

## Skill Assessment for 3.5 Players

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

Weather Conditions: \_\_\_\_\_

To be filled out by the Rating Team:

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

	0	1	2	3
Knows all the <b>main rules</b> including how to correct the score and correct server				
Demonstrates control/consistency on <b>forehand groundstrokes</b> (direction, depth, and pace)				
Demonstrates control/consistency on <b>backhand groundstrokes</b> (direction, depth, and pace)				
Placing <b>serve</b> s deep into the court				
Uses deeper and higher <b>returns of serve</b> to approach the net quicker				
Quickly approaches the non-volley line				
Able to play with partners effectively using court strategies like partner communication, and changing a losing game				
Avoids hitting <b>out balls</b>				
Consistently returning lower balls over the net				
Demonstrates a <b>wide variety of shots</b> with some consistency				
Uses slower paced shots vs faster paced shots to their advantage				
Able to <b>create coverage gaps</b> and then hit to these gaps				
Sustains a short <b>volley session</b> at the net with some placement and control				
Initiates and maintains a sustained <b>dink</b> exchange at the net				
Utilizes a slow paced ball (soft shot) to approach the net (3 <sup>rd</sup> shot)				
Able to adjust to differing ball speeds consistently				
Hits <b>overheads</b> with control				
Uses a forehand and backhand <b>lob</b> when appropriate				
Developing patience during rallies				
Has good mobility *				
Has good quickness *				
Has good hand-eye coordination *				

Svr. Requirement – 8 out of 10 (80%)		
	YES	NO
Service Good		
Service Foot-faults		

Svr. Return Requirement – 8 out 10 (80%)		
	YES	NO
Good Forehand		
Good Backhand		

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

\* - 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.

Rater's Signature \_\_\_\_\_ Actual Skill Level \_\_\_\_\_ Player's Signature \_\_\_\_\_

**Legend:** 0 = not observed or not able to execute, 1 = attempted but very poorly executed/needs work,  
 2 = good basic form/needs work, 3 = solid, consistent performance