

2.0 You're a real beginner, with little knowledge of the game.

2.5

- You can sustain a short rally with other amateurs.
- You understand the [scoring system](#) to some degree.

3.0

- You're now playing in tournaments.
- You can hit a passable forehand, serve and volley, but struggle to maintain a dink rally.
- You avoid the backhand, and your third shot lacks direction.
- You're starting to grasp court position, and can keep scores.

3.5

- Your dinks, volleys, and forehands are starting to be more consistent and controlled.
- You can deploy a backhand when necessary, and your serves are getting more accurate.
- When it comes to strategy, you're now able to move quickly to the non-volley zone
- You know the difference between the hard and the soft game.
- You can sustain a short rally, and get the [idea of stacking](#) and its uses.

4.0

- You're hitting your forehands, serves, and volleys with good control over depth and speed.
- You can hit a backhand with moderate success, and be able to mix up your third shot's power levels.
- Your dink game is improving, and you're able to spot an attackable ball when you see it.
- You have a moderate number of unforced errors in each game.
- You're starting to spot your opponent's weaknesses and attack them.
- You've got the hang of stacking, and when to use it to your advantage.

4.5

- You have a high level of consistency in your forehand.
- You can vary the speed, power, and spin of your serve.
- You can effectively direct your backhand and can block hard volleys directed at you.
- As for the third shot, you can intentionally and consistently place the ball where you want it.
- Your dink game is advancing, and you have a high success rate with changing shot types.
- Your footwork and weight transfer are good, and you play well with your partner, including easily stacking.

5.0

- You can hit all shots with a high level of ability from forehand and backhand. That means controlling spin, pace, and aim from all court positions.
- You've mastered dinks and drop shots, and can make your opponents move by placing shots where you aim them.
- You know when to use a good dink in a rally to create an opportunity to attack.
- On your third shot, you can drop and drive the ball from the forehand and backhand.
- You're able to control your volleys and aim them at your opponent's feet while blocking and neutralizing hard volleys toward you.