



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, placement, and pace of serve s				
Has a high level of accuracy and dependable forehand & backhand groundstroke using pace and depth to generate opponent's error to set up next shot				
Has mastered the dink with shot placement, variety, spin, pace, and ability to move opponents				
Exhibits patience during rallies with ability to create opportunities to attack using dinks				
Mastered the 3rd shot choices and strategies. Able to drop and drive ball from both the forehand and backhand side with high level consistency				
Changes pace of play easily using drives, drops, blocks, dinks				
Able to volley shots with top spin toward opponent's feet consistently				
Comfortable with swinging volley in both initiating and ability to attack back or neutralize return				
Has ability to execute ATP, ERNE, poach, and counterattack as needed				
Has ability to use surprise and deception to an offensive advantage				
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 & partner's strengths and weaknesses and court position				
Able to think ahead & execute shots that create opportunities				
Rarely makes unforced errors				
Demonstrates effective athleticism for this level of play *				
Unforced Errors - make tick mark for every UE				

Volley Requirement – 10 out of 10 (100%)

	YES	NO
Good Forehand		
Good Backhand		
Server Requirement – 10 out of 10 (100%)		
Service Good		

Server Return Requirement – 10 out of 10 (100%)		
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:** _____ **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