

Skill Assessment for 4.0 Players

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

Weather Conditions: _____

To be filled out by the Rating Team:

4.0 Skill Level – should ALSO possess most/all of 3.5 Skills

	0	1	2	3
Controls and places serves and return of serves				
Consistent and dependable forehand and backhand groundstrokes (directional control, depth, placement, and pace)				
Consistent and dependable volleys (directional control, depth, placement, and pace)				
Consistent and dependable overheads (directional control, depth, placement, and pace)				
Accuracy in placing lobs				
Consistently executes successful slow paced (3 rd shot) from the baseline to approach net				
Initiates and maintains a sustained dink exchange at the net to elicit a “put away” shot				
Able to change a slow paced strategy to a fast paced strategy, vice versa				
Can block and return fast, hard volleys				
Can handle speed on shots without over-hitting or hitting out-of-bounds				
Moves effectively with partner , easily switching sides, and communicates when required				
Controls play at the non-volley line , keeping their opponents back, driving them off the line and controlling the speed or placement of the ball				
Consistently creates coverage gaps and hits to these gaps				
Recognizes and exploits weaknesses in their opponent’s game				
Poaches effectively				
Developing their use of spin on a variety of shots				
Maintains patience in rallies				
Has good mobility *				
Has good quickness *				
Has good hand-eye coordination *				

Svr. Requirement – 9 out of 10 (90%)		
	YES	NO
Service Good		
Service foot faults		

Svr. Return Requirement – 9 out 10 (90%)		
	YES	NO
Good Forehand		
Good Backhand		

Volley Requirement – 9 out of 10 (90%)		
	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 Sign: _____ Actual Skill Level: _____ Player’s Sign: _____

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