Mono Pickleball Club Skill Evaluation Procedure

Purpose:

Any MPC member requesting a change in their designated level of play will be required to follow the procedure described below. This also applies to new members as per Membership Policy Article 4 which states that new members will be considered "Beginner/Novice".

Exemptions:

Members with an official 'DUPR' (or equivalent) rating of 3.0 or higher based on at least 12 games, are exempt from this requirement.

PROCEDURE:

Demonstration of skills will follow the 2-step procedure below:

1. Self-Assessment

- 1.1. Members who wish to change their designated level of play will complete the MPC Self-Assessment Skills Checklist. The results of this assessment should be considered before requesting an evaluation. (* appended below)
- 1.2. MPC emphasizes the importance of honesty in the self-assessment and encourages members to reflect on their strengths and areas for improvement.
- 1.3. MPC will provide guidelines or examples, if requested, to help members understand the skill expectations at each level.
- 1.4. Evaluation opportunities will be scheduled using SignUp Genius and available, when scheduled, on the weekly SUG Schedule.
- 1.5. Following the completion of the self-assessment, a member can request an evaluation by signing up in their SignUp Genius account when available.

2. **Evaluation During Play**

- 2.1. MPC will organize sessions, as required, for participants to play games, possibly skinny singles, to demonstrate their skills outlined in the Evaluation Rubric.
- 2.2. MPC coaches will observe and evaluate the performance of members during these sessions with a focus of identifying strengths and weaknesses in the skills list in 2.4 using the MPC Evaluation Rubric (*appended below)
- 2.3. Participants will provide the coach(es) with a copy of their Self-Assessment.
- 2.4. The observable skills may include:
 - 2.4.1. Consistency of: Serve, Return of Serve, Shot Selection and Execution
 - 2.4.2. Mobility, Court Position and Court Coverage
- 2.5. During the Evaluation feedback will be provided.
- 2.6. Following the Evaluation, the coach(s) (from 2.2) will complete the Evaluation Rubric for each participant and provide feedback including next steps.

Appendix 1: Self-Assessment Skills Checklist

Instructions: The following skills form the basis of the Skills Evaluation. Members seeking to change their level of play to 2.5 and above are asked to analyze their readiness using the checklist below. Do this by checking the most appropriate box for each skill.

NOTE: During the evaluation additional weighting will be given to "Shot Selection".

Players requesting an evaluation are expected to demonstrate the majority of their skills in the second and/or third columns.

		Personal Assessment				
	Descriptor	1. Developing -some ability, < 50% consistency	2. Capable -approaching 70% consistency	3. Proficient -regularly and skillfully, 90% consistency		
Fundamentals	A. Understands the rules of the game, including scoring and appropriate positioning.					
	B. Demonstrates dexterity, quickness and hand-eye coordination					
Serve	C. Serves deep into correct court and stays in position to receive 3 rd shot.					
Serve Return	D. Returns serve deep into correct court and moves to position to receive 4th shot.					
Shot Selection:	E. Uses a variety of shots to maintain a rally including drives, drops, dinks & volleys					
Groundstroke, Dink, Volley (Punch & Reset), Overhead,	F. Controls height, depth and angles of the ball					
Drop Shot	G. Plays ball strategically based on opposition players position					

Members will be notified of Evaluation dates through the website and newsletters.

Appendix 2: MPC Evaluation Rubric

A player might de	monstrate skills at vari		<mark>hus overall sc</mark> early establishe		termine place	ment.
Indicate score on Continuum		Seldom	Sometimes	Normally	Often	Almost Always
Serve: Placement & Recovery (e.g.; deep, to backhand, stays back)		0	6			
Return of Serve: Placement & Recovery (e.g.; deep, centre of court, moves to NVZ)		0	6			
Footwork & Position (based on anticipated ball return) (e.g.; moves to NVZ, ready position, recovery)		03			6	
*Appro	priate Shot Selecti *Appropriate shot r				ing Play	
Ground Strokes (Drives)		03			6	
Volleys, Dinks *consider the 'soft game' and resets.		03_			6	
Overheads, Drops, Lobs *consider shots that are not developed.		0	33			
Ability to Maintain a Rally Uses a variety of shots, transitions from offence to defense, controls height, depth and angles of the ball.		0	3			6
		1.0	2.0 Novice 9 - 17	Intermediate		3.5 + Adv Int &
SCORE		Beginner 0 - 8			2.75 3.0 28-32	Above 33+
Evaluator(s):						
Next Steps:						