

Club/Org Ratings Policy 2023

Lethbridge Pickleball Club/Coaldale Pickleball Club/Lethbridge Senior Citizens Organization



Introduction

The growth in the number of pickleball players in Southern Alberta over the last few years has far exceeded the limited expansion of indoor/outdoor facilities in the area. Even with hoped for increases in facility availability, providing quality leveled play is one of the most important elements guiding the development of the sport.

Quality leveled play provides players an opportunity to recognize and develop the skills necessary to improve, while ensuring that there is a clear pathway to progress. Providing quality leveled play means implementing a system of assessment that recognizes a player's place on that pathway. This system of assessment is club/org ratings.

Goals of Assessment

Club/Org ratings are intended to:

- Provide players with an awareness of their pickleball abilities and areas for improvement,
- Allow for comparisons between players based on their pickleball abilities, and
- Create standards by which quality leveled play can be afforded all players.

The Club/Org Ratings for LPC, CPC, and LSCO are not intended to provide a ratings assessment for other entities, or for sanctioned or non-sanctioned tournament play.

Once a member is rated by the LPC-CPC-LSCO Ratings Committee, that rating will be valid across all three clubs/organizations.

For the purposes of the remainder of this document, CLUB refers to both pickleball clubs AND the LSCO.

Member Ratings

Beginning in 2023, all members of LPC, CPC, and LSCO must have a member rating (MR) to participate in Leveled Play (LP) and some club-based tournaments/events.

Members without a MR are only permitted to play in sessions that are not considered LP. Examples of some non-LP sessions are Open Play, Practice, and Partners.

There are two ways for LPC, CPC, and LSCO members to acquire a member rating (MR):

1. Members with a verifiable Doubles or Mixed Doubles rating in Pickleball Brackets, Pickleball Tournaments, or the International Pickleball Teaching Professional Association (IPTPA) can be placed in the corresponding MR. A verifiable rating is a tournament or assessment-based rating that has not been self-assigned and includes a minimum of 10 data points.
2. Members without a verifiable Doubles or Mixed Doubles rating as in #1 can acquire a MR through the Club Assessment Process.

1. Members with a verifiable Doubles or Mixed Doubles rating in Pickleball Brackets (CTPR), Pickleball Tournaments (UTPR), or IPTPA can apply to be placed in the corresponding MR by completing and submitting:

- A. the Verifiable Ratings Form and
- B. a screenshot/copy of the verifiable rating.
- C. Payment of an evaluation fee of \$5.00.

Once approved, players will be placed in the corresponding MR for a period of 2 years.

2. The Club Assessment Process will be based on:

- A. Self-assessment document completed by the player¹. The self-assessment document will only be required for a members' initial assessment by the Ratings Committee.
- B. Player Assessment Guidelines for player capability and placement up to 4.0.
- C. Payment of an evaluation fee of \$20.00.

Please see the specific criteria for each MR level in the detailed sections of this policy. Once assessed, players will be notified and placed in the corresponding MR.

Member Ratings will be scheduled throughout the year and members can apply for a MR at any point during the year². Members are limited to a total of two attempts (via the Club Assessment Process) at the same MR per year.

MR sessions will be conducted by Ratings Committee members and/or club members who possess a MR at least 0.5 levels above the level being assessed.

¹ Initial Club Assessments performed in April/May 2023 will not require the completion of a Self-Assessment document.

² This application process will be finalized in July, 2023.

2.0 to 2.5 Club Assessments

The goal of 2.0 and 2.5 level play is to provide an opportunity for players to have fun, gain social interaction, and engage in pickleball as a lifelong activity. Most new players to pickleball will start at a 1.0 to 2.0 MR as most are just starting to play the sport and while they may have prior athletic background, they likely have minimal understanding of the rules of pickleball.

Over time, they will be able to sustain a short rally with players of equal ability and begin to understand how to keep score. At that point they may be ready to be assessed for movement to the 2.5 MR.

To move to the 2.5 MR, players should meet the standards for the LPC-CPC-LSCO-USAPA 2.5 Assessment Skills document.

