

## **General Characteristics of NTRP Playing Levels (Abbreviated)**

2.0: This player needs on-court experience. Player has obvious stroke weaknesses, but is familiar with basic positions for singles and doubles play.

2.5: This player is learning to judge where the ball is going although court coverage is weak. Player can sustain a short rally of slow pace with other players of the same ability.

3.0: This player is fairly consistent when hitting medium paced shots, but is not comfortable with all strokes and lacks execution when trying for directional control, depth, or power. Most common doubles formation is one up/one back.

3.5: This player has achieved improved stroke dependability with directional control on moderate shots, but still lacks depth and variety. Player exhibits more aggressive net play, has improved court coverage, and is developing teamwork in doubles.

4.0: This player has dependable strokes, including directional control and depth on both forehand and backhand sides on moderate shots, plus the ability to use lobs, overheads, approach shots and volleys with some success. This player occasionally forces errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.

4.5: This player has begun to master the use of power and spins and is beginning to handle pace, has sound footwork, can control depth of shots, and is beginning to vary game plan according to opponents. Player can hit first serves with power and accuracy and place the second serve. Player tends to over hit on difficult shots. Aggressive net play is common in doubles.

5.0: This player has good shot anticipation and frequently has an outstanding shot or attribute around which a game may be structured. Player can regularly hit winners or force errors off of short balls and can put away volleys, can successfully execute lobs, drop shots, half volleys, overhead smashes, and has good depth and spin on most second serves.

5.5: This player has developed power and/or consistency as a major weapon. Player can vary strategies and styles of play in a competitive situation and hits dependable shots in a stressful situation.

### **Dynamic NTRP (National Tennis Rating Program)**

Under Dynamic NTRP a computer rating remains valid for five years. Players who elect to "sit out" during this period must re-enter the league at the level of their most recent year-end rating. Only after a full five-year absence can a player re-enter the program by self-rating.