

Club/Org Ratings Policy 2024

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.

Updated for 2024

In 2023, the Lethbridge Pickleball Club, Coaldale Pickleball Club, and Lethbridge Seniors Citizens Organization created this policy in an effort to assess and rate members in all three organizations. The 2024 version reflects lessons learned from 2023, policy changes at other clubs/organizations, and emerging trends that may be introduced across the pickleball landscape.

Summary of 2024 updates:

- The 2.0 and 2.5 ratings have been eliminated;
- The Verifiable Ratings submission will no longer have a fee attached;
- New members will receive a preliminary rating by either attending a New Member Rating Session (included in the membership fee; up to a 3.5 ceiling), club lessons that specifically identify that a club rating will be provided, or a verifiable rating submission (no changes to this format);
- Members interested in being re-rated for a higher rating:
 - o Will now see a minimum standard for each of the Skill Assessment portions of testing;
 - o Will find the ratings document for a new level (3.75) introduced to this document;
 - o Can pursue re-rating at the beginning and end of the outdoor season only (LPC), or may be requested outside of the scheduled sessions by contacting CPC & LSCO directly.

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

Member Ratings

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 All Level Play, Open Play, Practice, and Partners.

There are two ways for 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 from its original source.

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 two streams:

- A. New member to the club: These players will either:
 - a. complete a 'New to Club' self-assessment¹ and be subsequently rated at 2.75, or
 - b. undergo formal observation to be rated between 2.75 and 3.5, or
 - i. in the case of CPC, all new members in 2.a and 2.b must also attend an 'Introduction to Pickleball' clinic, regardless of new member rating;
 - c. participate in club lessons that specifically identify that a club rating will be provided.
- B. Members with a prior club MR (from LPC, CPC, or LSCO) will be afforded an opportunity to be re-tested under the following guidelines:
 - a. See Player Assessment Guidelines for player capability and placement up to 4.0.
 - b. Payment of an evaluation fee of \$20.00.
 - c. If a member is unable to achieve the requirements to move up a level, they shall remain at their existing level prior to testing.

New Member rating sessions (2.A.a) will be performed at various points throughout the outdoor season. Member Ratings (2.B) will be scheduled at the beginning and end of the outdoor season only (LPC), or may be requested outside of the scheduled sessions by contacting CPC & LSCO directly. Members are limited to a total of two re-test attempts (2.B) at the same MR per year.

MR sessions (2.B) will be conducted by Ratings Committee members or designates who possess a MR at least 0.5 levels above the level being assessed.

¹ New for 2024; see appendix.

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 assume the 2.75 MR, players should be at or near the standards for the LPC-CPC-LSCO 2.75 Assessment Skills document.

Members new to clubs may be provided this assessment based on:

1. The 'New to Club' self-assessment form completed at a New Member Assessment Clinic
2. Prior lesson completion and assessment lead by members of the Joint Ratings Committee.

Players who are assessed at 2.75 will then be moved to the appropriate MR in Wild Apricot 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.

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 Wild Apricot and all Level Play for that MR will be accessible to that player.

Players who are not assessed at 3.0 will remain at their prior MR.

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.

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. During the Skills Assessment, the player and an assessor will engage in continuous rally play and the player must meet the minimum standard on each skill. If the minimum for a skill is not achieved, the players will receive a score of '0' for that skill portion. In addition to the Skill Assessment, the player;
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 Wild Apricot and all Level Play for that MR will be accessible to that player.

Players who are not assessed at 3.25 will remain at their prior MR.

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 3.75 MR.

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

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. During the Skills Assessment, the player and an assessor will engage in continuous rally play and the player must meet the minimum standard on each skill. If the minimum for a skill is not achieved, the players will receive a score of '0' for that skill portion. In addition to the Skill Assessment, the player;
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 Wild Apricot and all Level Play for that MR will be accessible to that player.

Players who are not assessed at 3.5 will remain at their prior MR.

3.5 to 3.75 Club Assessments

The goal of 3.75 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 may be preparing for a 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 4.0 MR.

To move to the 3.75 MR, players should meet the standards for the LPC-CPC-LSCO 3.75 Skill Assessment document.

Members requesting Club Assessment to 3.75 can sign-up for a scheduled 3.75 Skill Assessment through the Wild Apricot app.

The 3.75 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 3.75 Skill Assessment document.

In order to pass the 3.75 Skill Assessment, during continuous play players must achieve:

1. a score of 71% or more (57-80 points) on the 3.75 Skills Assessment. During the Skills Assessment, the player and an assessor will engage in continuous rally play and the player must meet the minimum standard on each skill. If the minimum for a skill is not achieved, the players will receive a score of '0' for that skill portion. In addition to the Skill Assessment, the player;
2. must score 22 points or more during the 3 games of assessed Game Play and,
3. must Meet The Standard (score = 1) on ~71% (n=9/12) of the Skills Observed During Game Play.

Once the 3.75 Skill Assessment is complete, players will be advised of:

- A. Movement to 3.75 Level Play, or
- B. Recommended areas for improvement to prepare for future assessment to 3.75.

Players who are assessed at 3.75 will then be moved to the appropriate MR in Wild Apricot and all Level Play for that MR will be accessible to that player.

Players who are not assessed at 3.75 will remain at their prior MR.

3.75 to 4.0 Club Assessments

The goal of 4.0 level play is to provide an opportunity for players to improve their strategic partner by learning to recognize opponent weaknesses and strengths. At this level, most players work as a unit with their partner, can adapt their play to take advantage of opponent weaknesses, and may have tournament experience.

