SUN LAKES PICKLEBALL CLUB IRONOAKS 4.0 RATING TEST SHEET

Date:		Recorder Key:			Possible Total	110	
Candidate:		Shot I	n/Good =	~	Minimum to Pa	iss 84	
Ball Feeder:		Shot Out	/Missed =		Percent to Pas	s 76%	
Recorder:					Skill Test Sc	ore	
Current Rating:					Pass/Fail		
1. Serve:	Goal: 8 of 10 (@ Baseline)		Goal		Total	I# Goal+	
	Even Court: Land in Back Half of opposite E	ven Court	4 of 5			_	
	Odd Court: Land in Back Half of opposite Od	ld Court	4 of 5				
2. Return of	Goal: 8 of 10 (@ Baseline)				Total	# +/-	
Serve:	Even Court: Forehand Return Land in Back	Half of Court	4 of 5				
	Odd Court: Backhand Return Land in Back Half of Court 4 of 5						
3. Dink:	Goal: 16 of 20 (@ NVZ)				Total	l# +/-	
(Unattackable)	Windshield Wiper Dink		16 of 20				
4. Drop Shot:	Goal: 16 of 20 (@ Mid-Court + Ball Fee	eder @ NVZ)			Tota	l# +/-	
Mid-Court	Forehand Straight Across: Land in 1/3 of N\	/Z	4 of 5				
(Unattackable)	Forehand Crosscourt: Land in Crosscourt 1/3	3 of NVZ	4 of 5				
	Backhand Straight Across: Land in 1/3 of NV	/Z	4 of 5				
	Backhand Crosscourt: Land in Crosscourt 1/	3 of NVZ	4 of 5				
5. Drop Shot:	Goal: 14 of 20 (@ Baseline + Ball Feed	er @ NVZ)			Total	l# +/-	
Baseline	Forehand Straight Across: Land anywhere in	NVZ	7 of 10				
(Unattackable)	Backhand Straight Across: Land in anywhere	e NVZ	7 of 10				
6. Offensive	Goal: 4 of 5 (@ NVZ over Paddle of Ball	Feeder @ NVZ)			Total	l# +/-	
Lob:	Forehand: Land anywhere in Back Half of op	posite Court	4 of 5				
7. Punch / Block	Goal: 14 of 20 (@ NVZ + Ball Feeder @	Baseline)			Total	# +/-	
Volley:	Forehand Punch: Land anywhere in Back Th	ird of opposite Court	4 of 5				
	Backhand Punch: Land anywhere in Back Th	nird of opposite Cour	4 of 5				
	Forehand Block: Land anywhere in NVZ		3 of 5				
	Backhand Block: Land anywhere in NVZ		3 of 5				
8. Overhead	Goal: 4 of 5 (@ Mid-Court + Ball Feeder	@ Mid-Court)			Total	l # +/-	
Shot:	Forehand: Land anywhere in opposite Court		4 of 5				
	Player Rating:				Tota	I +/-	
Doubles Game F	'lay Test (2 Candidates + 2 Control	Players in 3-Gam	e Round	Robin Format)			
Date:	Game - 1			Minimum Points	to Pass: 23		
	Game - 2			Game Test Sc	ore:		
	Game - 3			Pass/Fail:			
		Back Half of opposite Even Court Baseline) A of 5 Baseline) A of 5 Baseline) A Return Land in Back Half of Court A of 5 Baseline) A of 5 Baseline B of 20 B of 20 B of 3 B					
Final Test Results:							
	Player Rating:	Atte	sted by:				

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 for Overhead Shots or outside 1/3 of the Court for Drop Shots.
- **5. Back Half of Court:** Defined as the court area from the Baseline to 7 Ft. 6 In. from the Baseline.
- 6. Crosscourt 1/3 of NVZ: Defined as 6 Ft. 8 In. from the NVZ sideline.
- 7. Back Third of Court: Defined as the court area from the Baseline to 5 Ft. from the Baseline.
- 8. Windshield Wiper Dink: Players traveling the net in opposite directions. Click on Link to view video: Windshield Wiper Dink
- 9. Opposite Court: Defined as any in-bound area of the court across the net from the Candidate.
- 10. Return of Serve: Adjust Forehand and Backhand procedure for left handed player.