails to return easy balls frequently
- Learning to play the game, scoring and some basic rules

### **Level 2.0 - Beginning**

- Has participated in novice and beginning skills practice
- Moves around the court in a balanced and safe manner
- Gets some serves “in”
- Realizes aspects of score-keeping, rules and where to stand on the court during serve, receive of serve, and general play
- Has some basic stroke skills, backhand, forehand, volley but has obvious weaknesses
- Familiar with where to stand in doubles play

### **Level 2.5 - Beginning/Novice**

- Able to serve “in” more regularly
- Knows the two bounce rule and demonstrates it most times
- Knows where to stand on the court during serve, serve receive and general play
- Is mastering keeping score
- Aware of the soft game and occasionally tries to dink
- Working on form for ground strokes, accuracy is variable
- Makes longer lasting slow paced rallies
- Sometimes lobs with forehand with varying degrees of success
- Beginning to approach the non-volley zone to hit volleys
- Court coverage is weak but is improving
- Knows fundamental rules and can keep score

### **Level 3.0 - Novice**

- Working to keep the serve and serve receive deep
- Moves quickly towards the non-volley zone when opportunity is there
- Trying to make flatter returns (where appropriate)
- More aware of their partner's position on the court and moving more as a team
- Developing more power in shots
- Beginning to attempt lobs and dinks with little success and doesn't fully understand when and why they should be used
- Demonstrates improved skills with all the basic shot strokes and shot placement but lacks control when trying for direction, depth or power on shots

### **Level 3.5 - Intermediate**

- Demonstrates a broad knowledge of the rules of the game
- Gets high majority of serves "in"
- Able to serve deep and return serve deep
- Hits to the weak side of opponent often
- Demonstrates more strategies of playing during games
- Works better with partners in communicating, covering court, moving to net
- With varying consistency executes: lobs, forehand/backhand ground strokes, overheads, net volleys, and sustained dinking
- Starting to use drop shots in order to get to the net
- Knows when to make some specific placed shots in the game
- Working on mixing up soft shots with power shots to create an advantage
- Hits fewer balls out of bounds or in the net
- Dinks mostly in opponents' kitchen and dinks lower over the net
- Able to sustain dinking in the game
- Has a moderate number of unforced errors

## Level 4.0 - Intermediate/Advanced

- Beginning to play more consistently in all phases of the game
- Anticipates opponent's shots resulting in good court position
- Primarily plays offensively
  - Controls and places serves and return of serves to best advantage
  - Puts strategy into play in the game
  - Consistently varies shots to create a competitive advantage
  - Works and moves well with partner – easily switches court positions when required
  - Very comfortable playing at the non-volley zone. Works with partner to control the line, keeping opponents back and driving them off line
  - Can block volleys directed at them
  - Has good footwork and moves laterally, backward and forward with ease
  - Uses strategy in dinking to get a put-away shot
  - Consistently executes effective drop shots
  - Demonstrates 3rd shot strategies: drop shot, lobs and fast paced ground strokes
  - Hits a low number of unforced errors per game

### **Level 4.5 - Advanced**

- Able to regularly convert a hard shot to a soft shot
- Exhibits patience at a superior level
- Shows noticeably increased skills, a higher level of strategy, quickness of hands and movement, judicious use of power, superior placement of shots, anticipation of play, sustained volleying skills, superior put-aways – all with consistency
- Understands strategy and can adjust style of play and game plan according to opponent's strength and weaknesses and court position
- Beginning to master dink and drop shots
- Makes very few unforced errors

### **Level 5.0 - Advanced**

- Has mastered all skills and strategies
- Dependable in stressful situations
- Athletic ability, quickness, and agility separates these players

### Skill Assessment for 3.5 Players



### Skill Assessment for 4.0 Players

Name: \_\_\_\_\_ Self-Rating: \_\_\_\_\_ Date: \_\_\_\_\_  
 Email: \_\_\_\_\_ Cell Phone: \_\_\_\_\_ #Games Observed: \_\_\_\_\_

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**To be filled out by the Rating Team:**

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#### 3.5 Skill Level – should ALSO possess all 3.0 Skills

	0	1	2	3
Able to use a <b>forehand</b> with moderate level of shot control				
Able to use a <b>backhand</b> with moderate level of shot control				
Consistently gets <b>serve</b> in				
Consistently gets return of <b>serve</b> in				
Able to place <b>serve</b> s deep in the court				
Able to place return of <b>serve</b> s deep into the court				
Able to <b>dink</b> and sustains medium length rallies				
Able to control height/depth of <b>dink</b> shot				
Understands variation of pace of <b>dink</b> shot				
Able to hit a <b>3<sup>rd</sup> shot</b> drop to gain advantage to the net				
Able to <b>volley</b> with medium paced shots with control				
Sustains a short <b>volley</b> session at the net with placement and control				
Moves quickly to NVZ (non-volley zone) when opportunity is there				
Understands proper court position				
Understands difference b/w hard game and soft game and knows when to use it				
Basic knowledge of stacking and knows when to use it				
Able to sustain short rallies				
Has good mobility / quickness / hand-eye coordination				

#### 4.0 Skill Level – should ALSO possess all 3.5 Skills

	0	1	2	3
Consistently hits <b>forehand</b> with depth and control				
Consistently hits <b>backhand</b> with depth and control				
Consistently gets <b>serve</b> in with varying depth and speed				
Consistently gets return of <b>serve</b> in with varying depth and speed				
Consistent and dependable overheads (directional control, depth and placement)				
Accurate in placing lobs				
Able to sustain <b>dink</b> rally with control, height and depth of shot				
Understands which balls are attackable and those that are not in a <b>dink</b> rally				
Sustains a <b>dink</b> exchange with patience at the net to elicit a "put away" shot				
Consistently executes <b>3<sup>rd</sup> shot</b> drop from the baseline to approach the net				
Able to change soft shots to power shots to create an advantage				
Able to <b>volley</b> a variety of shots at varying speeds				
Able to block and return fast, hard <b>volleys</b>				
Able to control NVZ (non-volley zone) keeping their opponents back				
Aware of partners position on the court and moves as a team				
Solid understanding of stacking and when and how it can be used effectively				
Demonstrates ability to change position in an offensive manner (switching)				
Demonstrates a broad knowledge of the rules of the game				
Has a moderate number of unforced errors per game				
Can identify opponents' weaknesses and formulate plan to attack weaknesses				
Plays competitively in tournaments				
Has good mobility / quickness / hand-eye coordination				

Server Requirement – 8 out of 10 (80%)		
	YES	NO
Service Good		
Service Foot Fault		

Volley Requirement – 8 out of 10 (80%)		
	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

Server Return Requirement – 8 out of 10 (80%)		
	YES	NO
Good Forehand		
Good Backhand		

\*- If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations as related to playing the game.

Server Requirement – 9 out of 10 (90%)		
	YES	NO
Service Good		
Service Foot Fault		

Volley Requirement – 9 out of 10 (90%)		
	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

Server Return Requirement – 9 out of 10 (90%)		
	YES	NO
Good Forehand		
Good Backhand		

\*- If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations as related to playing the game.

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