

Pickleball Player Evaluation Form 4.0 – 4.5 + Group 1

Average scores of 4 and 5 would be expected across all skills

■ How to Use This Form

- Self-Assessment – Rate yourself honestly after practices or matches.
- Coach / Assessor Evaluation – Coach / assessors use the same form to track progress.
- Scale (1–5) – For each question:
 - 1 = Rarely (0–20%)
 - 2 = Sometimes (20–40%)
 - 3 = Often (40–60%)
 - 4 = Consistently (60–80%)
 - 5 = Strong / Reliable (80%+)
- Progression Rule – A player should show skills 60-80% of the time, not just occasionally. Movement up with assessment average score of 4 or more across all categories.

Name:	Assessors:
Assessment scores:	
Decision:	

Technical Skills

	1	2	3	4	5
Serve is placed with variety (deep, body, wide)					
Return is consistently deep with intentional placement					
Third shot drops succeed even under pressure					
Drive and 5 th shot combo executed					
Executes an attacking lob					
Dinks are controlled with spin, depth, and direction					
Fast hands at NVZ					
Resets reliably from mid court against hard drives					
Uses reset under pressure					
Can volley at NVZ without popping up					

Strategy and Movement

	1	2	3	4	5
Recognises attackable vs non attackable balls					
Uses offensive volleys and counterattacks					
Stacks with partner and switches positions mid rally					
Poaches selectively					
Covers middle consistently					
Communicates and moves with partner throughout game					
Can adapt playing strategy and change game style as needed					

Mental and Tactical Awareness

	1	2	3	4	5
Minimises unforced errors per game					
Demonstrates shot discipline and patience (waits for high balls before attacking)					
Executes games plan to target opponent weaknesses / gaps					
Uses stacking, switching, poaching effectively					
Maintains composure in tournament style pressure situations					
Keeps score correctly					
Continues to show self-improvement and refine skills through drills, coaching and competitions					

Ratings – Club Groups

Rating	Club Group	Notes
4.0 – 4.5 +	Group 1	Advanced +
3.5 – 4.0 +	Group 2	Advanced
3.0 - 3.5 +	Group 3	Intermediate
2.5 – 3.0 +	Group 4	Improver
< 2.5	Group 5	Beginner

■ FAQ – What Do These Questions Mean?

Attempted 3rd shot drop – Even if it fails, it's the right choice. Recognition matters as much as execution.

Deep serve / return – “Deep” means near baseline, preventing early advantage.

Dink rallies – Exchanging soft shots patiently at NVZ, not just slamming the ball.

Fast hands at NVZ – Quick reactions in speed-up rallies, not getting “jammed”.

Reset under pressure – Taking pace off the ball and dropping it softly into NVZ instead of forcing.

Attackable vs non-attackable – High balls = attack; low balls = stay patient.

Patience in rallies – Building the point, waiting for opportunity rather than rushing.

Targeting weaknesses – Strategically aiming at backhands, slower players, or poor movers.

Composure under pressure – Staying calm in tight matches, not “cracking” mentally