

Skill Assessment for 2.0 Players

lame:			Self-Rating:	Pating: Date: Date: #Games Observed:				
mail:		Ce	ell Phone:					_
	Weath	er Conditions:						
	<u>To</u>	be filled out b	by the Rating Team:					
2.0 Skill Level					0	1	2	Γ
Minimal understand	ing of the b	asic rules of th	ne game i.e. 2 bounce ru	le		_	_	t
Knows how to keep s	_		<u> </u>					İ
Demonstrates a fore	hand							
Demonstrates a back	khand							
Demonstrates a volle	Э							L
Accurately places ser		·						ļ
Knows where to star								L
Has good mobility *r		safe and bala	nced manner*					+
Has good quickness		*						ļ
Has good hand-eye o	coordinatio	n *						_
Server Requireme			Volley Requirem		f 10 ((40%	6)	
	YES	NO		YES		NC)	
Service Good			Good Forehand					
Service Foot Fault			Good Backhand					
			Non-Volley Zone					
Server Return Requ	uirement – 4 40%)	4 out of 10	foot faults					_
	YES	NO	*- If a person canno	•	•	_		
Good Forehand			due to physical rest				ng	
Good Backhand			will be reduced acco	· ·				
			minedions as relate		6		•	_
ter's Sign:		Actual Skill	Level: Player	'c Sian·				



Skill Assessment for 2.5 Players

lame:			Self-Rating:	Date:				
mail:		c	Cell Phone:	#Games O	bser	ved:		_
	Weath	er Conditions:		_				
	<u>To</u>	be filled out	by the Rating Team:					
2.5 Skill Level / shoul	ld also poss	ess all 2.0 sk	<u>ills</u>					
Kanasa tha banda wala			the 2 harman mula		0	1	2	
Knows the basic rule Able to hit a forehar			the 2 bounce rule					
Able to hit a forenar								
			Socueing on direction					-
• • • • • • • • • • • • • • • • • • • •		•	ocusing on direction					_
Able to sustain a din	•	· /	quai ability					_
Able to volley with s								-
Understands the fur								-
Understands proper	•							<u> </u>
Able to accurately k								-
Has good mobility *		Sare and bar	anced manner*					
Has good quickness		*						
Has good hand-eye								
Server Requireme	nt -5 out of	10 (50%)	Volley Require	ement – 5 out o	f 10 (50%	6)	
	YES	NO		YES		NC)	
Service Good			Good Forehand					
Service Foot Fault			Good Backhand					
	1	1	Non-Volley Zone	,				
Server Return Req	uirement –	5 out of 10	foot faults					
•	50%)			•				
	YES	NO	*- If a person can	not move quick	ly en	oug	h	
Good Forehand			due to physical re	estrictions, then	the	ratir	ng	
Good Backhand			will be reduced a	ccording to the	phys	ical		
			limitations as rela	ated to playing t	the o	ame		



Skill Assessment for 3.0 Players

Name:			Self-Rating:	Date:				
Email:	Weather Con		ell Phone:	#Games C	bser	ved:		_
	Weath	er Conditions:		_				
	<u>To</u>	be filled out	by the Rating Team:					
3.0 Skill Level					0	1	2	
Able to hit a mediun	n paced for	ehand with di	rection and consistency	,				
Able to hit a mediun	n paced bad	khand with d	irection and consistency	<i>y</i>				
Able to hit a mediun	n paced ser	ve with depth	, direction and consiste	ncy				
Able to consistently	sustain a d	ink rally with	control					
Able to hit a mediun	n paced 3 rd	shot with dire	ection					
Able to hit a mediun	n paced vol	ley with direc	tion and consistency					
Understands the fur	ndamentals	of the game						
Understands proper	court posit	tioning						
Understands rules a	nd can kee _l	o score						
Has good mobility /	•	•	ordination					
Has started playing	in tourname	ents						
Server Requireme	nt – 7 out of	10 (70%)	Volley Requirer	nent – 7 out o	f 10 (70%	á)	
	YES	NO		YES		NC)	
Service Good			Good Forehand					
Service Foot Fault			Good Backhand					
		<u>. </u>	Non-Volley Zone					
Server Return Req	uirement –	7 out of 10	foot faults					
(70%)		<u> </u>					
	YES	NO	*- If a person cann	•	•	_		
Good Forehand			due to physical res				ng	
			will be reduced ac	cording to the	phys	ical		
Good Backhand			limitations as relat	_	_			



