



# PLAYER SKILL ASSESSMENT

## FOR ADULTS:

ATC adult programs of 2.5 - 4.5 levels require a Play Skill Assessment (PSA) to be eligible to register. PSA's are a series of evaluations conducted by the ATC coaching staff to assess your skill level. PSA's do not determine your playing level but rather ensure players in all our programs have compatible skills to be able to practice & play together.

## FOR JUNIORS:

Some junior programs require a PSA to be eligible to register.

- Red, Orange, Green, Yellow (Teen) 'Play-it' program requires a 2.0 level to be able to play in their respective programs and on the court size which the junior player is looking to access.
- 3.0 & 3.5 Competitive Programs require the corresponding adult scores to access.

Next Gen & High Performance programs require an application for the program. Once the application is accepted, coaches will contact you with further instruction.

## HOW TO REGISTER:

Players can register over the phone or in person at the member services desk.

## FEE:

Members receive 1 free assessment per year with ATC Member Rewards, any additional PSA is \$25 + GST  
Non-members: \$25 + GST

Players are encouraged to use the evaluations as practice drills to ensure their skills are moving forward.

## NEUTRAL GROUNDSTROKE EVALUATION

### DIRECTIONS:

1. Maintain a rally on ½ width singles court (see diagrams)
2. Players & coach start on opposing baselines
3. A marker is placed on the court to designate the appropriate recovery position.
4. 3.0, 3.5 & 4.0-4.5 rally crosscourt with recovery (on FH & BH sides)

### CRITERIA

**4.0-4.5 = 6+**  
(On both FH & BH sides)

**3.5 = 5**  
(On both FH & BH sides)

**3.0 = 3**  
(Mixed FH & BH)

**2.5 = 2**  
(Mixed FH & BH)

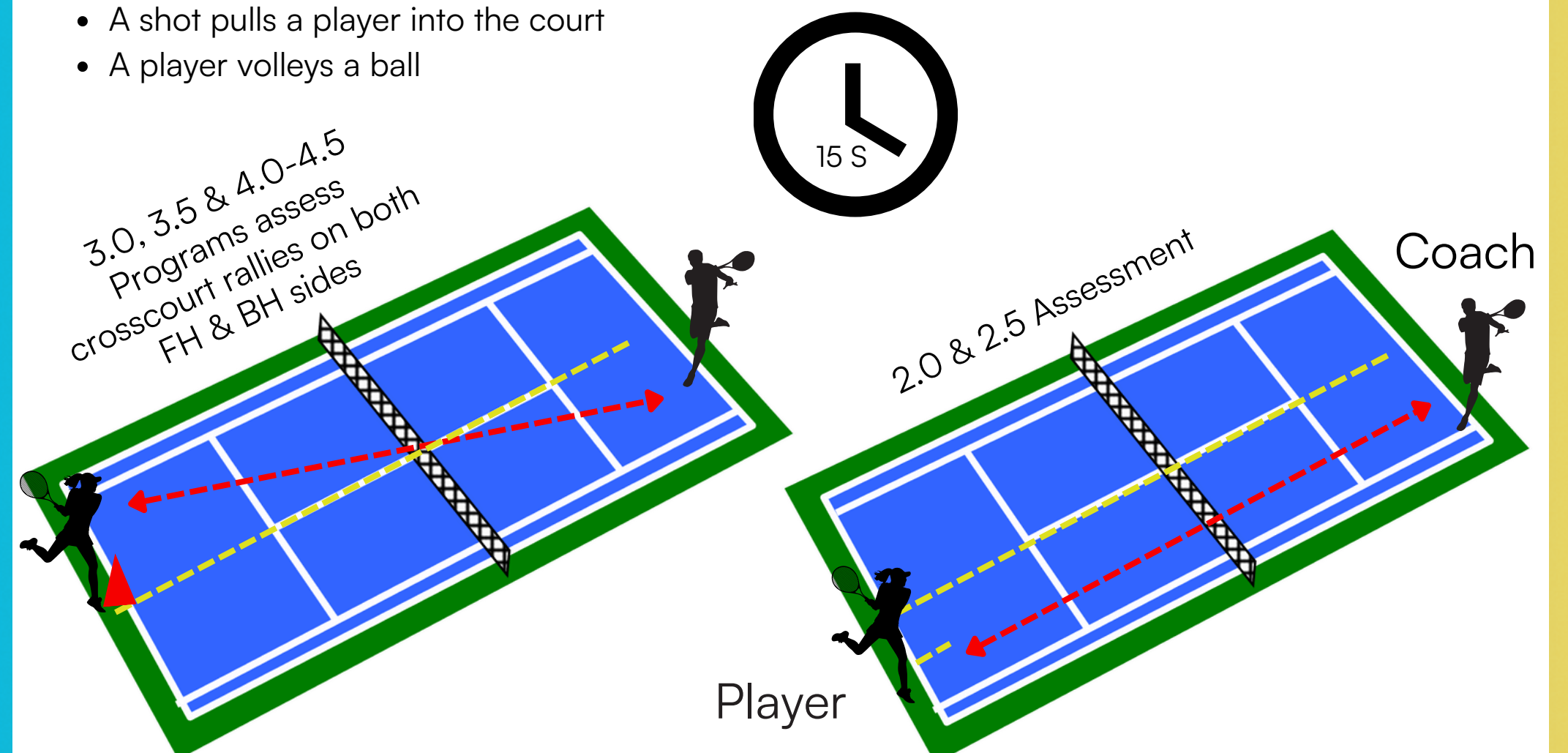
**2.0 = 3**  
in a row past the service line  
(Mixed FH & BH)

