Assessment Criteria for the Service

The criteria will be given on a 9-point scale.

Rating	Area of play and Criteria	Teaching Pointers	Game	Diagram
(1) – (2) Consistency	Short tennis court. Get the ball into play. Work both arms together to get overhead action. When appropriate use an under-arm serve.	 Racket Swing Basic grip. Throw racket head at the ball. The key is getting the serve in. Underarm serve for second serve if over-arm serve not consistent. 	Demo overhead action with transition balls in the service- box. <u>Play game were</u> <u>point starts after a</u> <u>serve into court and</u> <u>ball returned</u> . Win by winning three points in a row when serve.	- <u></u>
(3) Consistency	<i>Modified to Full court</i> Demonstrate complete service action hitting the ball above the head and in front of the body. Use Laaaa Diii Daaaa action to get rhythm on serve. Get one out of two services on a regular basis.	 Throwing stance. Racket behind head in back-scratch position Place ball in the air, throw racket head at ball with both arms working together. Keep balanced. 	Demo overhead serve in small court game. <u>Serve-in and step</u> <u>back game.</u> Progress to baseline. <u>Increasing court size</u> as win a point after serve.	
(4) Accuracy & positioning	<i>Full court</i> Show accuracy with service hitting to one side of the service box with a stepping into court to recovery position. Maintain consistency of serving. 80% success with 2 serves.	 Feet placement. Use of wrist to direct racquet face Transfer weight into service. Body follows racket. Split-step recover 	Serve accurately to a ball can. Play <u>second phase</u> <u>tennis</u> where game starts after a successful serve.	
(5) Accuracy & positioning Spin	<i>Full court</i> Hit to side, line and middle of service box. Perform topspin second serve. Show consistent serving with a high % of second serves going in. 90% success with spin on second serve.	 Throw ball up more over your head. Use of wrist to wrap around the ball. Ball hit up high over the net. Hit ball up with wrist snap down - like peeling an orange. 	Serve with spin into the service court from the baseline. <u>Play and</u> <u>win service games</u> <u>with only one</u> <u>serve.</u>	

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The criteria will be given on a 9-point scale.

Rating	Area of play and Criteria	Teaching Pointers	Game	Diagram
(6) Accuracy & positioning Spin & Power	<i>Full court</i> Show Flat/Topspin/slice services with declared accuracy. After serve effective positioning. Develop power in the service. 50% success with the first serve, 90% with the second serve.	 Adjust ball placement. Slice – Hit to side & under ball. Flat – Hit ball with open face straight on. Power – Use legs & upper body. Body follows racket. Recover behind baseline or service-line 	Serve for a whole <u>tie-break</u> without losing due to poor serving.	
(7) Consistency Accuracy & positioning Spin & Power	<i>Full court</i> Return of serve: Show ability to play a variation of service returns for singles and double games. Respond correctly to opponent's serves. 90% second serves returned, 50% first serves returned. Ability to hit ace serves and none returnable serves by moving the ball. Able to direct spinning serve.	 Ready and relaxed. Moving back – Play shot with more time. Blocking – step into shot with volley action. Disguise intention with serve Use spin to move ball into and away from returnee's body. 	Serve with declared accuracy. <u>Play</u> <u>partner indicating</u> <u>where the ball will</u> <u>be served. Points</u> <u>starts off partners</u> <u>return. Play 5</u> <u>game.</u>	
(8) Accuracy & positioning Spin & Power	<i>Full court</i> Directing return of serve to pressurize server with backhands and forehands. Strategic use of the service in doubles and singles. Show ability to correct own mistakes to encourage consistent strong serving. 95% topspin serves going in with the ball kicking. 70% slice serves going in with the ball breaking. 50% flat serves going in with the ball keeping low.	 Split step before return. Lose grip before hit ball. Serve too weaker side on important points. Serve and volley & serve & stay back tactics in the game. 75% first serve in doubles. Serve to partners requested target. Singles – Vary spin and pace on serve and placement to prevent opponent reading serve. Body- line serve. 	Serve and play point. Indicate strategy using with serve against opponent. Vary serve based on situation in the game and correct own technique. <u>Serve whole tie- break winning</u> <u>more often then</u> <u>lose.</u>	
(9) Consistency Accuracy & positioning Spin & Power	<i>Modified to full court</i> Coach a person's serve improving consistency, accuracy and when appropriate, power.	 Ensure correct grip. Consistent toss up. Back-scratcher position. Hit at full reach. Wrist snap and follow through. 		