

WBPC Advanced Group Information

Criteria

- be a WBPC member in Good Standing prior to asking for admittance to group
- have played with WBPC Intermediate Group for at least ONE season prior to applying
- be assessed by Advanced assessors in order to meet criteria set out by the USAPA 4.0 players (see chart below) and the PCI player rating
- have an active Playtime Scheduler account

Admittance into Advanced Group

All players MUST have played with the WBPC Intermediate group for at least ONE year previous to being admitted.

Players must fill in the application to the Advanced Group via Google Form. Players will then provide a self assessment utilizing the USAPA 4.0 Skill Assessment Form.

Applicants will be invited to attend ONE Advanced Group session. Applicants are expected to play with as many players as possible to demonstrate their skills. Advanced players that play against this person will be asked to assess the skill of the applicant at the end of the session and the majority of the group will determine whether or not the applicant is successful.

On the same playing session that the applicant is invited to, the applicant will go through a skills assessment with two adjudicators, which follows the PCI rating rubric. Both play, and this skills assessment, will be considered when offering admittance, or non admittance, to the WBPC Advanced group.

Applicants will be emailed at least 72 hours after the assessment has taken place to notify applicant if they were, or were not, successful. Unsuccessful applicants at this time can request another assessment within 30 days. However, they can only request TWO assessments per season.

How to Apply to Become an Advanced Player

Applicants must email wasagapc@gmail.com to request an assessment. They will then be sent a Google Form to fill out within 24 hours of the form being sent.

Assessments will be scheduled based on a mutually agreed upon time by assessors and applicants. Should the applicant cancel without 24 hours notice, the applicant will have to wait 30 days to apply for another assessment.

Applicants will be emailed at least 72 hours after the assessment has taken place to notify applicant if they were, or were not, successful

If unsuccessful, applicants can be assessed TWICE per season maximum, with at least 30 days in between each assessment

Upon admittance to the Advanced Group, members must meet the following criteria:

- have a Playtime Scheduler account
- agree to contribute to the betterment of the club by completing at minimum FIVE hours of bond hours

Bond Hours

In order to help advance the sport, our club, and the skills of our members, all Advanced WBPC members must complete, at minimum, **FIVE bond hours per season**. These will be tracked by the Advanced Committee Convenors.

Members may complete the following tasks in order to achieve their bond hours:

Volunteer at a WBPC tournament

Volunteer to help run a skills and drills clinic for Rec players

Help in upkeep of courts - sweeping, drying, blowing, carpets, etc..

Sell raffle tickets/collect funds for club initiatives

Assist Executive in other tasks as needed throughout the year

Monitor paddles and play during Rec time

Join and help out on a committee that reports to the Executive

*If you can think of another way for you to achieve these bond hours, please speak to the Advanced Chairs in order to get your idea approved

Any member not completing their minimum bond hours will not be invited to play with the Advanced group the next season, and will have to apply for an assessment to rejoin in the next calendar year.

Advanced members may also pay \$100 to forfeit their hours, so that the club can hire someone to do them for you.

Completing Bond Hours

Each player is responsible for completing their bond hours by the end of the season. Not completing your bond hours forfeits your spot in Advanced for the next year.

Players may also have a family member complete their bond hours for them in their place. ie your granddaughter wants to get her volunteer hours in order to graduate from highschool, wife can take your spot, etc..

Guest Policy

No player may bring a guest unless the guest has been approved by the committee at least 24 hours in advance, preferably in writing.

Guest spots are non transferable (ie you can't use your friends guest spot)

However, the guest cannot take the spot of a regular advanced player and may only come if the Playtime Scheduler list is not full at least 24 hours in advance.

Anyone abusing this policy will have their guest privileges removed for the remainder of their membership in WBPC.

Playtime Scheduler

Players must sign up for Advanced play via Playtime Scheduler. Attendance will be taken at the beginning of each session, and players not on the list will not be admitted to play.

Players who sign up, but fail to show up, and do not remove their name from Playtime Scheduler, at least 2 hours in advance of play beginning, will be removed from the invite list for the next week.

Any player who does this two weeks in a row will be removed from the invite list for at least 4 weeks and may face expulsion from the group, at the discretion of the Advanced Committee members.

Solving Conflict Within the Group

All players in the Advanced group are to conduct themselves in an appropriate manner at all times. Refusing to play with someone due to a personal conflict needs to be left off of the court. If this conflict causes issues within the group, players MAY be removed from the Advanced Group, at the discretion of the Advanced Play Committee.

Any players blatantly disregarding the expectations set out by WBPC, and enforced by the Advanced Play Committee, will first receive a verbal warning. On the second offence, said player will receive a written warning. On the third offence, said player will be removed from the group and will not be allowed to reapply for admittance back into Advanced play for at least 24 months. If this player continues to be an issue, their membership will be refunded and they will not be invited back to play with WBPC.

Advanced Play Cap

Advanced group will be capped at 40 members each season. If the group is full, then any applicants will have to wait until the next year to apply.

Once the group has been established for the season, tryouts will take place the first week of July unless other mutually agreed upon times are established.

Play Within Group

Depending on the court ambassador that day, play may be established through round robin, King of the Court, ladder or randomly through paddle stacking. This will last for a minimum of 90 minutes.

After the 90 minutes of organized play is complete, play converts to open time where players can create their own games, or leave.

Abuse

Both players, and applicants, agree not to verbally abuse, or bully anyone, within the group. Players, and/or applicants not agreeing with the outcome of a tryout are not entitled to share their negative opinions with anyone within the group. This is slander and will NOT be tolerated. Anyone not following these rules will be strictly removed from the Advanced group for at least ONE year and may be subject to a disciplinary committee investigation through WBPC and/or Pickleball Ontario, and/or Pickleball Canada.



Skill Assessment for 4.0 Players

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

To be filled out by the Rating Team:

4.0 Skill Level – should ALSO possess all 3.5 Skills

	0	1	2	3
Consistently hits forehand with depth and control				
Consistently hits backhand with depth and control				
Consistently gets serve in with varying depth and speed				
Consistently gets return of serve in with varying depth and speed				
Consistent and dependable overheads (directional control, depth and placement)				
Accurate in placing lobs				
Able to sustain dink rally with control, height and depth of shot				
Understands which balls are attackable and those that are not in a dink rally				
Sustains a dink exchange with patience at the net to elicit a “put away” shot				
Consistently executes 3rd shot drop from the baseline to approach the net				
Able to change soft shots to power shots to create an advantage				
Able to volley a variety of shots at varying speeds				
Able to block and return fast, hard volleys				
Able to control NVZ (non-volley zone) keeping their opponents back				
Aware of partners position on the court and moves as a team				
Solid understanding of stacking and when and how it can be used effectively				
Demonstrates ability to change position in an offensive manner (switching)				
Demonstrates a broad knowledge of the rules of the game				
Has a moderate number of unforced errors per game				
Can identify opponents’ weaknesses and formulate plan to attack weaknesses				
Plays competitively in tournaments				
Has good mobility / quickness / hand-eye coordination				

Server Requirement – 9 out of 10 (90%)		
	YES	NO
Service Good		
Service Foot Fault		

Server Return Requirement – 9 out of 10 (90%)		
	YES	NO
Good Forehand		
Good Backhand		

Volley Requirement – 9 out of 10 (90%)		
	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