Members requesting Club Assessment to 2.5 may request this assessment in one of two ways:

1. Request a 2.5 On-Court Assessment during scheduled 2.0 Level Play. If requesting a Club Assessment in this manner:
 - a. A minimum of 4 members must be requesting a 2.5 On-Court Assessment during the same scheduled 2.0 Level Play day and time,
 - b. The request should be provided a minimum of 2 weeks prior to the scheduled 2.0 Level Play day and time,
 - c. The club (i.e., LPC, CPC, or LSCO) that organizes the scheduled play must provide confirmation that they approve of an assessment to be completed during that scheduled play.
2. Members may sign-up for a scheduled 2.5 On-Court Assessment through the TeamReach app.

If Club Assessment to 2.5 is an initial Club Assessment, the player will be asked to complete the Self-Assessment Document¹ and bring that document to the scheduled 2.5 On-Court Assessment along with the assessment fee. Subsequent assessments do not require the Self-Assessment.

The Skill Assessment for 2.5 consists of observation of 1-hour of continuous play during which the Ratings Committee will evaluate the skills outlined in the LPC-CPC-LSCO-USAPA Skill Assessment for 2.5 document.

In order to pass the Skill Assessment for 2.5, during continuous play players must achieve:

1. a score of 24 or more on the 2.5 Skill Level Assessment (top chart with skills rated on a scale of 0-3) and,
2. minimum scores as indicated on the Serve, Volley, and Serve Return Requirements.

Once the Skill Assessment for 2.5 is complete, players will be advised of:

- A. Movement to 2.5 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 2.5.

Players who are assessed at 2.5 will then be moved to the appropriate MR in TeamReach and all Leveled Play (LP) for that MR will be accessible to that player.

2.5 to 2.75 Club Assessments

The goal of 2.75 level play is to provide an opportunity for players to improve some basic pickleball skills that might allow them to engage in longer rallies. At this level, most players have a good understanding of the rules of pickleball and how to score the game and is starting to find areas of their game that they would like to improve.

Over time, they will be able to sustain longer rallies with players of equal ability and begin to consistently control the direction of their shots. At that point they may be ready to be assessed for movement to the 3.0 MR.

To move to the 2.75 MR, players should meet the standards for the LPC-CPC-LSCO 2.75 Assessment Skills document.

Members requesting Club Assessment to 2.75 may request this assessment in one of two ways:

1. Request a 2.75 On-Court Assessment during scheduled 2.5 Level Play. If requesting a Club Assessment in this manner:
 - a. A minimum of 4 members must be requesting a 2.75 On-Court Assessment during the same scheduled 2.5 Level Play day and time,
 - b. The request should be provided a minimum of 2 weeks prior to the scheduled 2.5 Level Play day and time,
 - c. The club (i.e., LPC, CPC, or LSCO) that organizes the scheduled play must provide confirmation that they approve of an assessment to be completed during that scheduled play.
2. Members may sign-up for a scheduled 2.75 On-Court Assessment through the TeamReach app.

If Club Assessment to 2.75 is an initial Club Assessment, the player will be asked to complete the Self-Assessment Document¹ and bring that document to the scheduled 2.75 On-Court Assessment along with the assessment fee. Subsequent assessments do not require the Self-Assessment.

The Skill Assessment for 2.75 consists of observation of 1-hour of continuous play during which the Ratings Committee will evaluate the skills outlined in the LPC-CPC-LSCO Skill Assessment for 2.75 document.

In order to pass the Skill Assessment for 2.75, during continuous play players must achieve:

1. a score of 24 or more on the 2.75 Skill Level Assessment (top chart with skills rated on a scale of 0-3) and,
2. minimum scores as indicated on the Serve, Volley, and Serve Return Requirements.

Once the Skill Assessment for 2.75 is complete, players will be advised of:

- A. Movement to 2.75 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 2.75.

Players who are assessed at 2.75 will then be moved to the appropriate MR in TeamReach and all Level Play for that MR will be accessible to that player.

2.75 to 3.0 Club Assessments

The goal of 3.0 level play is to provide an opportunity for players to improve some basic technical aspects of their pickleball skills that might allow them to begin to strategize while they play. At this level, most players can keep score, engage in consistent rallies, and may even start to consider entering a tournament.

Over time, they will be able to engage in longer rallies with players of equal ability and begin to control the outcome of a rally through their own play. At that point they may be ready to be assessed for movement to the 3.25 MR.

To move to the 3.0 MR, players should meet the standards for the LPC-CPC-LSCO-USAPA 3.0 Assessment Skills document.

