

## **SKILL EXPECTATIONS FOR EACH LEVEL OF PLAY**

*Note: Above the 2.0 level, all levels should be able to demonstrate most of the skills for their level plus most of the skills from preceding levels. Thus a 2.5 level player, for example, demonstrates most skills in the 2.5 level list as well as most skills in the 2.0 level list, and so on.*

*As players self-determine their rating, keep in mind that you are welcome to use .25 and .75 rating numbers also. For instance, if you feel that you are better than a 2.5 but not quite to the 3.0 level, you can rate yourself as a 2.75.*

### **2.0 Skill Level**

- Has taken a beginner's class (or demonstrates equivalent knowledge)
- Moves around court in balanced, safe manner
- Gets some serves "in", perhaps not regularly
- Realizes aspects of score-keeping, rules and where to stand on court during serve, receipt of serve, and general play
- Has some basic stroke skills

### **2.5 Skill Level**

- Knows two-bounce rule and demonstrates it most times
- Knows where to stand on the court during serve, receipt of serve and general play
- Able to keep score.
- Is able to hit at least 50% of serves "in".
- Is able to hit at least 50% of forehand returns.
- Is able to hit at least 50% of backhand returns.
- Is able to hit at least 50% of forehand volleys.
- Is able to hit at least 50% of backhand volleys.

### **3.0 Skill level. Also possesses all 2.5 Skills**

- Knows the rules and can keep score.
- Aware of partner's position on the court & moving as a team
- Aware of hitting a drop shot and moving quickly towards the non-volley zone.
- Is able to sustain a dinking rally in the game.
- Is able to hit at least 70% of serves "in".
- Is able to hit at least 70% of forehand returns.
- Is able to hit at least 70% of backhand returns.
- Is able to hit at least 70% of forehand volleys.
- Is able to hit at least 70% of backhand volleys.

### **3.5 Skill level Also possesses all 3.0 Skills**

- Demonstrates strategies of playing during games
- Actively works with partners in communicating, covering court, moving to net
- With varying consistency executes: forehand/backhand ground strokes, overheads, net volleys, and sustained dinking
- Specifically places shots rather than just hitting shots anywhere
- Selective mixing up soft shots with power shots to create an advantage
- Is able to hit at least 50% of drop shots successfully.

- Is able to hit at least 80% of serves “in”.
- Is able to hit at least 80% of forehand returns.
- Is able to hit at least 80% of backhand returns.
- Is able to hit at least 80% of forehand volleys.
- Is able to hit at least 80% of backhand volleys.

**4.0 Skill Level. Also possesses all 3.5 Skills.**

Players at or above 4.0 will generally have earned their rating through tournament play.

- Primarily plays in an offensive mode rather than reactively
- Controls and places serve and return of serve to best advantage
- Puts advanced playing strategy into the game, particularly in dinking
- Consistently varies shots for competitive advantage, uses power shots selectively
- Communicates and moves well with partner — easily “switches” court positions
- Very comfortable playing at the non-volley zone. Works with partner to control the line, keeping opponents back and driving them off the line.
- Can block hard volleys directed at them
- Has good footwork and moves laterally, backward and forward with ease.
- Hits overhead shots consistently, often as put-aways
- Ability to change a hard shot to a soft shot
- Consistently executes effective drop shots that are not easily returned for advantage
- Can effectively poach
- Hits a low # of unforced errors per game
- Regularly demonstrates “anticipation of play”
- Self-correcting during play
- Consistently is a multi-dimensional player and/or is exceptionally dominant in a limited playing repertoire.
- Is able to hit at least 70% of drop shots successfully.
- Is able to hit at least 90% of serves “in”.
- Is able to hit at least 90% of forehand returns.
- Is able to hit at least 90% of backhand returns.
- Is able to hit at least 90% of forehand volleys.
- Is able to hit at least 90% of backhand volleys.