

South Yuba Club Ratings

2.0 Skill Level

- *Welcome to the game of Pickleball!
- *Never Played before

2.5 Skill Level / should also possess all 2.0 skills

- *Knows the basic rules of the game including the 2 bounce rule
- *Able to hit a forehand with direction
- *Able to hit a backhand with direction
- *Accurately places serve into correct square focusing on direction
- *Able to sustain a dink rally with players of equal ability
- *Able to volley with some direction
- *Understands the fundamentals of the game
- *Understands proper court positioning
- *Able to accurately keep score throughout the game
- *Has good mobility *moving in a safe and balanced manner* *Has good quickness *
- *Has good hand-eye coordination

Skill Level 3.0 - should also possess all 2.5 Skills

- *Able to hit a medium paced forehand with direction and consistency
- *Able to hit a medium paced backhand with direction and consistency
- *Able to hit a medium paced serve with depth, direction and consistency
- *Able to consistently sustain a dink rally with control
- *Able to hit a medium paced 3rd shot with direction
- *Able to hit a medium paced volley with direction and consistency
- *Understands the fundamentals of the game
- *Understands proper court positioning
- *Understands rules and can keep score
- *Has good mobility / quickness / hand-eye coordination
- *Has started playing in tournaments

***If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations**

***If you have any questions in regards to your rating contact John Hendrickson/
johnhdink@gmail.com**

3.5 Skill Level - should ALSO possess all 3.0 Skills

- *Able to use a forehand with moderate level of shot control
- *Able to use a backhand with moderate level of shot control
- *Consistently gets serve in
- *Consistently gets return of serve in
- *Able to place serves deep in the court
- *Able to place return of serves deep into the court
- *Able to dink and sustains medium length rallies
- *Able to control height/depth of dink shot
- *Understands variation of pace of dink shot
- *Able to hit a 3rd shot drop to gain advantage to the net
- *Able to volley with medium paced shots with control
- *Sustains a short volley session at the net with placement and control
- *Moves quickly to NVZ (non-volley zone) when opportunity is there
- *Understands proper court position
- *Understands difference b/w hard game and soft game and knows when to use it
- *Basic knowledge of stacking and knows when to use it
- *Able to sustain short rallies
- *Has good mobility / quickness /hand-eye coordination

4.0 Skill Level – should ALSO possess all 3.5 Skills

- *Consistently hits forehand with depth and control
- *Consistently hits backhand with depth and control
- *Consistently gets serve in with varying depth and speed
- *Consistently gets return of serve in with varying depth and speed
- *Consistent and dependable overheads (directional control, depth and placement)
- *Accurate in placing lobs
- *Able to sustain dink rally with control, height and depth of shot
- *Understands which balls are attackable and those that are not in a dink rally
- *Sustains a dink exchange with patience at the net to elicit a “put away” shot Consistently
- *executes 3rd shot drop from the baseline to approach the net
- *Able to change soft shots to power shots to create an advantage
- *Able to volley a variety of shots at varying speeds
- *Able to block and return fast, hard volleys
- *Able to control NVZ (non-volley zone) keeping their opponents back
- *Aware of partners position on the court and moves as a team
- *Solid understanding of stacking and when and how it can be used effectively
- *Demonstrates ability to change position in an offensive manner (switching)
- *Demonstrates a broad knowledge of the rules of the game
- *Has a moderate number of unforced errors per game
- *Can identify opponents’ weaknesses and formulate plan to attack weaknesses
- *Plays competitively in tournaments
- *Has good mobility / quickness / hand-eye coordination

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