

Mono Pickleball Club

Skill Evaluation Policy

PURPOSE:

Any MPC member requesting a change in their designated level of play to 2.5 or above will be required to follow one of the procedures described below. This also applies to new members as per *Membership Policy Article 12* which states that new members will be considered “Beginner/Novice”.

Players wishing to play at 3.0 or higher will follow the procedure of **#2 Competitive Games**.

Note: Allow 3 days following the successful completion for your ‘Evaluation During Play Opportunity’ to be updated for play on SignUp Genius (SUG).

Exemptions:

Members are exempted from the Skill Evaluation Policy who have an official ‘DUPR’ (or equivalent) doubles rating of 2.5 or higher based on a minimum Reliability Score of 60%.

PROCEDURE:

Demonstration of skills and play will follow one of the procedures below:

1. **Evaluation Day for Novice Players or New Members Wishing to Play at 2.5**

– fee \$20 per person

MPC will schedule ‘Evaluation Days’ throughout the season. Complete details and registration will be posted on the [Evaluation](#) page of the [MPC website](#).

The format of the 2-hour session will include:

- a. skill demonstration (e.g., serve, return of serve, dinks, volleys)
- b. game play to demonstrate tactical awareness (e.g., court position, mobility, shot selection) as well as demonstrating skills from (a) within a game format.

**Appendix 1* will be used for this evaluation.

In the event that a player is unable to attend any of the scheduled 2.5 Evaluation Days, they may choose one of the following options, #2 Competitive Games or #3 Individual Evaluation.

Players wishing to play at 3.0 or higher will follow the procedure for #2 Competitive Games.

2. **Competitive Games** - fee \$10

Players wishing to play at a higher level can use the Competitive Games format with 3 MPC members rated at the desired level. (e.g., to achieve a 3.0 level, all 3 players must be rated 3.0 or higher)

Follow these steps:

- a. "Find" 3 players rated at the desired level of play (or higher) to take part in this evaluation with you.
- b. Complete the registration information found < [here](#) >.
- c. Using the 'Reserve a Court' option on the weekly SUG schedule, reserve a court and play 3 games to 11 points (hard 11) and record the results of each game using ****Appendix 2**.
- d. Submit the completed form 'Appendix 2' to < Clinics.MPC@gmail.com > indicating the results of each of the 3 games including partner and opponents' names.
- e. A total score of 21 points or more is required to move to the requested level.

3. **Individual Evaluation** – fee \$30 per person

- a. If a member wishing to move to a 2.5 level is unable to attend an evaluation day or if they are unable to arrange a game as per #2 above, they must contact the coaching team at < Clinics.MPC@gmail.com > to request an individual skills evaluation to demonstrate their skills as outlined in the Evaluation Rubric (*****Appendix 3**)
- b. A MPC coach will arrange a time to observe and evaluate the performance of the member during the session using the MPC Evaluation Rubric. (*approximately 1 hour*)
- c. During the Evaluation, the coach will complete the Evaluation Rubric for the participant and provide feedback.
- d. If there are 2 members requesting an individual evaluation, they may be evaluated at the same time, with 2 coaches present.

*Appendix 1: MPC Evaluation Day Rubric

Member:				
A player might demonstrate skills at various levels thus overall score will determine placement. <i>Fundamentals must be clearly established.</i>				
Skill Demonstration				
Skills (circle appropriate score)	Still Developing (0)	Sufficient (2)	Exceeds Expectation (3)	Comments:
Serve: Consistency, Depth, Legal	0	2	3	
Return of Serve: Consistency & Depth	0	2	3	
Dinks: Straight, Cross, Forehand, Backhand, Height of Ball, Stance & Position	0	2	3	
Volleys: Punch, Block, Stance & Position	0	2	3	
Appropriate Shot Selection & Successful Execution During Play <i>Appropriate shot may vary based player and opposition.</i>				
Game Play Demonstration (circle appropriate score)	Still Developing (0)	Sufficient (3)	Exceeds Expectation (4)	Comments:
Groundstrokes: (Forehand & Backhand) Note: Can be observed during RoS above.	0	3	4	
Set Up, Court Position & Recovery	0	3	4	
Shot Selection (variety, controls height, placement)	0	3	4	
Bonus: one additional point can be earned for consistent Drops, Overheads, Lobs		1		
Total: A total score of at least 17 is required for play at 2.5.				
Total Score / Next Steps:	<i>A total score of at least 17 is required for play at 2.5.</i> <i>A total score of 24 is required for play at 3.0.</i>			

Evaluators:

**Appendix 2: Competitive Games Scoring Summary

Members Name: _____ Date: _____

I am attempting to move to level _____

	Partner's name	My Score	Opposing Team Players' names	Opponent Score
Game 1				
Game 2				
Game 3				
My Total Points				
Participating Players		Signatures		

Please submit completed form to: Clinics.MPC@gmail.com

***Appendix 3: MPC Evaluation Rubric

Member:							
<p align="center">A player might demonstrate skills at various levels thus overall score will determine placement. <i>Fundamentals must be clearly established. Score '0' if the feature does not exist.</i></p>							
<i>Indicate score on Continuum</i>	Seldom	Sometimes	Normally	Often	Almost Always		
<p align="center">Serve: Placement & Recovery (e.g.; deep, to backhand, stays back, legal serve)</p>	0 _____ 3 _____ 6						
<p align="center">Return of Serve: Placement & Recovery (e.g.; deep, centre of court, moves to NVZ)</p>	0 _____ 3 _____ 6						
<p align="center">Volleys, Dinks Consider the 'soft game' and resets.</p>	0 _____ 3 _____ 6						
<p align="center">Ground Strokes (Drives) May be observed in RoS above.</p>	0 _____ 3 _____ 6						
<p align="center">Overheads, Drops, Lobs Consider shots that are not developed.</p>	0 _____ 3 _____ 6						
<p align="center">Appropriate Shot Selection & Successful Execution during Play <i>Appropriate shot may vary based player and opposition</i></p>							
<p align="center">Footwork & Position (based on anticipated ball return) (e.g.; moves to NVZ, ready position, recovery)</p>	0 _____ 3 _____ 6						
<p align="center">Ability to Maintain a Rally including Shot Selection Uses a variety of shots, transitions from offence to defense, controls height, depth and angles of the ball.</p>	0 _____ 3 _____ 6						
Overall SCORE		1.0 Beginner 0 - 10	2.0 Novice 11 - 19	Intermediate			3.5 + Adv Int & Above 33+
				2.5 20 - 24	2.75 25-28	3.0 29-32	
Evaluator(s):							
Next Steps:							