

SUN LAKES PICKLEBALL CLUB IRONOAKS 3.0 Skill Requirements Guide

Skill to Demonstrate		62%		Possible Points Total	110
				Minimum Points Required	68
		Check Off	Shots	Total	
		Shots Made	Made	Points	
1. Serve:	<u>Goal: 6 of 10 (@ Baseline)</u>				
	Even Court: Land in Back Half of opponent's Even Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
	Odd Court: Land in Back Half of opponent's Odd Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	
2. Return of Serve:	<u>Goal: 6 of 10 (@ Baseline)</u>				
	Even Court: Land in Back Half of Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
	Odd Court: Land in Back Half of Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	
3. Dink: (Unattackable)	<u>Goal: 28 of 40 (@ NVZ)</u>				
	Forehand: Straight Across - Land in NVZ	7 of 10	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
	Backhand: Straight Across - Land in NVZ	7 of 10	<input type="checkbox"/>	<input type="checkbox"/>	
	Forehand: Cross Court - Land in cross court 1/2 of NVZ	7 of 10	<input type="checkbox"/>	<input type="checkbox"/>	
Backhand: Cross Court - Land in cross court 1/2 of NVZ	7 of 10	<input type="checkbox"/>	<input type="checkbox"/>		
4. Drop Shot: Mid-Court (Unattackable)	<u>Goal: 12 of 20 (@ Mid-Court + Ball Feeder @ NVZ)</u>				
	Forehand Straight Across: Land in NVZ	6 of 10	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
	Backhand Straight Across: Land in NVZ	6 of 10	<input type="checkbox"/>	<input type="checkbox"/>	
5. Drop Shot: Baseline (Unattackable)	<u>Goal: 4 of 10 (@ Baseline + Ball Feeder @ NVZ)</u>				
	Forehand Straight Across: Land in NVZ	2 of 5	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
	Backhand Straight Across: Land in NVZ	2 of 5	<input type="checkbox"/>	<input type="checkbox"/>	
6. Offensive Lob:	<u>Goal: 3 of 5 (@ NVZ over Paddle of Ball Feeder @ NVZ)</u>				
	Forehand: Land anywhere in Back Half of opponent's Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
7. Punch Volley:	<u>Goal: 6 of 10 (@ NVZ + Ball Feeder @ Baseline)</u>				
	Forehand Punch: Land anywhere in Back Half of opponent's Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
	Backhand Punch: Land anywhere in Back Half of opponent's Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	
8. Overhead Shot:	<u>Goal: 3 of 5 (@ Mid-Court + Ball Feeder @ Mid-Court)</u>				
	Forehand: Land anywhere in opponent's Court	3 of 5	<input type="checkbox"/>	<input type="checkbox"/>	<input style="width: 40px; height: 40px;" type="text"/>
Grand Total Points Made:				<input style="width: 40px; height: 40px;" type="text"/>	

Notes:

1. **Goal:** Expected minimum result based on the skill level being demonstrated.
2. **Minimum Points to Pass:** The grand total of all points scored for Skills Demonstration needed to pass.
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. **Opponent's Court:** Defined as any in-bound area of the court across the net from the Candidate.