Over time, they will be able to control a rally and construct a point to efficiently win a match. At that point they may be ready to be assessed for movement to the 4.0 MR.

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

Members requesting Club Assessment to 4.0 can sign-up for a scheduled 4.0 Skill Assessment through the Wild Apricot app.

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:

4. a score of 77.5% or more (62-80 points) on the 4.0 Skills Assessment. During the Skills Assessment, the player and an assessor will engage in continuous rally play and the player must meet the minimum standard on each skill. If the minimum for a skill is not achieved, the players will receive a score of '0' for that skill portion. In addition to the Skill Assessment, the player;
5. must score 22 points or more during the 3 games of assessed Game Play and,
6. must Meet The Standard (score = 1) on ~77.5% (n=9/12) of the Skills Observed During Game Play.

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

- C. Movement to 4.0 Level Play, or
- D. 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 Wild Apricot and all Level Play for that MR will be accessible to that player.

Players who are not assessed at 4.0 will remain at their prior MR.

END OF DOCUMENT



Skill Assessment for 3.0 Players

Name: _____ PCO #: _____ Date: _____

Email: _____ Cell Phone: _____

Club(s) [CIRCLE] LPC CPC LSCO

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		

Server Return Requirement – 7 out of 10 (70%)

	YES	NO
Good Forehand		
Good Backhand		

Volley Requirement – 7 out of 10 (70%)

	YES	NO
Good Forehand		
Good Backhand		
Non-Volley Zone foot faults		

*- 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

DATE: _____

NAME: _____

SKILLS ASSESSMENT (RALLY-STYLE)

DINKS (BALL MUST LAND IN KITCHEN)

SCORE (MINIMUM)

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 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 _____

(CATEGORIES THAT DO NOT MEET THE MINIMUM ARE SCORED '0')

Email: _____ Cell Phone: _____

PCO #: _____ Date: _____ Club(s) [CIRCLE] LPC CPC LSCO

3.25 GAME PLAYASSESSMENT

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
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 NVL			
Can sustain a short dink exchange			
Can sustain short volley exchange at net			
Attempting 3rd shot drops , having some success			
Attempting re-sets/soft shots from transition zone with some success to move to NVL			
Communicates with partner			

**Must Meet Standard on 9/14*

COMMENTS: _____

OBSERVATION TEAM:

RATING: _____



LPC-CPC-LSCO 3.5 ASSESSMENT

DATE: _____

NAME: _____

SKILLS ASSESSMENT (RALLY-STYLE)

DINKS (BALL MUST LAND IN KITCHEN)

SCORE (MINIMUM)

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 _____

(CATEGORIES THAT DO NOT MEET THE MINIMUM ARE SCORED '0')

Email: _____ Cell Phone: _____

PCO #: _____ Date: _____ Club(s) [CIRCLE] LPC CPC LSCO

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 3.75 ASSESSMENT

NAME: _____

DATE: _____

SKILLS ASSESSMENT (RALLY-STYLE)

SCORE (MINIMUM)

DINKS (BALL MUST LAND IN KITCHEN)

WINDSHIELD WIPER DINKS: 14/20 _____

DROP SHOTS (BALL MUST LAND IN KITCHEN)

TRANSITION - FOREHAND: 8/10 _____

TRANSITION - BACKHAND: 8/10 _____

BASELINE - FOREHAND: 6/10 _____

BASELINE - BACKHAND: 6/10 _____

SERVES (BALL MUST LAND IN BACK 1/3 OF COURT)

RIGHT COURT: 3/5 _____

LEFT COURT: 3/5 _____

RETURN OF SERVES (BALL MUST LAND IN BACK 1/3 OF COURT)

RIGHT COURT: 3/5 _____

LEFT COURT- BACKHAND: 3/5 _____

TOTALS 71% (57-80) _____

(CATEGORIES THAT DO NOT MEET THE MINIMUM ARE SCORED '0')

Game Assessment

SCORES

GAME 1 _____

GAME 2 _____

GAME 3 _____

TOTAL _____

TABLE DESCRIPTION

1 MEETS STANDARD

2 NEEDS IMPROVEMENT

3 DOES NOT MEET STANDARD

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			

COMMENTS: _____

OBSERVATION TEAM:

RATING: _____



LPC-CPC-LSCO 4.0 ASSESSMENT

DATE: _____

NAME: _____

SKILLS ASSESSMENT (RALLY-STYLE)

SCORE (MINIMUM)

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: 6/10 _____

BASELINE - BACKHAND: 6/10 _____

SERVES (BALL MUST LAND IN BACK 1/3 OF COURT)

RIGHT COURT: 4/5 _____

LEFT COURT: 4/5 _____

RETURN OF SERVES (BALL MUST LAND IN BACK 1/3 OF COURT)

RIGHT COURT: 4/5 _____

LEFT COURT- BACKHAND: 4/5 _____

TOTALS 77.5% (62-80) _____

(CATEGORIES THAT DO NOT MEET THE MINIMUM ARE SCORED '0')

4.0 GAME PLAY ASSESSMENT

	SCORES	TABLE DESCRIPTION
GAME 1	_____	1 MEETS 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/ Make strong volleys with some direction, strength 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 drop shot from baseline with good success			
Is able to execute reset shots from the transition zone into opponent's NVZ			
Can sustain a dink rally ; uses dinking strategies to 'put away' shots			
Is balanced and in control while executing shots: is not 'running through' shots, but rather remains in position for next shots			
Maintains patience during rallies and makes good shot choices			
Communicates effectively with partner; has good mobility on court			

* Must meet standard on 9/12

COMMENTS: _____

OBSERVATION TEAM:

RATING: _____