



SKILL RATINGS

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IPTPA Skill Assessment

2.0 Players

2.0 Skill level

- Knows the basic rules including two bounce rule, scoring and player position relative to scoring
- Demonstrates basic pendulum swing on the forehand & backhand side
- Demonstrates dinks down the line forehand & backhand
- Demonstrates dinks cross court forehand & backhand
- Demonstrates proper ready position
- Demonstrates punch volley
- Demonstrates proper sideways turn, arm positioning and backward movement for overhead
- Demonstrates an overhead
- Knows where to stand as the serve team and the return team
- Demonstrates proper side step movement while being balanced
- Has good mobility and can move forward in a safe and balanced manner
- Developing eye-hand coordination
- Demonstrates a forehand ground stroke swing low to high and striking the ball off front foot
- Demonstrates a backhand ground stroke swing low to high and striking the ball off front foot
- Demonstrates a serve
- Demonstrates return of serve

Skill Testing Requirement: Dinks

- Forehand down the line 4/10
- Forehand cross court 4/10
- Backhand down the line 4/10
- Backhand cross court 4/10

Skill Testing Requirement: Volleys

- Forehand Punch Volley 4/10
- Backhand Punch Volley 4/10

Skill Testing Requirement: Serves

- Right side of the Court 4/10
- Left side of the Court 4/10

Skill Testing Requirement: Return of serves

- Right side of the Court 4/10
- Left side of the Court 4/10

Ghost Doubles – 3 games to 11 – Rally Scoring



IPTPA Skill Assessment

2.5 Players

2.5 Skill level should also possess all 2.0 skills

- Knows the basic rules including two bounce rule, scoring and player position relative to scoring
- Demonstrates basic pendulum swing on the forehand & backhand side
- Working on consistency while dinking down the line forehand & backhand
- Working on consistency while dinking cross court forehand & backhand
- Demonstrates proper side step movement while staying balanced at NVZ line
- Demonstrates a punch volley
- Is developing 3rd shot drop by long dinking from the transition area
- Attempting to hit 3rd shot drop during match play on the short court
- Moving forward to approach NVZ for dinks & volleys
- Demonstrates an overhead with the proper sideways turn, arm positioning and backward movement
- Has good mobility and can move forward in a safe and balanced manner
- Has good eye-hand coordination
- Beginning to demonstrate control on forehand groundstrokes (direction, depth, height)
- Uses a backhand ground stroke
- Keeps ball in play during short rallies

Skill Testing Requirement: Dinks

- Forehand down the line 6/10
- Forehand cross court 6/10
- Backhand down the line 6/10
- Backhand cross court 6/10

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

- Forehand 4/10
- Backhand 4/10

Skill Testing Requirement: Volleys

- Forehand Punch Volley 5/10
- Backhand Punch Volley 5/10

Skill Testing Requirement: Overhead

- Overhead 2/5

Skill Testing Requirement: Serves

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

Skill Testing Requirement: Return of serves

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

Ghost Doubles – 3 Games to 11 – Rally Scoring



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
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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



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

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

- Right side of Court 4/5
- Left side of Court 4/5

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

- Right side of Court Forehand 4/5
- Left side of Court Backhand 4/5

Ghost Doubles – 3 Games to 11 – Rally Scoring



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



IPTPA Skill Assessment

4.5 Players

4.5 Skill level should also possess all 4.0 skills

- Consistently punches volley to the appropriate spot on the court
- Consistently demonstrates a block volley
- Can demonstrate a swing volley
- Sustains a controlled volley exchange at the net, with directional control, creating unforced errors
- Able to consistently hit winning volley when a ball is popped up
- Can consistently hit 3rd shot drop from baseline during match play
- Can drive a third shot for power as an option
- Initiates & maintains an extended dink exchange 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 stack with partner on the serve and the return
- Demonstrates control on forehand groundstrokes (direction, depth, height, top spin and under spin/slice)
- Demonstrates control on backhand groundstrokes (direction, depth, height, top spin and under spin/slice)
- Keeps ball in play during rallies and is aware of minimizing errors
- Knows the rules including player position, relative to scoring and stacking on the return and serve
- Uses offensive lobs effectively
- Demonstrates placement, spin and depth on return of serves
- Can adjust to different ball speeds and spins (serves, groundstrokes and volleys)
- Uses spin effectively on a variety of shots

Skill Testing Requirement: Dinks

- 18 out of 20 windshield wiper dinks

Skill Testing Requirement: 3rd shot drop from baseline

- 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 drive from baseline

- 3rd shot drive from baseline 4/5

Skill Testing Requirement: Volleys

- Forehand swing volley 4/5
- Backhand swing volley 4/5
- Forehand punch volley with directional control 4/5 (Ball lands in the back third of the opponents court)
- Backhand punch volley with directional control 4/5 (Ball lands in the back third of the opponents court)
- Forehand block volley 3/5 (with the ball landing in opponents NVZ)
- Backhand block volley 3/5 (with the ball landing in opponents NVZ)

Ghost Doubles – 3 Games to 11 – Rally Scoring