Members requesting Club Assessment to 3.0 may request this assessment in one of two ways:

1. Request a 3.0 On-Court Assessment during scheduled 2.75 Level Play. If requesting a Club Assessment in this manner:
 - a. A minimum of 4 members must be requesting a 3.0 On-Court Assessment during the same scheduled 2.75 Level Play day and time,
 - b. The request should be provided a minimum of 2 weeks prior to the scheduled 2.75 Level Play day and time,
 - c. The club (i.e., LPC, CPC, or LSCO) that organizes the scheduled play must provide confirmation that they approve of an assessment to be completed during that scheduled play.
2. Members may sign-up for a scheduled 3.0 On-Court Assessment through the TeamReach app.

If Club Assessment to 3.0 is an initial Club Assessment, the player will be asked to complete the Self-Assessment Document¹ and bring that document to the scheduled 3.0 On-Court Assessment along with the assessment fee. Subsequent assessments do not require the Self-Assessment.

The Skill Assessment for 3.0 consists of observation of 1-hour of continuous play during which the Ratings Committee will evaluate the skills outlined in the LPC-CPC-LSCO-USAPA Skill Assessment for 3.0 document.

In order to pass the Skill Assessment for 3.0, during continuous play players must achieve:

1. a score of 24 or more on the 3.0 Skill Level Assessment (top chart with skills rated on a scale of 0-3) and,
2. minimum scores as indicated on the Serve, Volley, and Serve Return Requirements.

Once the Skill Assessment for 3.0 is complete, players will be advised of:

- A. Movement to 3.0 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 3.0.

Players who are assessed at 3.0 will then be moved to the appropriate MR in TeamReach and all Level Play for that MR will be accessible to that player.

3.0 to 3.25 Club Assessments

The goal of 3.25 level play is to provide an opportunity for players to improve some basic strategic elements of their play while developing consistency in technical skills. At this level, most players can sustain rallies, look for ways to put pressure on the opponent, and may have played in a tournament.

Over time, they will be able to control the pace of their play and identify ways to direct play towards a particular opponent. At that point they may be ready to be assessed for movement to the 3.5 MR.

To move to the 3.25 MR, players should meet the standards for the LPC-CPC-LSCO 3.25 Assessment Skills document.

Members requesting Club Assessment to 3.25 may request this assessment in one of two ways:

1. Request a 3.25 On-Court Assessment during scheduled 3.0 Level Play. If requesting a Club Assessment in this manner:
 - a. A minimum of 4 members must be requesting a 3.25 On-Court Assessment during the same scheduled 3.0 Level Play day and time,
 - b. The request should be provided a minimum of 2 weeks prior to the scheduled 3.0 Level Play day and time,
 - c. The club (i.e., LPC, CPC, or LSCO) that organizes the scheduled play must confirm that they approve of an assessment to be completed during that scheduled play.
2. Members may sign-up for a scheduled 3.25 On-Court Assessment through the TeamReach app.

If Club Assessment to 3.25 is an initial Club Assessment, the player will be asked to complete the Self-Assessment Document¹ and bring that document to the scheduled 3.25 On-Court Assessment along with the assessment fee. Subsequent assessments do not require the Self-Assessment.

The 3.25 Skill Assessment consists of a Skills-based Component and a Game Play Component during which the Ratings Committee will evaluate the skills outlined in the LPC-CPC-LSCO 3.25 Skill Assessment document.

In order to pass the 3.25 Skill Assessment, during continuous play players must achieve:

1. a score of 60% or more (54-90 points) on the 3.25 Skills Assessment and,
2. must score 22 points or more during the 3 games of assessed Game Play and,
3. must Meet The Standard (score = 1) on ~60% (n=7/12) of the Skills Observed During Game Play.

Once the 3.25 Skill Assessment is complete, players will be advised of:

- A. Movement to 3.25 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 3.25.

Players who are assessed at 3.25 will then be moved to the appropriate MR in TeamReach and all Level Play for that MR will be accessible to that player.

3.25 to 3.5 Club Assessments

The goal of 3.5 level play is to provide an opportunity for players to improve their strategic play as they attempt to win rallies. At this level, most players can sustain rallies, attempt to re-set fast play, and will likely have played in a tournament.

Over time, they will be able to control a rally through their own play and identify weaknesses in opponent play. At that point they may be ready to be assessed for movement to the 4.0 MR.

