SUN LAKES PICKLEBALL CLUB IRONOAKS 3.5 RATING TEST SHEET

Date:		Recorder Key:	Γ	Possible Total	100
Candidate:	Shot In/Good =		Minimum to Pass	74	
Ball Feeder:		Shot Out/Missed =		Percent to Pass	74%
Recorder:			<u> </u>	Skill Test Score	
Current Rating:			-	Pass/Fail	
1. Serve:	Goal: 8 of 10 (@ Baseline)	Goal		Total #	Goal +/-
	Even Court: Land in Back Half of opposite Eve	n Court 4 of 5			
	Odd Court: Land in Back Half of opposite Odd	Court 4 of 5			
2. Return of	Goal: 8 of 10 (@ Baseline)			Total #	+/-
Serve:	Even Court: Forehand Return Land in Back Ha	If of Court 4 of 5			
	Odd Court: Backhand Return Land in Back Ha	If of Court 4 of 5			
3. Dink:	Goal: 14 of 20 (@ NVZ)			Total #	+/-
(Unattackable)	Windshield Wiper Dink	14 of 20			
4. Drop Shot:	Goal: 16 of 20 (@ Mid-Court + Ball Feede	er @ NVZ)		Total #	+/-
Mid-Court	Forehand Straight Across: Land in NVZ	8 of 10			
(Unattackable)	Backhand Straight Across: Land in NVZ	8 of 10			
5. Drop Shot:	Goal: 6 of 10 (@ Baseline + Ball Feeder @) NVZ)		Total #	+/-
Baseline	Forehand Straight Across: Land in NVZ	3 of 5			
(Unattackable)	Backhand Straight Across: Land in NVZ	3 of 5			
6. Offensive	Goal: 4 of 5 (@ NVZ over Paddle of Ball Fe	eeder @ NVZ)		Total #	+/-
Lob:	Forehand: Land anywhere in Back Half of oppo	osite Court 4 of 5			
7. Punch Volley:	Goal: 14 of 20 (@ NVZ + Ball Feeder @ Ba	aseline)		Total #	+/-
-	Forehand Punch: Land anywhere in Back Half	of opposite Court 7 of 10			
	Backhand Punch: Land anywhere in Back Half	of opposite Court 7 of 10			
8. Overhead	Goal: 4 of 5 (@ Mid-Court + Ball Feeder @) Mid-Court)		Total #	+/-
Shot:	Forehand: Land anywhere in opposite Court	4 of 5			
	Player Rating:			Total +/-	
Doubles Game Play Test (2 Candidates + 2 Control Players in 3-Game Round Robin Format)					
Date:	Game - 1		Minimum Points	o Pass: 23	
	Game - 2		Game Test Sco	ore:	
	Game - 3		Pass/Fail:		
Final Test Results:					
	Player Rating:	Attested by:			
Nataa					
Notes: 1. Goal: Expected (but not required) minimum result based on the skill level being tested for.					
2. Minimum Points to Pass: The sum total of all points scored for either Skills Test or Game Play Test needed to pass each test.					
3. Unattackable Shot: Defined as a Dink or Drop Shot that bounces off the court to a height below the top of the net.					
4. Mid-Court: Defined as 7 Ft. 6 In. from the Baseline on the centerline.					
5. Back Half of Court: Defined as the court area from the Baseline to 7 Ft. 6 In. from the Baseline.					
6. Windshield Wiper Dink: Players traveling the net in opposite directions. Click on Link to view video: Windshield Wiper Dink					

- 7. Opposite Court: Defined as any in-bound area of the court across the net from the Candidate.
- 8. Return of Serve: Adjust Forehand and Backhand procedure for left handed player.