SUN LAKES PICKLEBALL CLUB IRONOAKS 4.0 RATING TEST SHEET

Date:		Recorder Key:	Pos	ssible Total	110
Candidate:		Shot In/Good =	Mir	nimum to Pass	84
Ball Feeder:		Shot Out/Missed =	Per	rcent to Pass	76%
Recorder:			S	Skill Test Score	
Current Rating:			P	Pass/Fail	
1. Serve:	Goal: 8 of 10	Goal		Total #	Goal +/-
	Even Court: Land in Back Half of Court	4 of 5			
	Odd Court: Land in Back Half of Court	4 of 5			
2. Return of	Goal: 8 of 10			Total #	+/-
Serve:	Even Court: Land in Back Half of Court	4 of 5			
	Odd Court: Land in Back Half of Court	4 of 5			
3. Dink:	Goal: 16 of 20			Total #	+/-
(Unattackable)	Windshild Wiper Dink	16 of 20			
4. Drop Shot:	Goal: 16 of 20 (@ Mid-Court + Ball Feede	er @ NVZ)		Total #	+/-
Mid-Court	Forehand Down the Line: Land in NVZ	4 of 5			
(Unattackable)	Forehand Crosscourt: Land in Crosscourt 1/3	of NVZ 4 of 5			
	Backhand Down the Line: Land in NVZ	4 of 5			
	Backhand Crosscourt: Land in Crosscourt 1/3	of NVZ 4 of 5			
5. Drop Shot:	Goal: 14 of 20 (@ Baseline + Ball Feeder	@ NVZ)		Total #	+/-
Baseline	Forehand: Land in NVZ	7 of 10			
(Unattackable)	Backhand: Land in NVZ	7 of 10			
6. Offensive	Goal: 4 of 5 (@ NVZ over Paddle of Ball Feeder @ NVZ)				+/-
Lob:	Forehand: Land in Back Half of Court	4 of 5			
7. Punch / Block	Goal: 14 of 20 (@ NVZ + Ball Feeder @ B	aseline)		Total #	+/-
Volley:	Forehand Punch: Land in Back Third of Court	4 of 5			
	Backhand Punch: Land in Back Third of Court	4 of 5			
	Forehand Block: Land in NVZ	3 of 5			
	Backhand Block: Land in NVZ	3 of 5			
8. Overhead	Goal: 4 of 5 (@ Mid-Court + Ball Feeder @	_		Total #	+/-
Shot:	Forehand: Land in Court	4 of 5			
				Total +/-	
Doubles Game I	Play Test (2 Candidates + 2 Control P	avers in 3-Game Ro	ound Robin Forma	nt)	
		rayoro in o Gamo Ko			
Date:	Game - 1		Minimum Points to F		
	Game - 2	-	Game Test Score	:	
	Game - 3	L	Pass/Fail:		
Final Test Results:					
	Player Rating:	Attested 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