To move to the 3.5 MR, players should meet the standards for the LPC-CPC-LSCO 3.5 Assessment Skills document.

Members requesting Club Assessment to 3.5 may request this assessment in one of two ways:

1. Request a 3.5 On-Court Assessment during scheduled 3.25 Level Play. If requesting a Club Assessment in this manner:
 - a. A minimum of 4 members must be requesting a 3.5 On-Court Assessment during the same scheduled 3.25 Level Play day and time,
 - b. The request should be provided a minimum of 2 weeks prior to the scheduled 3.25 Level Play day and time,
 - c. The club (i.e., LPC, CPC, or LSCO) that organizes the scheduled play must confirm that they approve of an assessment to be completed during that scheduled play.
2. Members may sign-up for a scheduled 3.5 On-Court Assessment through the TeamReach app.

If Club Assessment to 3.5 is an initial Club Assessment, the player will be asked to complete the Self-Assessment Document¹ and bring that document to the scheduled 3.5 On-Court Assessment along with the assessment fee. Subsequent assessments do not require the Self-Assessment.

The 3.5 Skill Assessment consists of a Skills-based Component and a Game Play Component during which the Ratings Committee will evaluate the skills outlined in the LPC-CPC-LSCO 3.5 Skill Assessment document.

In order to pass the 3.5 Skill Assessment, during continuous play players must achieve:

1. a score of 68% or more (68-100 points) on the 3.5 Skills Assessment and,
2. must score 22 points or more during the 3 games of assessed Game Play and,
3. must Meet The Standard (score = 1) on ~68% (n=9/14) of the Skills Observed During Game Play.

Once the 3.5 Skill Assessment is complete, players will be advised of:

- A. Movement to 3.5 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 3.5.

Players who are assessed at 3.5 will then be moved to the appropriate MR in TeamReach and all Level Play for that MR will be accessible to that player.

3.5 to 4.0 Club Assessments

The goal of 4.0 level play is to provide an opportunity for players to improve their strategic play and coordinate movement with their partner during rallies. At this level, most players work as a unit with their partner, can re-set play, and has tournament experience.

Over time, they will be able to control and adapt to changing pace during a rally and know how to construct a point. At that point they may be ready to be assessed for movement to the 4.5/5.0 MR.

To move to the 4.0 MR, players should meet the standards for the LPC-CPC-LSCO 4.0 Assessment Skills document.

Members requesting Club Assessment to 4.0 can sign-up for a scheduled 4.0 On-Court Assessment through the TeamReach app.

If Club Assessment to 4.0 is an initial Club Assessment, the player will be asked to complete the Self-Assessment Document¹ and bring that document to the scheduled 4.0 On-Court Assessment along with the assessment fee. Subsequent assessments do not require the Self-Assessment.

The 4.0 Skill Assessment consists of a Skills-based Component and a Game Play Component during which the Ratings Committee will evaluate the skills outlined in the LPC-CPC-LSCO 4.0 Skill Assessment document.

In order to pass the 4.0 Skill Assessment, during continuous play players must achieve:

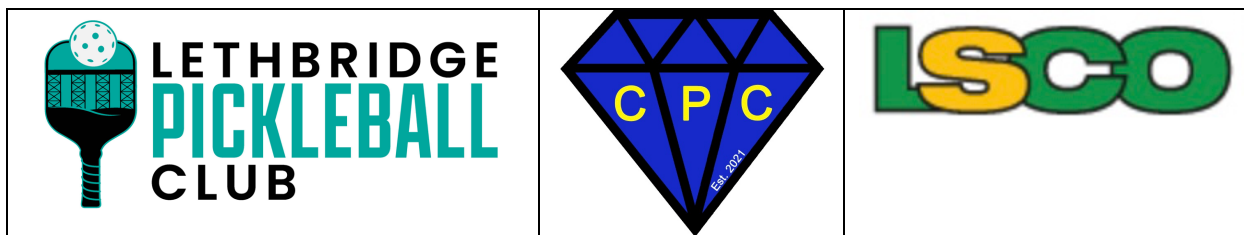
1. a score of 77.5% or more (62-80 points) on the 4.0 Skills Assessment and,
2. must score 22 points or more during the 3 games of assessed Game Play and,
3. must Meet The Standard (score = 1) on ~77.5% (n=10/13) of the Skills Observed During Game Play.

