

Pickleball Player Evaluation Form 3.0 – 3.5 + Group 3

■ 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 lands deep and in play					
Serve is reliable and in various locations					
Return is deep and varied					
Effective 3 rd shot drop					
Recognises when to use a lob and can execute					
Instigates dinking rallies					
Can hit forehand and backhand volleys with intent					
Recognises when resets are necessary under pressure					
Demonstrates consistency					

Strategy and Movement

	1	2	3	4	5
Understands drop vs drive on 3 rd shot					
Communicates with partner (calls middle balls)					
Moves in sync with partner side to side					
Recognises and targets opponent weaknesses (e.g. backhand)					

Mental and Tactical Awareness

	1	2	3	4	5
Demonstrates patience in dink rallies					
Minimises unforced errors per game					
Uses resets when under pressure instead of forcing attack					
Demonstrates patience in rallies					
Executes a game plan with partner (targets weaknesses, exploits gaps)					
Keeps score correctly					

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