

Quick Reference Guide to ORNG Levels

Game Element	L1 – Rookie	L2 – Defender	L3 – Avenger	L4 – Warrior	L5 – Ninja
Shot Mechanics	Working on hand-eye coordination. Shots are punchy.	Ball regularly goes over the net.	Fluid motion. The ball generally goes where intended.	Good ball control. Intentional. Uses topspin and under-spin.	Highly refined and fluid. Seems effortless.
Serves & Returns	Inconsistent. May be deep but are slow / lofty and easy to return.	Functional and safe. Mid court.	Intentionally deep and fast creating opportunities to transition forward.	Strategically placed to gain an advantage.	Uses explosive power with precise placement.
Backhands	Random	Avoided	Weakness	Reliable	Offensive weapon
Unforced Errors	Most points are won/lost this way.	Points are often lost by returning the ball high that get attacked.	Points are often lost by unforced errors.	Points are rarely lost on mistakes. Errors are forced by opponents.	Very rare; like 2 or 3 per game.
Defense Position	Tries to stay in the middle of the court. Gives up line and middle shots.	Often out of position. Seldom moves with partner. Scrambles for balls.	Some understanding of where to be, does not execute consistently.	Deep understanding of court positioning and partner chemistry. Anticipates.	Precise drops and resets neutralize aggressive shots to earn position.
Moving to the Kitchen	Sometimes, when opponent hits short ball.	Avoids the kitchen line most of the time.	The desire is there, but it is not well executed.	Consistent strategic choice, well executed.	High mastery of pace manipulation.
Shot Choices	Can see openings but just tries to get the ball over the net.	Plays it safe. Most shots are hit with power. Seldom uses soft game.	Can see opportunity, may not execute well. Still hits “out” balls. Rushed.	Exploits holes in the opponent’s positioning. Patient. Calculated.	Actively targets an opponent's specific vulnerabilities.
Drops & Resets	Not often attempted.	Often results in a high ball that gets smashed.	Attempted sometimes. Inconsistent results.	Intentionally changes the pace of the game.	Possess exceptional depth control.
Dinking	Often high or long. Doesn’t move opponent.	Considers the kitchen as a hazard zone.	Forces shots, misses dinks, not patient.	Has patience, waits for the opportunity.	Creates opportunity and then pounces.
Rallies	Rarely exceed 2-3 shots. Mostly longer drives back and forth.	Extends rallies to a few shots before committing an unforced error.	Mostly power drives with some dinking sequences. Hand battles end quickly.	Highly athletic, strategic, and extended.	Deliberate setups create in battles where points are won through crisp counterattacks.
Communication	Almost never.	Very rarely. Not sure where your partner is on the court.	Not often or too late. Not sure who should take the ball.	Communicate well and move in unison, effectively closing gaps.	Uses advanced strategies such as stacking, switching, and targeting.
Handling pressure	Missed shots or pop ups determine the point.	Hits balls directly into the net or wildly out of bounds to end rallies.	Loses composure or misses entirely.	Demonstrates rapid reflexes during hand battles at the kitchen.	Becomes a chess match of tactical patience and weaponized consistency.
SUMMARY	Still learning all the game fundamentals while trying to be consistent with shots.	Often gets trapped or stands completely static. Unforced errors typically ends the point.	Knows what to do but does not consistently execute. Reacts after the ball is it. Scrambles to save a point.	Wins points by systematically forcing opponents into positional errors. Can anticipate opponents shot.	Transitions seamlessly from a defensive rush to take offensive control.