Once the 4.0 Skill Assessment is complete, players will be advised of:

- A. Movement to 4.0 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 4.0.

Players who are assessed at 4.0 will then be moved to the appropriate MR in TeamReach and all Level Play for that MR will be accessible to that player.

END OF DOCUMENT



Verifiable Member Ratings Form

This form is to be completed by Lethbridge Pickleball Club, Coal Dale Pickleball Club, and LSCO members with a verifiable Doubles or Mixed Doubles rating in Pickleball Brackets, Pickleball Tournaments, or the International Pickleball Teaching Professional Association (IPTPA).

| | | | |
|---|---|---|--------------------------------|
| First Name: | | | |
| Last Name: | | | |
| Date of Birth: (dd/mm/yyyy) | Your 4-digit Pickleball Canada (PCO) number can be found in your PCO profile once you log into your account. If you do not currently have a PCO member number, please leave this blank. | | |
| PCO #: | | | |
| Verifiable Rating: | <input type="checkbox"/> Doubles | <input type="checkbox"/> Mixed | |
| Ratings Source: | <input type="checkbox"/> Pickleball Brackets (CTPR) ¹ | <input type="checkbox"/> Pickleball Tournaments (UTPR) ¹ | <input type="checkbox"/> IPTPA |
| To be completed by the Member Ratings Committee: | | | |
| Verified Rating: | | Expires: | |
| Completed by: | | | |

Your application for a Verifiable Member Rating is considered complete once the Member Ratings Committee has received:

1. Verifiable Member Ratings Form and,
2. Screenshot/copy of your Verifiable Rating from the website that is indicated above. Your Verifiable Rating must be:
 - Pickleball Brackets – your Canadian Tournament Player Rating (CTPR) which can be found in your profile by clicking on ‘Total Clubs’.
 - Pickleball Tournaments – your US Tournament Player Rating (UTPR).
 - IPTPA – a clinic-based rating completed by a Certified Rating Specialist.

¹ A verifiable rating is a tournament or assessment-based rating that has not been self-assigned and includes a minimum of 10 data points.



Skill Assessment for 2.0 Players

Name: _____ Self-Rating: _____ Date: _____
 Email: _____ Cell Phone: _____ #Games Observed: _____

Weather Conditions: _____

To be filled out by the Rating Team:

2.0 Skill Level

| | 0 | 1 | 2 | 3 |
|---|---|---|---|---|
| Minimal understanding of the basic rules of the game i.e. 2 bounce rule | | | | |
| Knows how to keep score | | | | |
| Demonstrates a forehand | | | | |
| Demonstrates a backhand | | | | |
| Demonstrates a volley | | | | |
| Accurately places serve into the correct square | | | | |
| Knows where to stand when serving and returning serve | | | | |
| Has good mobility *moving in a safe and balanced manner* | | | | |
| Has good quickness * | | | | |
| Has good hand-eye coordination * | | | | |

| Server Requirement –4 out of 10 (40%) | | |
|--|-----|----|
| | YES | NO |
| Service Good | | |
| Service Foot Fault | | |

| Volley Requirement – 4 out of 10 (40%) | | |
|---|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |
| Non-Volley Zone foot faults | | |

| Server Return Requirement – 4 out of 10 (40%) | | |
|--|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |

*- If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations as related to playing the game.

Rater's Sign: _____ Actual Skill Level: _____ Player's Sign: _____

Ledger: 0 = Not observed or not able to execute, 1 = attempted but very poorly executed/needs work, 2 = good basic form, but needs work, 3 = solid, consistent performance



Skill Assessment for 2.5 Players

Name: _____ Self-Rating: _____ Date: _____
 Email: _____ Cell Phone: _____ #Games Observed: _____

Weather Conditions: _____

To be filled out by the Rating Team:

