



# IPTPA Skill Assessment

## 3.0 Players

### 3.0 Skill level should also possess all 2.5 skills

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- 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

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- 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)

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- Forehand 5/10
- Backhand 5/10

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

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- 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.)

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- Forehand Punch Volley with directional & depth control 6/10
- Backhand Punch Volley with directional & depth control 6/10
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**Skill Testing Requirement: Serves (Ball lands in the back half of opponents court)**

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- 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)**

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

**Skill Testing Requirement: Overhead**

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- Overhead 3/5

**Skill Testing Requirement: Offensive lobs from NVZ line**

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- Offensive lobs 3/5

Ghost Doubles – 3 games to 11 – Rally Scoring