



IPTPA Skill Assessment

3.5 Players

3.5 Skill level should also possess all 3.0 skills

- Can consistently dink while changing directions from cross court to down the line forehand & backhand
- Punches volley to the back ½ of opponent court, to keep opponents at the baseline
- Sustains a controlled volley exchange at the net
- Performs 3rd shot drop from the baseline
- Is beginning to dink with a purpose
- Moving forward as a team to approach NVZ for dinks & volleys
- Developing directional control while performing an overhead
- Demonstrates control on forehand groundstrokes (direction, speed, depth, height)
- Demonstrates control on backhand groundstrokes (direction, depth, height)
- Keeps ball in play during rallies and is aware of minimizing errors
- Able to communicate effectively with partner & utilize different strategies to expose opponent weaknesses
- Using deeper and higher returns to approach the net quicker
- Uses offensive lobs effectively
- Demonstrates better placement and depth on serves
- Demonstrates better placement and depth on return of serves
- Improved control when adjusting to different ball speeds (serves, groundstrokes, volleys)

Skill Testing Requirement: Dinks

- 14 out of 20 windshield wiper dinks

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

- Forehand down the line 8/10
- Forehand cross court 8/10
- Backhand down the line 8/10
- Backhand cross court 8/10

Skill Testing Requirement: 3rd shot drop from baseline

- Forehand down the line 3/5
- Backhand down the line 3/5

Skill Testing Requirement: Overheads

- Overheads 3/5

Skill Testing Requirement: Offensive lobs from the NVZ line

- Offensive Lobs 3/5

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

- Forehand Punch Volley with directional & depth control 7/10
- Backhand Punch Volley with directional & depth control 7/10

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

- Deuce Court 4/5
- Ad Court 4/5

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

- Deuce Court Forehand 4/5
- Ad Court Backhand 4/5

Ghost Doubles – 3 Games to 11 – Rally Scoring