2.5 Skill Level / should also possess all 2.0 skills

| | 0 | 1 | 2 | 3 |
|---|---|---|---|---|
| Knows the basic rules of the game including the 2 bounce rule | | | | |
| Able to hit a forehand with direction | | | | |
| Able to hit a backhand with direction | | | | |
| Accurately places serve into correct square focusing on direction | | | | |
| Able to sustain a dink rally with players of equal ability | | | | |
| Able to volley with some direction | | | | |
| Understands the fundamentals of the game | | | | |
| Understands proper court positioning | | | | |
| Able to accurately keep score throughout the game | | | | |
| Has good mobility *moving in a safe and balanced manner* | | | | |
| Has good quickness * | | | | |
| Has good hand-eye coordination * | | | | |

| Server Requirement – 5 out of 10 (50%) | | |
|---|-----|----|
| | YES | NO |
| Service Good | | |
| Service Foot Fault | | |

| Volley Requirement – 5 out of 10 (50%) | | |
|---|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |
| Non-Volley Zone foot faults | | |

| Server Return Requirement – 5 out of 10 (50%) | | |
|--|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |

*- If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations as related to playing the game.

Rater's Sign: _____ Actual Skill Level: _____ Player's Sign: _____

Ledger: 0 = Not observed or not able to execute, 1 = attempted but very poorly executed/needs work, 2 = good basic form, but needs work, 3 = solid, consistent performance



Skill Assessment for 2.75 Players

Name: _____ Self-Rating: _____ Date: _____
 Email: _____ Cell Phone: _____ #Games Observed: _____

Weather Conditions: _____

To be filled out by the Rating Team:

2.75 Skill Level

| | 0 | 1 | 2 | 3 |
|--|---|---|---|---|
| Able to hit a medium paced forehand with controlled direction | | | | |
| Able to hit a medium paced backhand with controlled direction | | | | |
| Able to hit a medium paced serve with depth and controlled direction | | | | |
| Able to hit a medium paced 3 rd shot with direction | | | | |
| Able to hit a medium paced volley with direction | | | | |
| Able to sustain a dink rally with some control | | | | |
| Appears to understand the need to play from the NVZ line* | | | | |
| Understands proper court positioning | | | | |
| Understands rules and can keep score | | | | |
| Can return serve with intent | | | | |
| Has good mobility */ quickness * | | | | |
| Hand-eye coordination enhances player's abilities | | | | |

| Server Requirement – 6 out of 10 (60%) | | |
|---|-----|----|
| | YES | NO |
| Service Good | | |
| Service Foot Fault | | |

| Volley Requirement – 6 out of 10 (60%) | | |
|---|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |
| Non-Volley Zone foot faults | | |

| Server Return Requirement – 6 out of 10 (60%) | | |
|--|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |

*- If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations as related to playing the game.

Rater's Sign: _____ Actual Skill Level: _____ Player's Sign: _____

Ledger: 0 = Not observed or not able to execute, 1 = attempted but very poorly executed/needs work, 2 = good basic form, but needs work, 3 = solid, consistent performance



Skill Assessment for 3.0 Players

Name: _____ Self-Rating: _____ Date: _____
 Email: _____ Cell Phone: _____ #Games Observed: _____

Weather Conditions: _____

To be filled out by the Rating Team:

3.0 Skill Level

| | 0 | 1 | 2 | 3 |
|--|---|---|---|---|
| Able to hit a medium paced forehand with direction and consistency | | | | |
| Able to hit a medium paced backhand with direction and consistency | | | | |
| Able to hit a medium paced serve with depth, direction and consistency | | | | |
| Able to consistently sustain a dink rally with control | | | | |
| Able to hit a medium paced 3 rd shot with direction and control | | | | |
| Able to hit a medium paced volley with direction and consistency | | | | |
| Understands the fundamentals of the game | | | | |
| Understands proper court positioning* | | | | |
| Avoids unnecessary play from the transition zone* | | | | |
| Understands rules and can keep score | | | | |
| Has good mobility* / quickness* | | | | |
| Hand-eye coordination compliments court movement* | | | | |

| Server Requirement – 7 out of 10 (70%) | | |
|---|-----|----|
| | YES | NO |
| Service Good | | |
| Service Foot Fault | | |

| Volley Requirement – 7 out of 10 (70%) | | |
|---|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |
| Non-Volley Zone foot faults | | |

| Server Return Requirement – 7 out of 10 (70%) | | |
|--|-----|----|
| | YES | NO |
| Good Forehand | | |
| Good Backhand | | |

*- If a person cannot move quickly enough due to physical restrictions, then the rating will be reduced according to the physical limitations as related to playing the game.

