

Red Deer Pickleball Club Membership Renewal



On December 31 of each year your membership with the Red Deer Pickleball Club expires.

An email reminder is often sent out in early December to remind you to renew your membership.

Membership renewals and registrations for the next year can occur any time after Sept 1 each year.

To renew your membership or to join our club:

Go to the [Red Deer Pickleball Club website](#) and click on the [Membership](#) button. Review the **membership information** and then click on [Register Here!](#)

Follow the directions found on the registration information page.

OR

Go directly to the within [Pickleball Canada](#). Under the heading **PLAY & LEARN** scroll down to locate **Find a Club**. Search for the **Red Deer Pickleball Club**.

Click the **JOIN-RENEW** button to go to registration information page.

Carefully read messages from our club, Pickleball Alberta or Pickleball Canada.

A) If you are new select **"I am new member"** Fill in or update the required information (including volunteer help) and proceed to the payment step. Select submit when all information is ready. Note: Red Deer Pickleball Club is in Alberta Sports Zone 4 -Parkland

B) If you are already a member of Pickleball Canada select **"I am already or am renewing my membership"** and then submit your membership # or **CLICK TO LOOKUP YOUR MEMBERSHIP #**. The system will find your membership if that membership was in 2019 or later.

Fill in or update the required information (including volunteer help) and proceed to the payment step. Select submit when all information is ready.

Note: Red Deer Pickleball Club is in Alberta Sports Zone 4 -Parkland

Ensure you check the boxes indicating you have read and agreed to the **Waiver** and the **Pickleball Alberta Code of Conduct**

An email will be sent to you confirming your registration. Print this for your records.

If you have any questions regarding the registration process, please send us a message using the [contact form](#) found on our website.