

PADEL GRADING CRITERIA

	Just starting out	Can play without glass	Can play single glass	Can play properly	Can play well	Can play brilliantly
	IMPROVER	HIGH IMPROVER	INTERMEDIATE	HIGH INTERMEDIATE	ADVANCED	HIGH ADVANCED
MOVEMENT	Has difficulty moving to balls not directly in hitting zone	Capable of slow paced, medium length rallies.	Comfortable moving throughout medium paced, medium length rallies.	Fast court movement. Comfortable with long, medium-to-fast rallies.	Capable of playing intense matches with fast movement.	Comfortable with long, fast, intense matches.
GROUNDSTROKES	Can play short length, slow-paced rallies. Many unforced errors.	Reduced unforced errors but inconsistent on forehand and backhand.	Consistent flat groundstrokes. Inconsistent when varying placement, power and spin.	Consistent flat and sliced shots, with variation in power and placement. Minimal unforced errors.	Uses chiquitas and takes advantage of angles with groundstrokes.	Comfortable with flat, slice, chiquitas and topspin. Varies angles, speed and placement to great effect.
VOLLEYS	Simple flat volleys without much control.	Simple flat volleys with some control over pace and direction.	Capable of medium height flat and sliced volleys. Placement still inconsistent.	Consistently hits low volleys either flat or with slice.	Volleys are deep and low. Clear distinction between transition and winner volleys. Dropshots are used but inconsistent.	Can volley at any pace and angle. Dropshots used effectively.
OVERHEADS	No noticeable bandeja or smash technique. Will prefer to let ball bounce rather than taking it out of the air.	Overly dependent on flat smash. Limited understanding of bandeja.	Bandeja is understood and generally used appropriately. Flat smash used frequently.	Bandeja used frequently and when appropriate. Smashes are mostly flat with limited use of topspin.	Uses bandejas and smashes confidently. Vibora and topspin smash need development.	Comfortable with bandeja, smash, topspin smash, vibora, gancho and rulo. Knows when to use each.
GLASS	Struggles to play a flat ball from single glass at any pace.	Can usually defend a medium pace, medium height flat ball from single glass.	Comfortable defending from single glass when ball is at medium height. Struggles with double glass.	Untroubled by single glass even with heavy slice. Can defend double glass at medium pace.	Comfortable defending double glass. Able to hit bajadas when appropriate. Generally good at turning in the corner.	Has no problem with glass regardless of spin. Able to counterattack from challenging positions.
POSITIONING	Doesn't serve and volley. Generally stays at the back of court.	Basic understanding of transition to net. Serves and volleys mostly.	Always serves and volleys. Often gets caught in no man's land.	Seamless transition to and from net. Attempts to maintain net position.	Seamless transition to and from net. Makes adjustments depending on partner's position.	Seamless transition to and from net. Adjusts to partner and opponents' positions.
TACTICS	No noticeable point construction. Still working on getting the ball in play.	Uses lobs to transition from defence to attack. Makes some adjustments based on opponents.	Starting to construct points with lobs and net transitions. Mostly reactive in rallies.	Solid point construction. Able to identify opponents strengths and weaknesses, but not always adjust accordingly.	Good point construction. Makes adjustments based on opponents. Will plan points two or three shots in advance.	Capable of dictating points and shifting strategy multiple times in match where necessary.