SUN LAKES PICKLEBALL CLUB IRONOAKS 3.0 RATING TEST SHEET

Date:		Recorder Key:		Possible Total	110
Candidate:		Shot In/Good =	~	Minimum to Pass	68
Ball Feeder:		Shot Out/Missed =	 1 [Percent to Pass	62%
Recorder:				Skill Test Score	
Current Rating:				Pass/Fail	
1. Serve:	Goal: 6 of 10	Goal		Total #	Goal +/-
	Even Court: Land in Back Half of Court	3 of 5			
	Odd Court: Land in Back Half of Court	3 of 5			
2. Return of	Goal: 6 of 10			Total #	+/-
Serve:	Even Court: Land in Back Half of Court	3 of 5			
	Odd Court: Land in Back Half of Court	3 of 5			
3. Dink:	Goal: 28 of 40 (@ NVZ)			Total #	+/-
(Unattackable)	Forehand: Straight Across	7 of 10			
	Backhand: Straight Across	7 of 10			
	Forehand: Cross Court	7 of 10			
	Backhand: Cross Court	7 of 10			
4. Drop Shot:	Goal: 12 of 20 (@ Mid-Court + Ball Feeder	@ NVZ)		Total #	+/-
(Unattackable)	Forehand Straight: Land in NVZ	6 of 10			
	Backhand Straight: Land in NVZ	6 of 10			
5. Drop Shot:	Goal: 4 of 10 (@ Baseline + Ball Feeder @ I	NVZ)		Total #	+/-
(Unattackable)	Forehand: Land in NVZ	2 of 5			
	Backhand: Land in NVZ	2 of 5			
6. Offensive	Goal: 3 of 5 (@ NVZ over Paddle of Ball Fee	der @ NVZ)		Total #	+/-
Lob:	Forehand: Land in Back Half of Court	3 of 5			
7. Punch Volley:	Goal: 6 of 10 (@ NVZ + Ball Feeder @ Base	line)		Total #	+/-
	Forehand Punch: Land in Back Half of Court	3 of 5			
	Backhand Punch: Land in Back Half of Court	3 of 5			
8. Overhead	Goal: 3 of 5 (@ Mid-Court + Ball Feeder @ M	/lid-Court)		Total #	+/-
Shot:	Forehand: Land in Court	3 of 5			
				Total +/-	
Paralles Corres Plan Tools (2.2 Mars 1.2 Mars 1.					
Doubles Game Play Test (2 Candidates + 2 Control Players in 3-Game Round Robin Format)					
Date:	Game - 1		Minimum Points	to Pass: 23	
	Game - 2		Game Test Sc	ore:	
	Game - 3		Pass/Fail:		
E'rel Teet Bereiter					
Final Test Resul	ts: Player Rating:	Attested by:			1
	i layer Raung.	Allesieu by.			J

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.