## **Skill Assessment for 3.5 Players**

Name:			Self-Rating:	Date:				
Email:			_Cell Phone:	#Games Observed	l <b>:</b>			
	v	/eather Con	ditions:					
		To be f	filled out by the Rating	: Team:				
3.5 Skill Level – shou	ıld ALSO po	ssess most	t/all 3.0 Skills					
					0	1	2	3
Knows all the main rules including how to correct the score and correct server								
Demonstrates contro	ol/consisten	cy on <b>fore</b> ł	nand groundstrokes (d	irection, depth, and pace	<u>:)</u>			
Demonstrates contro	ol/consisten	cy on <b>back</b>	hand groundstrokes (d	lirection, depth, and pace	e)			
Placing <b>serves</b> deep	into the cou	ırt						
Uses deeper and hig	her <b>returns</b>	of serve to	approach the net quic	ker				
Quickly approaches	the non-voll	ey line						
Able to play with par	tners effect	ively using	court strategies like pa	ertner communication,				
and changing a losin	g game							
Avoids hitting out ba	alls							
Consistently returning	ng lower bal	ls over the	net					
Demonstrates a wid	e variety of	shots with	some consistency					
Uses slower paced s	hots vs faste	er paced sh	ots to their advantage					
Able to <b>create cover</b>	age gaps an	d then hit t	to these gaps					
Sustains a short voll	<b>ey session</b> a	t the net w	ith some placement ar	id control				
Initiates and maintai	ns a sustain	ed <b>dink</b> exc	change at the net					
Utilizes a slow paced	l ball (soft sl	not) to app	roach the net (3 <sup>rd</sup> shot)					
Able to adjust to diff	ering ball sp	eeds consi	stently					
Hits <b>overheads</b> with	control							
Uses a forehand and	backhand I	<b>ob</b> when a	opropriate					
Developing patience	during ralli	es						
Has good mobility *								<u> </u>
Has good quickness *								
Has good hand-eye coordination *								
Svr. Requirement	– 8 out of 10	(80%)	V	olley Requirement – 8 out	of 10 (8	30%)		
	YES	NO		,	YES		NO	
Service Good			Backhand	d l				
Service Foot-faults			Forehand	1				
			Non-Voll	ey Zone foot faults				
Svr. Return Require	ment – 8 out	10 (80%)	]	,				
· .	YES	NO	1 1	person cannot move quic	•			
Good Forehand					estrictions, then the rating will be			
Cood Backband reduced according to the physical					cal limi	tatior	ıs as	•
COOG DUCKHUHU			related	to playing the game.				

Rater's Signature \_\_\_\_\_ Actual Skill Level \_\_\_\_\_ Player's Signature \_\_\_\_\_