Skill Assessment for 3.5 Players

lame:	e: Self-Rating: Date:							
mail:		c	Cell Phone:	#Games C	#Games Observed:			_
Weather Conditions: To be filled out by the Rating Team: 3.5 Skill Level – should ALSO possess all 3.0 Skills Able to use a forehand with moderate level of shot control Able to use a backhand with moderate level of shot control Consistently gets serve in Consistently gets return of serve in Able to place serves deep in the court Able to place return of serves deep into the court Able to dink and sustains medium length rallies Able to control height/depth of dink shot Understands variation of pace of dink shot Able to hit a 3 rd shot drop to gain advantage to the net Able to volley with medium paced shots with control Sustains a short volley session at the next with placement and control Moves quickly to NVZ (non-volley zone) when opportunity is there Understands difference b/w hard game and soft game and knows when to us Basic knowledge of stacking and knows when to use it Able to sustain short rallies								
	<u>T</u>	be filled out	by the Rating Team:					
3.5 Skill Level – shoul	d ALSO po	ssess all 3.0 S	<u>skills</u>				ı	_
Able to use a foreba	nd with m	oderate level	of shot control		0	1	2	- 3
		iouerate level	0.0.00000000000000000000000000000000000					-
		ve in						
•	•		court					
· · · · · · · · · · · · · · · · · · ·		•						
	•							
			to the net					
Sustains a short voll	ey session	at the next wi	ith placement and co	ntrol				
Moves quickly to NV	Z (non-vol	ley zone) whe	n opportunity is there	9				
Understands proper	court pos	ition						
Understands differe	nce b/w ha	ard game and	soft game and knows	when to use it				
Basic knowledge of s	stacking ar	nd knows whe	n to use it					
Able to sustain short	rallies							
Has good mobility /	quickness	/hand-eye cod	ordination					
Server Requireme	nt – 8 out c	f 10 (80%)	Volley Requi	rement – 8 out c	f 10	(80%	6)	
	YES	NO		YES		NC)	
Service Good			Good Forehand	t				
Service Foot Fault			Good Backhan	d				
			Non-Volley Zor	ne				
Server Return Req	uirement – 80%)	8 out of 10	foot faults					
·	YES	NO	*- If a person ca	nnot move quicl	dy er	oug	h	
Good Forehand			due to physical	restrictions, ther	the	ratir	ng	
Good Backhand			will be reduced	according to the	phys	sical		
GOOG Backilalia			Iimitations as re	elated to playing	the o	ame	٠.	



