



<https://usapickleball.org/tournaments/tournament-player-ratings/player-skill-rating-definitions/>

Skill Assessment for 2.5 Players

Name: _____ Self-Rating: _____ Date: _____

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

Weather Conditions: _____

To be filled out by the Rating Team:

2.5 Skill Level / should also possess all 2.0 skills

	0	1	2	3
Knows the basic rules of the game including the 2 bounce rule				
Able to hit a forehand with direction				
Able to hit a backhand with direction				
Accurately places serve into correct square focusing on direction				
Able to sustain a dink rally with players of equal ability				
Able to volley with some direction				
Understands the fundamentals of the game				
Understands proper court positioning				
Able to accurately keep score throughout the game				
Has good mobility *moving in a safe and balanced manner*				
Has good quickness *				
Has good hand-eye coordination *				

Server Requirement – 5 out of 10 (50%)		
	YES	NO
Service Good		
Service Foot Fault		

Server Return Requirement – 5 out of 10 (50%)		
	YES	NO
Good Forehand		
Good Backhand		

Volley Requirement – 5 out of 10 (50%)		
	YES	NO
Good Forehand		
Good Backhand		
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: _____

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



<https://usapickleball.org/tournaments/tournament-player-ratings/player-skill-rating-definitions/>

Skill Assessment for 3.0 Players

Name: _____ Self-Rating: _____ Date: _____

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

Weather Conditions: _____

To be filled out by the Rating Team:

3.0 Skill Level

	0	1	2	3
Able to hit a medium paced forehand with direction and consistency				
Able to hit a medium paced backhand with direction and consistency				
Able to hit a medium paced serve with depth, direction and consistency				
Able to consistently sustain a dink rally with control				
Able to hit a medium paced 3 rd shot with direction				
Able to hit a medium paced volley with direction and consistency				
Understands the fundamentals of the game				
Understands proper court positioning				
Understands rules and can keep score				
Has good mobility / quickness / hand-eye coordination				
Has started playing in tournaments				

Server Requirement – 7 out of 10 (70%)		
	YES	NO
Service Good		
Service Foot Fault		

Volley Requirement – 7 out of 10 (70%)		
	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

Server Return Requirement – 7 out of 10 (70%)		
	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



Skill Assessment for 3.5 Players



<https://usapickleball.org/tournaments/tournament-player-ratings/player-skill-rating-definitions/>

Name: _____ Self-Rating: _____ Date: _____

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

Weather Conditions: _____

To be filled out by the Rating Team:

3.5 Skill Level – should ALSO possess all 3.0 Skills

	0	1	2	3
Able to use a forehand with moderate level of shot control				
Able to use a backhand with moderate level of shot control				
Consistently gets serve in				
Consistently gets return of serve in				
Able to place serve s deep in the court				
Able to place return of serve s deep into the court				
Able to dink and sustains medium length rallies				
Able to control height/depth of dink shot				
Understands variation of pace of dink shot				
Able to hit a 3rd shot drop to gain advantage to the net				
Able to volley with medium paced shots with control				
Sustains a short volley session at the net with placement and control				
Moves quickly to NVZ (non-volley zone) when opportunity is there				
Understands proper court position				
Understands difference b/w hard game and soft game and knows when to use it				
Basic knowledge of stacking and knows when to use it				
Able to sustain short rallies				
Has good mobility / quickness /hand-eye coordination				

Server Requirement – 8 out of 10 (80%)		
	YES	NO
Service Good		
Service Foot Fault		

Volley Requirement – 8 out of 10 (80%)		
	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

Server Return Requirement – 8 out of 10 (80%)		
	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



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 all 3.5 Skills

	0	1	2	3
Consistently hits forehand with depth and control				
Consistently hits backhand with depth and control				
Consistently gets serve in with varying depth and speed				
Consistently gets return of serve in with varying depth and speed				
Consistent and dependable overheads (directional control, depth and placement)				
Accurate in placing lobs				
Able to sustain dink rally with control, height and depth of shot				
Understands which balls are attackable and those that are not in a dink rally				
Sustains a dink exchange with patience at the net to elicit a “put away” shot				
Consistently executes 3rd shot drop from the baseline to approach the net				
Able to change soft shots to power shots to create an advantage				
Able to volley a variety of shots at varying speeds				
Able to block and return fast, hard volleys				
Able to control NVZ (non-volley zone) keeping their opponents back				
Aware of partners position on the court and moves as a team				
Solid understanding of stacking and when and how it can be used effectively				
Demonstrates ability to change position in an offensive manner (switching)				
Demonstrates a broad knowledge of the rules of the game				
Has a moderate number of unforced errors per game				
Can identify opponents’ weaknesses and formulate plan to attack weaknesses				
Plays competitively in tournaments				
Has good mobility / quickness / hand-eye coordination				

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

Volley Requirement – 9 out of 10 (90%)		
	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

Server Return Requirement – 9 out of 10 (90%)		
	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



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



Skill Assessment for 5.0 Players

Name: _____ Self-Rating: _____ Date: _____

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

Weather Conditions: _____

To be filled out by the Rating Team:

5.0 Skill Level – should ALSO possess all 4.5 Skills

	0	1	2	3
Has developed a very high level of variety, depth and pace of serve				
Serves with power accuracy and depth and can vary speed and spin of serve				
Has a high level of accuracy and dependable forehand groundstroke using pace and depth to generate opponent’s error to set up next shot				
Has a high level of accuracy directing the ball with the backhand , varying depth and pace with control to set up offensive situations				
Has mastered the dink with shot placement and ability to move opponents				
Exhibits patience during rallies with ability to create opportunities to attack using dinks				
Increased ability to change the pace of dinks strategically				
Mastered the 3 rd shot choices and strategies. Able to drop and drive ball from both the forehand and backhand side with high level consistency				
Able to intentionally and consistently place the 3rd shot drop				
Able to block hard volleys directed at them and consistently drop them in NVZ				
Places overheads with ease for winners				
Able to volley shots toward opponent’s feet consistently				
Comfortable with swinging volley in both initiating and ability to attack back or neutralize return				
Efficient footwork and effective use of weight transfer for improved quickness on court				
Easily and quickly adjusts style of play and game plan according to the opponent’s strengths and weaknesses and court position				
Rarely makes unforced errors				
Has good mobility / quickness / 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