To check your Tencap rating, review the ratings and descriptions below and please reply to this email to let us know if your rating needs to be corrected. If you need a correction, please let us know which Tencap rating(s) (the orange numbers) best reflects your doubles and singles playing ability. The left hand column of black numbers is the old familiar NTRP rating scale used by the USTA for your reference. You can use the NTRP rating to give you an idea of your more precise TenCap rating.

To place yourself:

- A. Begin with 1.0. Read all categories carefully and then decide which one best describes your present ability level. Be certain that you qualify on all points of all preceding levels as well as those in the level you choose.
- B. When rating yourself assume you are playing against a player of the same gender and the same ability.
- C. Wheelchair players please see note below.
 D. Click here for NTRP frequently asked questions

| Approximate NTRP Rating | Compared To Others At This Level | Tencap Rating | General Characteristics of Various NTRP Playing Levels |
|-------------------------|-------------------------------------|---------------|--|
| 1.0 | 1.0 Weak | 80 | You are a beginner and have never played before. |
| | 1.0 Average | 79 | |
| | 1.0 Strong | 78 | |
| 1.5 | 1.5 Weak | 77 | You have limited experience and are working primarily on getting the ball in play. |
| | | 76 | |
| | | 75 | |
| | 1.5 Average | 74 | |
| | | 73 | |
| | | 72 | |
| | | 71 | |
| | 1.5 Strong | 70 | |
| 2.0 | 2.0 Weak | 69 | You lack court experience and your strokes need developing. You are familiar with the basic positions for singles and doubles play. |
| | | 68 | |
| | | 67 | |
| | 2.0 Average | 66 | |
| | | 65 | |
| | | 64 | |
| | _ | 63 | |
| | 2.0 Strong | 62 | |
| 2.5 | 2.5 Weak | 61 | You are learning to judge where the ball is going, although your court coverage is limited. You can sustain a short rally of slow pace with other players of the same ability. |
| | | 60 | |
| | | 59 | |
| | 2.5 Average | 58 | |
| | | 57 | |
| | | 56 | |
| | 2.5 Strong | 55 | |
| 3.0 | 3.0 Weak | 54 | You are fairly consistent when hitting medium-paced shots, but are not comfortable with all strokes and lack execution when trying for directional control, depth, or power. Your most common doubles formation is one-up, |

| | | | one-back. |
|-----|-------------|-----------|---|
| | | 53 | |
| | | 52 | |
| | 3.0 Average | 51 | |
| | | 50 | |
| | | 49 | |
| | 3.0 Strong | 48 | |
| 3.5 | 3.5 Weak | 47 | You have achieved improved stroke dependability with directional control on moderate shots, but need to develop depth and variety. You exhibit more aggressive net play, have improved court coverage and are developing teamwork in doubles. |
| | | 46 | |
| | | 45 | |
| | 3.5 Average | 44 | |
| | | 43 | |
| | | 42 | |
| | 3.5 Strong | 41 | |
| 4.0 | 4.0 Weak | 40 | You have dependable strokes, including directional control and depth on both forehand and backhand sides on moderate-paced shots. You can use lobs, overheads, approach shots and volleys with some success and occasionally force errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident. |
| | | 39 | |
| | | 38 | |
| | 4.0 Average | 37 | |
| | | 36 | |
| | | 35 | |
| | 4.0 Strong | 34 | |
| 4.5 | 4.5 Weak | 33 | You have developed your use of power and spin and can handle pace. You have sound footwork, can control depth of shots, and attempt to vary game plan according to your opponents. You can hit first serves with power and accuracy and place the second serve. You tend to over hit on difficult shots. Aggressive net play is common in doubles. |
| | | 32 | |
| | | 31 | |
| | 4.5 Average | 30 | |
| | | 29 | |
| | | 28 | |
| | 4.5 Strong | 27 | |
| 5.0 | 5.0 Weak | 26 | You have good shot anticipation and frequently have an outstanding shot or attribute around which a game may be structured. You can regularly hit winners or force errors off of short balls and can put away volleys. You can successfully execute lobs, drop shots, half volleys, overhead smashes, and have good depth and spin on most second serves. |
| | | 25 | |
| | | 24 | |
| | 5.0 Average | 23 | |
| | | 22 | |

| | | 21 | |
|-----------------|-------------|--|--|
| | 5.0 Strong | 20 | |
| 5.5 | 5.5 Weak | 19 | You have mastered power and/or consistency as a major weapon. You can vary strategies and styles of play in a competitive situation and hit dependable shots in a stress situation. |
| | | 18 | |
| | 5.5 Average | 17 | |
| | | 16 | |
| | 5.5 Strong | 15 | |
| 6.0 | 6.0 Weak | 14 | You have had intensive training for national tournament competition at the junior and collegiate levels and have obtained a sectional and/or national ranking. |
| | | 13 | |
| | 6.0 Average | 12 | |
| | | 11 | |
| | 6.0 Strong | 10 | |
| 6.5 | 6.5 Weak | 9 | You have had intensive training for national tournament competition at the junior and collegiate levels and have obtained a sectional and/or national ranking. |
| | | 8 | |
| | 6.5 Average | 7 | |
| | | 6 | |
| | 6.5 Strong | 5 | |
| 7.0 | 7.0 Weak | 4 | You are a world-class player. |
| | | 3 | |
| | 7.0 Average | 2 | |
| | | 1 | |
| | 7.0 Strong | 0 | |
| Players in Whee | elchairs: | The only differ normally provi- able-bodied pl rather than corpowerful serve service streng | celchairs should use these general characteristics to determine their NTRP skill level. Therefore are as follows: Mobility: while players in wheelchairs may have skills that would de them a certain rating, the mobility factor suggests that when competing against layers, they should participate at an NTRP skill level that provides for competitive mpatible play. Serving ability: Due to the nature of the player's injury or disability, a emay not be possible. In this case, it may be more realistic to self-rate below 4.0 as the becomes key beyond this level. Therefore are not players in wheelchairs have already received an NTRP rating. Wheelchair players |
| | | | with players whose skills match their own before determining their rating. The very ss players in wheelchairs have an NTRP rating in the low 4.5s. |