



Lethbridge, Coaldale, and Area Ratings System 2026

Lethbridge Pickleball Club / Coaldale Pickleball Club / Lethbridge Senior Citizens Organization / Pickle Point Centre

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Introduction

Over the last few years, the Lethbridge Pickleball Club, Coaldale Pickleball Club, Lethbridge Senior Citizens Organization, and Pickle Point Centre have worked together to develop a unified ratings system for our area.

Together, these organizations have established a fair, consistent, and transparent rating system that ensures quality assessments for all players across the region.

Once a member is rated through LCARS, that rating is valid across all partner clubs and organizations.

Updated for 2026

Through the Joint Ratings Committee, the following major updates have been made to the policy for 2026:

- All new player assessments and re-assessments will now take place at Pickle Point Centre.
- Integration of the DUPR rating system to support verifiable and consistent ratings through the Verifiable Rating Form.

How This Works in Practice

- When you join any of our partner clubs, you will be given a **NOT RATED (NR)** designation. If you wish to obtain a different rating, you will need to apply through one of the two processes described below.
- All re-assessments are conducted by the coaching staff at Pickle Point Centre.
- Players may complete up to **two re-assessments within a 30-day period**. If unsuccessful after both attempts, a minimum of **30 days** must pass before applying again.
- Players who meet DUPR specifications may submit their verified rating through the Verifiable Rating Form for official validation within the LCARS framework.

Member Ratings

All members of LPC, CPC, LSCO, and Pickle Point Centre must have a **Member Rating** to participate in Leveled Play (LP) and some club-based tournaments and events.

Members without a Member Rating may only participate in non-LP sessions such as: All Level Play, Open Play, Practice, Partners, and Drills & Skills.

There are **two ways** to obtain a Member Rating:

1. **Verifiable Doubles Rating** — through a verified DUPR rating
2. **Club Assessment Process** — through an in-person assessment at Pickle Point Centre

Club Assessment Process

The Club Assessment Process is divided into two streams:

Stream A — New Members

New members joining any of our partner clubs will be assessed as follows:

- Upon joining, new members will be given a NOT RATED (NR) designation

Stream B — Existing Members Seeking Re-Assessment

Members who already hold a Member Rating (from LPC, CPC, LSCO, Pickle Point Centre, or through a Verifiable DUPR Rating) may apply for a re-assessment at Pickle Point Centre under the following conditions:

- The member must review the criteria for each level and **self-select** the rating level they wish to be assessed at.
- If a member does not meet the requirements for the selected level, they will remain at their current rating.

Verifiable Doubles Rating

Members who hold a Verifiable Doubles Rating may apply to be placed in the corresponding Member Rating

A Verifiable Doubles Rating is a DUPR-based rating that has **not** been self-assigned and meets the following requirements:

- A minimum DUPR reliability score of **70%** and at least **10 tournament recorded matches** associated with that rating.

How to Apply

Members who meet this criterion can apply by completing the following steps:

1. Email **diego@picklepointcentre.com** to request the Verifiable Ratings Form.
2. Complete and submit the Verifiable Ratings Form.
3. Include a screenshot or copy of your DUPR rating from its original source, clearly showing your reliability score and match history.

Once reviewed and approved, players will be placed in the corresponding Member Rating.

For the purposes of the remainder of this document, CLUB refers to LPC, CPC, LSCO and Pickle Point Centre..

The following pages describe the criteria to be rated at each of levels 2.75, 3.0, 3.25, 3.5, 3.75, and 4.0.

The 2.75 Level

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.

