

## 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 <b>groundstrokes</b> (directional control, depth, placement, and pace)				
Consistent and dependable <b>volleys</b> (directional control, depth, placement, and pace)				
Consistent and dependable <b>overheads</b> (directional control, depth, placement, and pace)				
Accuracy in placing <b>lobs</b>				
Consistently executes successful <b>slow paced</b> (3 <sup>rd</sup> shot) from the baseline to approach net				
Initiates and maintains a sustained <b>dink</b> 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				
<b>Moves effectively with partner</b> , easily switching sides, and communicates when required				
<b>Controls play at the non-volley line</b> , keeping their opponents back, driving them off the line and controlling the speed or placement of the ball				
Consistently <b>creates coverage gaps</b> 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 *				

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

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

<b>Volley Requirement – 9 out of 10 (90%)</b>		
	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