Rater's Sign: _____ Actual Skill Level: _____ Player's Sign: _____

Ledger: 0 = Not observed or not able to execute, 1 = attempted but very poorly executed/needs work, 2 = good basic form, but needs work, 3 = solid, consistent performance



LPC-CPC-LSCO 3.25 ASSESSMENT

NAME: _____

DATE: _____

SKILLS ASSESSMENT

SCORE

DINKS (BALL MUST LAND IN KITCHEN)

| | | |
|-------------------------|--------|-------|
| FOREHAND - STRAIGHT: | 7 - 10 | _____ |
| FOREHAND - CROSS COURT: | 7 - 10 | _____ |
| BACKHAND - STRAIGHT: | 7 - 10 | _____ |
| BACKHAND - CROSS COURT: | 7 - 10 | _____ |

DROP SHOTS (BALL MUST LAND IN KITCHEN)

| | | |
|------------------------|--------|-------|
| TRANSITION - FOREHAND: | 5 - 10 | _____ |
| TRANSITION - BACKHAND: | 5 - 10 | _____ |
| BASELINE - FOREHAND: | 2 - 5 | _____ |
| BASELINE - BACKHAND: | 2 - 5 | _____ |

SERVES (BALL MUST LAND IN BACK ½ OF COURT)

| | | |
|--------------|-------|-------|
| RIGHT COURT: | 3 - 5 | _____ |
| LEFT COURT: | 3 - 5 | _____ |

RETURN OF SERVES (BALL MUST LAND IN BACK ½ OF COURT)

| | | |
|-------------------------------|-------|-------|
| RIGHT COURT: | 3 - 5 | _____ |
| LEFT COURT- <u>BACKHAND</u> : | 3 - 5 | _____ |

TOTALS 60% 54-90

(PLAYER MUST SCORE 54 TO PASS)

GAME PLAY ASSESSMENT

SCORES

GAME 1 _____

GAME 2 _____

GAME 3 _____

TABLE DESCRIPTION

1 MEETS THE STANDARD

2 NEEDS IMPROVEMENT

3 DOES NOT MEET STANDARD

TOTAL _____ (Should be at least 22)

| SKILLS OBSERVED DURING GAME | 1 | 2 | 3 |
|--|---|---|---|
| Demonstrates consistent Forehand Groundstroke, with some Depth | | | |
| Some consistency on Backhand Groundstroke, with some Control | | | |
| Consistent Serve , with some Depth and Placement | | | |
| Consistent Return of Serve , using some Depth and Placement (can hit to either opponent) | | | |
| Keeps ball in play for short rallies | | | |
| Moves with partner quickly to NVL, stays at line | | | |
| Is learning to move with partner along the NVL | | | |
| Can sustain short Dink exchange | | | |
| Can sustain short Volley exchange at net | | | |
| Attempting 3rd shot drops , having some success | | | |
| Attempting soft shot from transition zone with some success to advance to NVL | | | |
| Communicates with Partner | | | |

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COMMENTS: _____

OBSERVATION TEAM:

RATING: _____



LPC-CPC-LSCO 3.5 ASSESSMENT

NAME: _____

DATE: _____

SKILLS ASSESSMENT

SCORE

DINKS (BALL MUST LAND IN KITCHEN)

| | | |
|-------------------------|--------|-------|
| FOREHAND - STRAIGHT: | 8 - 10 | _____ |
| FOREHAND - CROSS COURT: | 8 - 10 | _____ |
| BACKHAND - STRAIGHT: | 8 - 10 | _____ |
| BACKHAND - CROSS COURT: | 8 - 10 | _____ |

DROP SHOTS (BALL MUST LAND IN KITCHEN)

| | | |
|------------------------|--------|-------|
| TRANSITION - FOREHAND: | 7 - 10 | _____ |
| TRANSITION - BACKHAND: | 7 - 10 | _____ |
| BASELINE - FOREHAND: | 5 - 10 | _____ |
| BASELINE - BACKHAND: | 5 - 10 | _____ |

SERVES (BALL MUST LAND IN BACK 1/2 OF COURT)

| | | |
|--------------|-------|-------|
| RIGHT COURT: | 3 - 5 | _____ |
| LEFT COURT: | 3 - 5 | _____ |

RETURN OF SERVES (BALL MUST LAND IN BACK 1/2 OF COURT)

| | | |
|-------------------------------|-------|-------|
| RIGHT COURT: | 3 - 5 | _____ |
| LEFT COURT- <u>BACKHAND</u> : | 3 - 5 | _____ |

