

"PLAY TENNIS" – SELF-RATING GUIDE

Find suitable playing partners and enjoy playing tennis more.

How?

• Use the "Play Tennis" Self-Rating Guide which identifies and describes different levels of tennis ability.

(See poster in your club or use pocket guide)

Purpose:

- Find your own general level of tennis ability.
- Find players of a similar level so that you can have competitive games.
- Play an individual at a higher level using handicap scoring to make the game more competitive.
- Participate in group lessons or league play with people of similar ability.

Guidelines to rate yourself:

- Study the "Play Tennis" self-rating chart
- Start reading from the top of the chart, beginning with Level 1.0.
- Find the level that best describes your general level of play.
- Ask your Instructor or Coach to validate your self-rating, if you think that will help.
- Remember that as you play more, and improve, your rating may improve.
- Update your rating periodically.
- Results in social and competitive matches will validate whether your chosen level is reasonably accurate.

RATING	GROUND- STROKES (forehand and backhand)	RETURN OF SERVE	NET PLAY (volleys and overheads)	SERVE				
1.0	1.0 This player is just starting to play tennis							
1.5 This player has been introduced to the game, however has difficulty playing the game due to a lack of consistency rallying and serving.								
2.0	Can get the ball in play but lacks control, resulting in inconsistent rallies. Often chooses to hit forehands instead of backhands.	Tends to position in a manner to protect weaknesses. Inconsistent return.	In singles, reluctant to come to the net. In doubles, understands the basic positioning; comfortable only with the forehand volley; avoids backhand volley and overhead.	In complete service motion. Toss is inconsistent. Double faults are common.				

2.5	Con volle	In singles	Decemine of one	Attomatica a C-11
2.5	Can rally consistenly 10	In singles, consistent when	Becoming at ease at the net in	Attempting a full service motion on
	balls in a row,	returning	practice but	the first serve.
	especially on the	towards the	uncomfortable in	First serve in
	forehand, with an	middle of the	a game situation.	inconsistent (less
	arched trajectory	court. In doubles,	a game situation.	than 50%). Uses
	over the net when	difficulty		· · · · · · · · · · · · · · · · · · ·
	the objective is to	returning cross-		an incomplete motion to ensure
	hit to a partner at	court to start the		a steady second
	_			·
2.0	moderate speed.	point. Can control the	¥7	serve.
3.0	Able to rally	direction of the	Very consistent on forehand	Full motion on both serves. Able
	consistently 10	direction of the	on for chiance	Soul Bel (est lible
	balls in a row on	ball in both	volley with easy	to achieve more
	forehands and	singles and	balls, inconsistent	than 50% success
	backhands. Able	doubles, when	on backhand	on first serve.
	to maintain the	receiving a serve	volley. Overall	Second serve
	rally when	of moderate pace.	has difficulty with	much slower than
	receiving high,		low and wide	first serve.
	short or wide		balls. Can smash	
	balls, assuming		easy lobs.	
	the ball is			
	received at a			
	moderate pace,			
	especially on the			
2.5	forehand stroke.		D .	G 41
3.5	Able to move the	Can return fast	Becoming	Can vary the
	opponent around	serves or well-	confident at net	speed or direction
	the court or hit	placed serves	play; can direct	of first serve. Can
	harder when	with defensive	FH volleys;	direct the second
	receiving easier	actions. On easy	controls BH	serve to the
	balls. Can execute	second serve, can	volley but with	opponent's
	approach shots	return with pace	little offense;	weakness without
	with some	or directional	general difficulty	double-faulting
	consistency (more	control; can	in putting volleys	on a regular
	than 50%).	approach the net	away. Can handle	basis.
		in doubles.	volleys and	
			overheads that	
			require moderate	
4.0	Able to develop	Difficulty in	movement.	Con wowe the
4.0	Able to develop	Difficulty in	In singles,	Can vary the
	points with some	returning spin		speed and direction of the
	consistency by	serves and very fast serves. On	following an	first serve. Uses
	using a reliable combination of		approach shot to the net. In	
	shots, Erratic	moderately paced		
	when attempting	serves, can construct the	doubles, comfortable	
		point through	receiving a	
	a quality shot, when receiving	_	variety of balls	
		hitting a good		
	fast or wide balls,	shot or exploiting	and converting to offensive	
	and when	an opponent's weakness. In		
	attempting		positioning; can	
	passing shots.	doubles, can vary	poach on weak	
		returns effectively	returns of serve.	
		on moderately-	Able to put away	
the state of the s		paced serves.	easy overheads.	

4.5	Can use a variety of spins. Beginning to develop a dominant shot or good steadiness. Erratic when attempting a quality shot in two of the following situations: receiving fast balls, wide balls, and in passing shot situations.	Off first serves, can defend consistently but very inconsistent (less then 30%) when attempting an aggressive return. In doubles, has difficulty (less than 50%) returning a first serve at the feet of the incoming serve and volleyer.	When coming to the net after serving, consistently able to put the first volley in play but without pace or depth; however, inconsistent when trying to volley powerful or angled returns. Close to the net, can finish a point using various options including drop volley, angle	Aggressive first serve with power and spin. On second serve frequently hits with good depth and placement without double faults. Can serve and volley off first serves in doubles, but experiences some inconsistency.
5.0	Able to maintain a consistent rally, 10 balls in a row on faster balls. Very steady strokes or has a dominant shot. Periodically succeeds (50%) when attempting a quality shot when receiving fast or wide balls, and in passing shot situations.	Periodically succeeds (50%) at aggressive return off fast first serves using dominant shot (forehand or backhand). In doubles can return at the feet of serve and volleyer.	volley, punch volley. In doubles, after the serve, has a good, deep crosscourt volley. Overhead can be hit from almost any position.	First serve can win points outright, or force a weak return. Second serve can prevent the opponent from attacking. Serve and volleys on first serves in doubles with consistency.

5.5 This player has developed a gamestyle which is recognizable as either an all court player, an aggressive baseliner, a serve and volleyer, or a retriever. Has developed good anticipation either technically (can read toss on serve, body position...) or tactically (can read opponents tendencies in specific situations). Has no major weaknesses and can counterattack effectively against a hard ball, wide ball or in passing shot situations. Capable of competing in "open" category provincial level tournaments. Ability to use specific shots in order to exploit opponent's weakness: drop-shot, lob, angle, moonball...

6.0 to 7.0 These players will generally not need a rating. Rankings or past rankings will speak for themselves. The 6.0 player typically has had intensive training for national tournament competition at the junior level and collegiate levels and has obtained a provincial and/or national "open" ranking. The 6.5 player has extensive international "open" level tournament experience at the entry professional level (challenger or satellite experience). The 7.0 is a world class professional tennis player.





















