

Skill Assessment for 4.0 Players

Name: _____ Self-Rating: _____ Date: _____

Email: _____ Cell: _____ # Games observed: _____

Weather Conditions: _____

4.0 Skill Level – should ALSO possess most/all 3.5 skills

	0	1	2	3
Controls and places serve s 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 success slow-paced 3rd shot from baseline to approach the 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 and 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 placemtn 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*				

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

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

Volley Requirement–9 out of 10 (90%)		
	YES	NO
Forehand		
Backhand		
Non-Volley Zone Foot Faults		

Three Things Done Well:

1. _____
2. _____
3. _____

Three Things to Work On:

1. _____
2. _____
3. _____

ACTUAL SKILL LEVEL: _____

Rater's Signature: _____ **Players Signature:** _____

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

*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.