

GREEN PLAYER 02

NAME:

SCORE:

HEAD

Can hit with depth and direction.

① ② ③

Can hit topspin angle off of wide, midcourt balls.

① ② ③

Can direct first serve to forehand and backhand.

① ② ③

Return of serve: Can return first serve to center of court; can hit to open court on second-serve return.

① ② ③

Developing passing shot—can hit down the line and angle groundstrokes as well as lobs.

① ② ③

Understands court etiquette during match play. ① ② ③

Can score set tiebreak and match tiebreak. ① ② ③

Copes with winning and losing. ① ② ③

FEET

Wider, lower base on split-step and preparation for groundstrokes.

① ② ③

Uses appropriate stances on wide, deep and short balls.

① ② ③

Body moves up and into court with increased knee bend on serve.

① ② ③

Performs drop-step and crossover, and runs back for deeper overhead.

① ② ③

HANDS

Increased unit turn keeping non-dominant hand on racquet longer.

① ② ③

Can adjust toss to hit more spin.

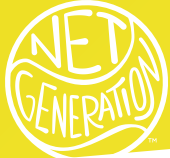
① ② ③

BASILINE

SERVE/RETURN

TRANSITION

GAME



GREEN PLAYER 01

NAME:

SCORE:

HEAD

Combines height, spin and speed to keep opponent deep in court.

① ② ③

Can use forehand to dictate play from different areas of court.

① ② ③

Can serve to three spots—wide/body/T—on deuce and ad courts.

① ② ③

Plays return of serve on the rise.

① ② ③

Comes to net in different ways—groundstroke approach with topspin or slice, midcourt volley or drive volley, sneak or delay attack.

① ② ③

Can play two up in doubles, poach effectively and switch with partner.

① ② ③

Consistent routines before, during and after matches.

① ② ③

Understands winning and losing.

① ② ③

Analyzes own performance after match.

① ② ③

FEET

Uses split-step to quickly react to opponent's shot, regardless of direction.

① ② ③

On return, positioned inside or behind baseline, depending on opponent's serve.

① ② ③

Performs scissor-kick on deeper overheads.

① ② ③

HANDS

Can adjust backswing according to type of shot being hit—shortening for returning fast first serve or lengthening when hitting high, heavy topspin ball.

① ② ③

Palm is down on hitting arm during backswing.

① ② ③

BASILINE

SERVE/RETURN

TRANSITION

OTHER

GAME