

## **Skill Assessment for 3.5 Players**

lame:				<del></del>	Date:				
Email:			Cell Phone:		#Games Observed:				
	Weath	er Conditions:							
	<u>To</u>	be filled out	by the Rating Tea	<u>m</u> :					
3.5 Skill Level – should A	LSO po	ssess all 3.0 S	<u>skills</u>						
Able to use a <b>forehand</b>	with m	nderate level	of shot control			0	1	2	:
Able to use a <b>backhand</b>									
Consistently gets <b>serve</b>									
Consistently gets return		<b>/e</b> in							
Able to place <b>serves</b> de									_
Able to place return of	•		court						
Able to <b>dink</b> and sustain		•							_
Able to control height/o	depth of	f <b>dink</b> shot							_
Understands variation of	•								
Able to hit a <b>3<sup>rd</sup> shot</b> dr	op to ga	in advantage	to the net						
Able to <b>volley</b> with med	lium pa	ced shots wit	h control						
Sustains a short volley	session	at the next w	ith placement and	control					
Moves quickly to NVZ (I	non-vol	ley zone) whe	n opportunity is th	iere					
Understands proper co	urt posi	tion							
Understands difference				ws wher	n to use it				
Basic knowledge of stac	king an	d knows whe	n to use it						
Able to sustain short ra	llies								
Has good mobility / qui	ckness ,	/hand-eye co	ordination						
Server Requirement – 8 out of 10 (80%)			Volley Re	Volley Requirement – 8 out of 10 (80%					
	YES	NO			YES		NC	)	
Service Good			Good Foreh	and					
Service Foot Fault			Good Backh	and					
•		1	Non-Volley	Zone					
Server Return Require		8 out of 10	foot faults						
YES NO			*- If a perso	*- If a person cannot move quickly enough					
Good Forehand			due to physi	due to physical restrictions, then the rating					
Good Backhand			will be redu	ced accor	ding to the	phys	ical		
GOOG BUCKHUIN			J limitations a	limitations as related to playing the game.					

**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