### SCORING: (3 attempts, best score)

- Coach hits ball to player to begin rally and times fifteen seconds starting with the 1st ball hit by the player
- 1 point every time a player hits a 'neutralizing' ball (one that keeps the coach behind their baseline)

### The rally receives no score if:

- Players do not hit a mix of forehands and backhands (2.0 & 2.5 only)
- The rally was not sustained for the full 15 seconds
- The ball lands outside of the designated area
- A shot pulls a player into the court
- A player volleys a ball



## FIRST SERVE EVALUATION

### DIRECTIONS:

1. Player starts behind the baseline in serve position
2. Serve 5 serves to the Ad Court and 5 to the Deuce Court placing the ball alternately to the forehand and backhand side of the service box

### CRITERIA

**4.0-4.5 = 9/20**

**3.5 = 8/20**

**3.0 = 6/20**

**2.5 = 4/20**

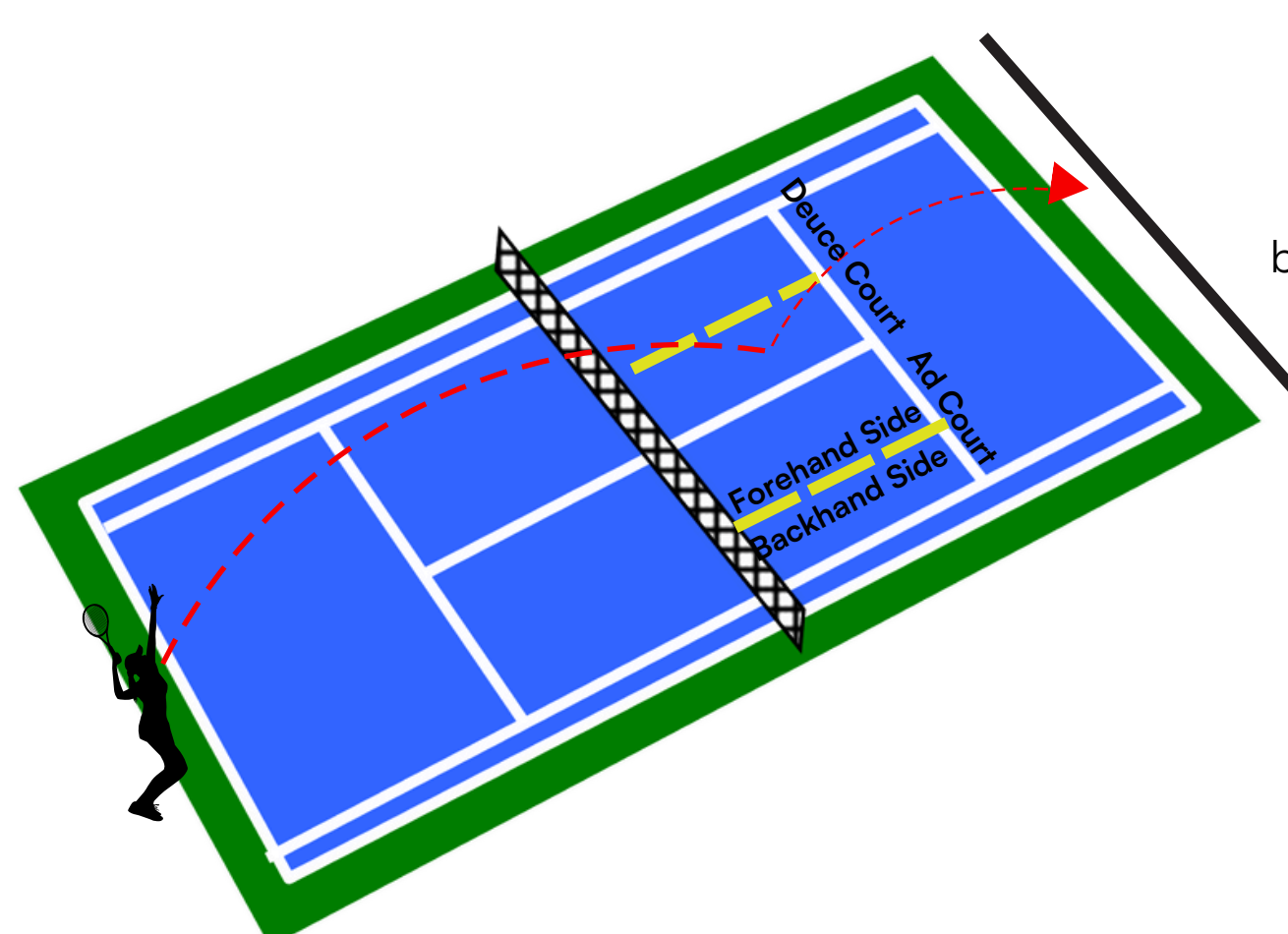
**2.0 = 2/20**

### SCORING:

- Score 1 point for every serve landing in the appropriate target area with the second bounce landing after the baseline.
- A bonus 'power point' is awarded if the serve lands beyond the power markers before bouncing a second time
- Server gets 2 attempts at serving 10 balls and the best score is recorded

### The serve receives no score if:

- The serve lands outside the target area
- 2nd bounce is not past the baseline



Power point if serve lands beyond the 'power marker' before bouncing a second time

## NEUTRAL VOLLEY EVALUATION

### DIRECTIONS:

1. Maintain a rally with volleys to groundstrokes on a singles court ½ width (see diagram)
2. Player starts at net (volleyer), Coach is at the baseline (Groundstroker)
3. Player is located half way between net and service line
4. Coach hits ball to volley player at net to begin rally

### CRITERIA

**4.0-4.5 = 6+**

**3.5 = 5**

**3.0 = 3**

**2.5 = 2**

**2.0 = 3**  
in a row into the court

### SCORING:

- 1 point for every time the player hits a 'neutralizing' volley (one that doesn't allow the coach to come in past the baseline)
- Player gets 5 attempts to complete as many neutral volleys in a row as possible. The best score is recorded

### The rally receives no score if:

- The player does not hit a mix of forehands and backhand volleys
- The ball lands outside the designated area
- The coach volleys the ball
- The volley draws the coach in front of the baseline

Only volleys that keep groundstroker behind baseline count.

