



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
- Balls must land in the back half of the the opponents court when the feeder is simulating an opponent at the baseline. Balls must land at the feet of the feeder when he's standing at the NVZ simulating an opponent who is dinking (balls landing a foot behind the NVZ are given credit)

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