



IPTPA Skill Assessment 3.0 Players

3.0 Skill level should also possess all 2.5 skills

- Attempting to consistently dink while changing directions from cross court to down the line forehand & backhand
- Punches volley to the back ½ of opponent court
- Sustains a short volley exchange at the net
- Can perform 3rd shot drop by dinking from the transition area
- Attempting to hit 3rd shot drop from baseline during match play
- Moving forward as a team to approach NVZ for dinks & volleys
- Can perform an overhead with better control while maintaining proper position
- Has good mobility & quickness
- Demonstrates improved control on forehand groundstrokes (direction, depth, height)
- Better control on backhand groundstrokes
- Keeps ball in play during short rallies
- Attempts offensive lobs during play
- Demonstrates placement & depth on serves
- Demonstrates placement & depth on return of serves
- Attempting to adjust to different ball speeds (serves, groundstrokes, volleys)

Skill Testing Requirement: *Dinks*

- Forehand down the line 6/10
- Forehand cross court 6/10
- Backhand down the line 6/10
- Backhand cross court 6/10

Skill Testing Requirement: *3rd shot drop from transition area (middle of the court)*

- Forehand 5/10
- Backhand 5/10

Skill Testing Requirement: *3rd shot drop from baseline*

- Forehand 1/5
- Backhand 1/5

Skill Testing Requirement: *Volleys*

- Forehand Punch Volley with directional & depth control 6/10
- Backhand Punch Volley with directional & depth control 6/10

Skill Testing Requirement: *Serves*

- Deuce Court 3/5
- Ad Court 3/5

Skill Testing Requirement: *Return of serves*

- Deuce Court 3/5
- Ad Court 3/5

Skill Testing Requirement: *Overhead*

- Overhead 3/5

Skill Testing Requirement: *Offensive lobs from NVZ line*

- Offensive lobs 3/5

15 minutes of modified play consists of 3rd shot drop game, from the transition area. CRS feeds the ball to start each point. Rotate partners at the conclusion of each game to 4.

30 minutes of regular match play for evaluation. Rotate partners at conclusion of each game to 8.