



IPTPA Skill Assessment

4.0 Players

4.0 Skill level should also possess all 3.5 skills

- Sustains a volley exchange at the net and beginning to use directional control
- Can demonstrate a block volley
- Able to hit winning volley when a ball is popped up
- Better consistency when performing 3rd shot drop from the baseline
- Can hit 3rd shot drop from baseline during match play with greater success
- Moves effectively with partner, easily switching sides, and communicates when required
- Controls play at the NVZ line, by keeping their opponent back if they're at the baseline
- Dink with a purpose to elicit a put away shot
- Can demonstrate an effective poach, and understands when it's appropriate
- Able to change a fast paced strategy to a slow one and vice versa
- Can consistently perform an overhead and beginning to place the shot for winners
- Demonstrates control on forehand groundstrokes (direction, depth, height, spin)
- Demonstrates control on backhand groundstrokes (direction, depth, height)
- Understands proper shot selection to minimize errors
- Able to adjust to differing ball speeds consistently
- Uses offensive lobs effectively
- Beginning to use spin effectively on a variety of shots
- Maintains greater patience in dinks & rallies
- Beginning to anticipate shots more frequently (watching opponents paddle face)

Skill Testing Requirement: Dinks

- 16 out of 20 windshield wiper dinks

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

- Forehand down the line 4/5
- Forehand cross court 4/5
- Backhand down the line 4/5
- Backhand cross court 4/5

Skill Testing Requirement: 3rd shot drop from baseline

- Forehand 7/10
- Backhand 7/10

Skill Testing Requirement: Volleys (Ball lands in the back one third of opponents court)

- Forehand Punch Volley with directional & depth control 4/5
- Backhand Punch Volley with directional & depth control 4/5
- Forehand Block Volley 3/5
- Backhand Block Volley 3/5

Skill Testing Requirement: Overheads

- Overheads 4/5

Skill Testing Requirement: Offensive lobs from NVZ line

- Offensive lobs 4/5

Ghost Doubles – 3 Games to 11 – Rally Scoring