



IPTPA Skill Assessment

4.5 Players

4.5 Skill level should also possess all 4.0 skills

- Consistently punches volley to the appropriate spot on the court
- Consistently demonstrates a block volley
- Can demonstrate a swing volley
- Sustains a controlled volley exchange at the net, with directional control, creating unforced errors
- Able to consistently hit winning volley when a ball is popped up
- Can consistently hit 3rd shot drop from baseline during match play
- Can drive a third shot for power as an option
- Initiates & maintains an extended dink exchange to elicit a put-away shot
- Can demonstrate an effective poach, and understands when it's appropriate
- Able to change a fast paced strategy to a slow one and vice versa
- Can stack with partner on the serve and the return
- Demonstrates control on forehand groundstrokes (direction, depth, height, top spin and under spin/slice)
- Demonstrates control on backhand groundstrokes (direction, depth, height, top spin and under spin/slice)
- Keeps ball in play during rallies and is aware of minimizing errors
- Knows the rules including player position, relative to scoring and stacking on the return and serve
- Uses offensive lobs effectively
- Demonstrates placement, spin and depth on return of serves
- Can adjust to different ball speeds and spins (serves, groundstrokes and volleys)
- Uses spin effectively on a variety of shots

Skill Testing Requirement: Dinks

- 18 out of 20 windshield wiper dinks

Skill Testing Requirement: 3rd shot drop from baseline

- Forehand down the line 4/5
- Forehand cross court 4/5
- Backhand down the line 4/5
- Backhand cross court 4/5

Skill Testing Requirement: 3rd shot drive from baseline

- 3rd shot drive from baseline 4/5

Skill Testing Requirement: Volleys

- Forehand swing volley 4/5
- Backhand swing volley 4/5
- Forehand punch volley with directional control 4/5 (Ball lands in the back third of the opponents court)
- Backhand punch volley with directional control 4/5 (Ball lands in the back third of the opponents court)
- Forehand block volley 3/5 (with the ball landing in opponents NVZ)
- Backhand block volley 3/5 (with the ball landing in opponents NVZ)

Ghost Doubles – 3 Games to 11 – Rally Scoring