

Pickleball Assessment

	ATTEMPTS						MAX	SCORE
	1	2	3	4	5	6		
Serve - Athlete stands behind baseline beginning on the right side - 12 underhand service attempts 6 right side and 6 left side (no bounce serves) - 1 point for each serve that lands in the diagonal service box - 0 points for stepping on or over the baseline (foot fault) - 0 points if ball lands in no volley zone (kitchen) - 0 points for a missed attempt - Served balls landing on a line shall be considered good <i>except non-volley zone line</i>							12	
Return of Serve - Athlete stands in the right service box and a feeder will serve 6 balls to the right service box (3 balls to the forehand side and 3 balls to the backhand side) - Repeat for left service box - 1 point for each return that lands over the net and in the court - 0 points if it lands outside the court lines Note: any ball landing on a line are considered good							12	
Volleys - Athlete stands 1 meter behind the no-volley line on center line - Feeder stands on opposite side of the net 1 meter behind the no-volley line on center line - The feeder will give 6 attempts 3 forehands and 3 backhands - 1 point for any ball landing in bounds - 0 points if they miss the volley Note: any ball landing on a line is considered good							6	
Groundstroke - Athlete stands on the baseline; Feeder stands on opposite side of the net 1 meter behind the no-volley line on center line - The feeder will give 6 attempts 3 forehands and 3 backhands - 1 point for any balls going over the net and landing in the diagonal service box - 0 points if missed attempt or athlete steps in no-volley zone - 1 consistency point is given for each box that has a score filled in							12	
Rally - Athlete will receive 3 rally attempts - Athlete will serve to an opponent (alternating right and left side) - The two bounce rule is in effect (When the ball is served, the receiving team must let it bounce before returning, and then serving team must let it bounce before returning, thus two bounces) - After the two bounce rule is fulfilled, every hit counts as 1 point until an error ending the rally is made. - If the two bounce rule is not fulfilled that rally attempt shall receive 0 points							Add up the points from all 3 attempts	
Dink Rally - Athlete will receive 3 dink rally attempts - Athlete will serve to an opponent (alternating right and left side) - The two bounce rule is in effect; after the two bounce rule is fulfilled each hit must be a dink hit - Dinks must be in consecutive hit to score points, if the hit is not a dink the attempt ends - Scoring for each attempt is: 1-2 dinks= 1 point; 3-4 dinks= 2 points; 5+ dinks= 3 points - If the two bounce rule is not fulfilled that rally attempt shall receive 0 points							9	
Total Score								