



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 groundstroke with depth & control (good placement)				
Somewhat consistently hits backhand groundstroke 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 with offensive intention				
Able to sustain dink rally with control, height and depth of shot				
Understands which balls are attackable in a dink rally				
Sustains a dink exchange with patience at the net to elicit a “put away” shot				
Executes baseline 3rd shot drop/drive to approach the net with moderate success				
Able to change pace 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)				
Moderate poaching intent and effectiveness				
Starting to anticipate shots from opponents				
Starting to understand and execute resets				

Has a moderate number of unforced errors per game				
Can identify opponents' weaknesses and formulate plan to attack weaknesses				
Demonstrates effective athleticism for this level of play *				
Unforced Errors - make tick mark for every UE				

Volley Requirement – 9 out of 10 (90%)		
	YES	NO
Good Forehand		
Good Backhand		
Server Requirement – 9 out of 10 (90%)		
Service Good		

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

* Athleticism (mobility, quickness, hand-eye coordination, previous sports experience, etc.) is factored into your skill level as determined by the assessor.

Rater's Sign: _____ Actual Skill Level _____

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