



Skill Assessment for 4.5 Players

Name: _____ Self-Rating: _____ Date: _____

Email: _____ Cell Phone: _____ #Games Observed: _____

Weather Conditions: _____

To be filled out by the Rating Team:

4.5 Skill Level – should ALSO possess all 4.0 Skills

	0	1	2	3
Consistently controls and places serve s and return of serve s				
Serve s with power accuracy and depth and can vary speed and spin of serve				
Consistent and dependable forehand groundstroke using pace and depth to generate opponent's error to set up next shot				
Can effectively/consistently direct the ball with the backhand , varying depth and pace				
Ability to place dink with high success at changing shot types while playing both consistently and with offensive intent				
Recognizes and attempts to hit attackable dinks				
Consistently executes effective 3rd shot strategies that are not easily returned				
Able to intentionally and consistently place the 3rd shot drop				
Able to block hard volleys directed at them and consistently drop them in NVZ				
Comfortable hitting swinging volleys and hits overhead shots consistently as putaways				
Poaches effectively				
Has effective lobs and creates coverage gaps and hits to these gaps consistently				
Has good footwork and moves laterally, forward and backward well				
Very comfortable playing at the NVZ				
Communicates and moves well with partner – easily "stacks" court positions				
Understands strategy and can adjust style of play and game plan according to the opponent's strengths and weaknesses and court position				
Limited number of unforced errors				
Has good mobility / quickness				
Has good hand-eye coordination				

Server Requirement – 10 out of 10 (100%)		
	YES	NO
Service Good		
Service Foot Fault		

Volley Requirement – 10 out of 10 (100%)		
	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

Server Return Requirement – 10 out of 10 (100%)		
	YES	NO
Good Forehand		
Good Backhand		

*- 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: _____

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