

Pickleball Assessment of Skill and Tactics (PAST)

Name: _____ Evaluator: _____ Date: _____

Directions: Observe players game play and mark a tally in the appropriate box.

Components and Criteria:

- **Serve:** Completes an underhand serve that goes over the net and in the correct area of the court.
- **Ground strokes:** Completes a forehand (F), backhand (B), or overhead (O) stroke that goes over the net and into the court.
- **Base:** Player returns to the recovery position after each hit.
- **Decision making:** Player makes an appropriate decision to create space by moving the opponent side-to-side or front-to-back based on their shot selection.

Recording Procedures

- Use a tally mark in the observed category. For ground strokes mark F, B, and O for the stroke type.
- Mark each player's responses during the game. If the player evaluating ground strokes, or the serve be sure to mark whether the player made a successful (S) or unsuccessful (U) attempt. Decision-making will be classified as appropriate (A) or inappropriate (IA).

Skill execution

Serve		Ground strokes	
(S)	(U)	(S)	(U)
Total:	Total:	Total:	Total:

Serve: $(S \div (S+U)) * 100$: _____%

GS: $(S \div (S+U)) * 100$: _____%

F: _____% B: _____% O: _____%

(Calculate with same formula for each stroke)

Tactical decisions

Base		Decision Making	
(A)	(IA)	(A)	(IA)
Total:	Total:	Total:	Total:

Base: $(A \div (A+IA)) * 100$: _____%

DM: $(A \div (A+IA)) * 100$: _____%

Game involvement: $Serve(S) + (U) + GS(S) + (U) =$ _____

Decision Made Index (DMI): $[Base(A) + DM(A) \div Base(T) + DM(T)] * 100 =$ _____

Skill Execution Index (SEI): $[Serve(S) + GS(S) \div Serve(T) + GS(T)] = * 100$ _____

Game performance: $(DMI + SEI) \div 2 =$ _____