TOTALS 68% 68-100

(PLAYER MUST SCORE 68 TO PASS)

3.5 GAME PLAY ASSESSMENT

| SCORES | | TABLE DESCRIPTION |
|--------|-------------------------------|--------------------------|
| GAME 1 | _____ | 1 MEETS THE STANDARD |
| GAME 2 | _____ | 2 NEEDS IMPROVEMENT |
| GAME 3 | _____ | 3 DOES NOT MEET STANDARD |
| TOTAL | _____ (Should be at least 22) | |

| SKILLS OBSERVED DURING GAME | 1 | 2 | 3 |
|---|---|---|---|
| Dependable Groundstrokes, some directional control on Forehand | | | |
| Backhand has some depth and direction | | | |
| Consistent Serves and Serve Return, using depth and placement | | | |
| Can keep opponents in back of court using punch volleys, deep shots | | | |
| Keeps ball in play for longer rallies, including overheads and lobs | | | |
| Can sustain longer volley exchange at net | | | |
| More consistent 3rd Shot Drops from baseline into opponent's NVZ | | | |
| Sustains longer dinking exchanges , becoming more aggressive | | | |
| Making fewer unforced errors (keeping ball "in play") | | | |
| Becoming more effective from Transition Zone, attempting soft shots into NVZ | | | |
| Moves well with partner along NVL | | | |
| Moves up with partner to NVL, stays at line | | | |
| Knows correct court position | | | |
| Communicates well with partner (lob recovery, strategies) | | | |

**Must Meet Standard on 9/14*

COMMENTS: _____

OBSERVATION TEAM:

RATING: _____



LPC-CPC-LSCO 4.0 ASSESSMENT

NAME: _____

DATE: _____

SKILLS ASSESSMENT

SCORE

DINKS (BALL MUST LAND IN KITCHEN)

WINDSHIELD WIPER DINKS 16 - 20 _____

DROP SHOTS (BALL MUST LAND IN KITCHEN)

TRANSITION - FOREHAND: 8 - 10 _____

TRANSITION - BACKHAND: 8 - 10 _____

BASELINE - FOREHAND: 7 - 10 _____

BASELINE - BACKHAND: 7 - 10 _____

SERVES (BALL MUST LAND IN BACK ½ OF COURT)

RIGHT COURT: 4 - 5 _____

LEFT COURT: 4 - 5 _____

RETURN OF SERVES (BALL MUST LAND IN BACK ½ OF COURT)

RIGHT COURT: 4 - 5 _____

LEFT COURT- BACKHAND: 4 - 5 _____

TOTALS 77.5% 62-80

(PLAYER MUST SCORE 62 TO PASS)

4.0 GAME PLAY ASSESSMENT

| SCORES | | TABLE DESCRIPTION |
|--------|-------------------------------|--------------------------|
| GAME 1 | _____ | 1 MEETS THE STANDARD |
| GAME 2 | _____ | 2 NEEDS IMPROVEMENT |
| GAME 3 | _____ | 3 DOES NOT MEET STANDARD |
| TOTAL | _____ (Should be at least 22) | |

| SKILLS OBSERVED DURING GAME | 1 | 2 | 3 |
|--|---|---|---|
| Able to block hard drives/ Makes strong volleys using some direction, depth, and control | | | |
| Can change from a hard shot to a soft shot , and vice versa when needed | | | |
| Moves effectively with partner from baseline, through transition to NVL | | | |
| Moves well along NVL with partner, keeping opponents "off balance" | | | |
| Demonstrates proper court positioning in all phases of play | | | |
| Makes few errors , seldom hitting ball "out" | | | |
| Consistently uses 3rd shot drops from baseline with good success | | | |
| Can sustain a dinking rally / uses dinking strategies to 'put away' shots | | | |
| Is able to execute reset shots from the transition zone into opponents NVZ, in order to gain control of NVL with good success | | | |
| Maintains patience during rallies and makes good shot choices | | | |
| Is balanced and in control while executing shots, not running through shots | | | |
| Shows good mobility | | | |
| Communicates with partner effectively | | | |

**Must Meet Standard on 10/13*

COMMENTS: _____

OBSERVATION TEAM:

RATING: _____
