



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
- Does not back up unnecessarily from NVZ
- Punches volley to the back ½ of opponent court
- Sustains a short volley exchange at the net
- Can perform 3rd shot drop by long dinking from the transition area
- Using 3rd shot drop during match play on the short court
- 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 7/10
- Forehand cross court 7/10
- Backhand down the line 7/10
- Backhand cross court 7/10

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 2/5
- Backhand 2/5

Skill Testing Requirement: Volleys (A-Ball lands in the back half of opponents court/B-Ball lands within a foot of the opponents NVZ.)

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

Skill Testing Requirement: Serves (Ball lands in the back half of opponents court)

- Right side of Court 3/5
- Left side of Court 3/5

Skill Testing Requirement: Return of serves (Ball lands in the back half of opponents court)

- Right side of Court 3/5
- Left side of Court 3/5

Skill Testing Requirement: Overhead

- Overhead 3/5

Skill Testing Requirement: Offensive lobs from NVZ line

- Offensive lobs 3/5

Ghost Doubles – 3 games to 11 – Rally Scoring