Skill Assessment for 4.0 Players

	<u> 311</u>	III 733C33III		oi 4.0 Players			, NL		722
Name:			Sel	f-Rating:	Date:			_	
Email:			Cell Ph	one:	#Games (Observ	ed:		_
	Weath	er Conditions	•						
	<u>To</u>	be filled out	by th	e Rating Team:					
4.0 Skill Level – should	ALSO posse	ss all 3.5 Skills	<u> </u>				1	1	ı
Consistantly hits for	مادنين لممحمات	donth and a	ontro	1		0	1	2	3
Consistently hits for Consistently hits bac		•							
Consistently gets se		•							
Consistently gets re									
Consistent and depe			<u> </u>	· · · · · · · · · · · · · · · · · · ·	and placement	-)			
Accurate in placing I		incads (anci	ctionic	reontrol, acptille	and placement	-,			
Able to sustain dink		ontrol heigh	t and	depth of shot					
Understands which	•			•	dink rally				
Sustains a dink exch					· · · · · · · · · · · · · · · · · · ·				
Consistently execute				•	•				
Able to change soft		•							
Able to volley a vari	•								
Able to block and re	•	· · · · · ·							
Able to control NVZ			ng the	ir opponents bac	ck				
Aware of partners p									
Solid understanding	of stacking	and when ar	nd ho	w it can be used o	effectively				
Demonstrates ability	y to change	position in a	n offe	ensive manner (sv	witching)				
Demonstrates a bro	ad knowled	ge of the rule	es of t	he game					
Has a moderate nun	nber of unfo	orced errors	per ga	ame					
Can identify oppone	ents' weakn	esses and for	mula	te plan to attack	weaknesses				
Plays competitively	in tourname	ents							
Has good mobility /	quickness /	hand-eye co	ordin	ation					
Server Requireme	nt – 9 out of	10 (90%)	1	Volley Requir	ement – 9 out	of 10 (90%)	1
	YES	NO			YES		NO		1
Service Good				Good Forehand					
Service Foot Fault				Good Backhand					
			J	Non-Volley Zon	e				-
Server Return Req	uirement – 9	9 out of 10	1	foot faults					
·	90%)				•				_
	YES	NO		*- If a person car	nnot move quic	kly en	ough	l	
Good Forehand				due to physical r	estrictions, the	n the r	atin	g	
Good Backhand				will be reduced a	according to the	e physi	cal		
Ĺ		l		limitations as rel	ated to playing	the ga	me.		
Rater's Sign:		Actual	Skill L	.evel: Pla	ayer's Sign:				



Skill Assessment for 4.5 Players

lame:			Self-Rating:	Date:				
mail:		c	ell Phone:	#Games C	bser	ved:	·	_
	Weath	er Conditions:						
	<u>To</u>	be filled out	by the Rating Team:					
.5 Skill Level – should	l ALSO posse	ss all 4.0 Skills						
	-				0	1	2	3
Consistently controls	and places s	erves and retu	rn of serves					
Serves with power ac	curacy and c	epth and can v	ary speed and spin of so	erve				
Consistent and deper	ndable foreh a	and groundstro	ke using pace and dept	h to generate				
opponent's error to s	et up next sh	ot						
Can effectively/consist	stently direct	the ball with t	he backhand , varying d	epth and pace				
• •	_	_	g shot types while playi	ng both				
consistently and with								
Recognizes and attem								
			s that are not easily retu	urned				
Able to intentionally a	and consister	ntly place the 3	rd shot drop					
Able to block hard vo	lleys directed	d at them and o	consistently drop them i	n NVZ				
Comfortable hitting s	winging voll e	eys and hits over	erhead shots consistent	ly as putaways				
Poaches effectively								
Has effective lobs and	d creates cov	erage gaps and	hits to these gaps cons	istently				
Has good footwork ar	nd moves lat	erally, forward	and backward well					
Very comfortable play	ying at the N	VZ						
Communicates and m	oves well wi	th partner – ea	sily "stacks" court posit	ions				
		-	ay and game plan accord					
opponent's strengths				· ·				
Limited number of un			•					
Has good mobility / q	uickness							
Has good hand-eye co	ordination							
Server Requiremen		10 (100%)	Volley Require	ment – 10 out o	f 10	(100	%)	1
•	YES	NO		YES		NC)	
Service Good			Good Forehand					
Service Foot Fault			Good Backhand					
			Non-Volley Zone					
Server Return Req	uirement – 1	.0 out of 10	foot faults					
•	100%)							_
_	YES	NO	*- If a person ca	nnot move quick	dy er	oug	h	
Good Forehand			due to physical i	restrictions, ther	the	ratir	ng	
Good Backhand			will be reduced	according to the	phys	ical		
			limitations as re	_				