



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