Playing Criteria for 2.75 level players:

- Knows the basic rules including the 2-bounce rule, scoring and player position relative to score
- Demonstrates a serve and return of serve that enable rally to continue
- Demonstrates basic pendulum swing on the forehand and backhand side
- Uses a backhand groundstroke
- Engages in dinking down the line forehand and backhand
- Engages in dinking cross court forehand and backhand
- Demonstrates a punch volley during rallies
- Beginning to move forward to approach the NVL for dinks and volleys
- Demonstrates proper side-step movement while staying balanced in court position
- Has good mobility and moves in a safe and balanced manner
- Demonstrates some hand-eye coordination
- Keeps ball in play during short rallies
- Beginning to communicate with partner on court
- Achieves a minimum of 21 points across three games during the assessment

** Skill requirements must meet minimum standard noted beside each category or a score of '0' is awarded**

Skills Requirements - 2.75 player: DINKS

*Dinks must land in the NVZ

Forehand dinks down the line 4/10

Forehand dinks cross court 4/10

Backhand dinks down the line 4/10

Backhand dinks cross court 4/10

Skills Requirements - 2.75 player: Punch Volley

*Punch volley must land in transition zone

Forehand punch volley 4/10

Backhand punch volley 4/10

Skill Requirements - 2.75 player: Transition Drops

*Transition drops must land in the NVZ

Forehand transition drops 3/10

Backhand transition drops 3/10

Skill Requirements - 2.75 player: Serves

*Serves must land in the appropriate box

Deuce (right-side) 3/5

Left (left-side) 3/5

Skill Requirements - 2.75 player: Return of Serves

*Returns must land in the transition zone

Forehand 2/5

Backhand 2/5

Assessment for the 2.75 level requires players to Meet Standard on 7/14 Playing Criteria and scores a minimum total of 40/100 on the Skill Requirements.

The 3.0 Level

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.

Playing Criteria for 3.0 level players:

- Possess all criteria from previous levels
- Understands fundamental rules, scoring and positional elements of the game
- Consistent serve and return of serve with depth/direction
- Demonstrates consistent forehand and backhand groundstrokes
- Beginning to demonstrate control on forehand groundstrokes (direction, depth)
- Uses a backhand groundstroke when appropriate
- Working on consistency while dinking down the line forehand and backhand
- Working on consistency while dinking cross court forehand and backhand
- Demonstrates a punch volley on forehand and backhand sides
- Is attempting 3rd shot drop by long dinking from the transition area
- Avoids unnecessary play from transition zone
- Demonstrates proper side-step movement while staying balanced at the NVL
- Has good mobility and moves in a safe and balanced manner
- Hand-eye coordination compliments court movement
- Keeps ball in play during short rallies by attempting different shots, i.e., volleys, dinks
- Is beginning to communicate with partner about tactical elements
- Achieves a minimum of 21 points across three games

** Skill requirements must meet minimum standard noted beside each category or a score of '0' is awarded**

Skills Requirements – 3.0 player: DINKS

*Dinks must land in the NVZ

Forehand dinks down the line 5/10

Forehand dinks cross court 5/10

Backhand dinks down the line 5/10

Backhand dinks cross court 5/10

Skills Requirements – 3.0 player: Punch Volley

*Punch volley must land in transition zone

Forehand punch volley 5/10

Backhand punch volley 5/10

Skill Requirements – 3.0 player: Transition Drops

*Transition drops must land in the NVZ

Forehand transition drops 4/10

Backhand transition drops 4/10

Skill Requirements – 3.0 player: Baseline Drops

*Baseline drops must land in the NVZ

Forehand transition drops 2/5

Backhand transition drops 2/5

Skill Requirements – 3.0 player: Serves

*Serves must land in the appropriate box

Deuce (right-side) 3/5

Left (left-side) 3/5

Skill Requirements – 3.0 player: Return of Serves

*Returns must land in the transition zone

Forehand 3/5

Backhand 2/5

Assessment for the 3.0 level requires players to Meet Standard on 9/17 Playing Criteria and scores a minimum total of 53/110 on the Skill Requirements.

The 3.25 Level

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.

Playing Criteria for 3.25 level players:

- Possess all criteria from previous levels
- Is attempting serve and ROS with depth and placement
- Consistent serve and ROS that does not disadvantage team
- Demonstrates control on forehand groundstroke placement (direction, depth, height)
- Uses backhand groundstroke at appropriate times and with better control
- Is consistently dinking down the line forehand and backhand
- Is consistently dinking cross court forehand and backhand
- Is keeping opponents back with effective punch volley
- Engaging in volley exchanges at the net
- Can perform a 3rd shot drop by long dinking from the transition area
- Is attempting re-sets/soft shots from transition zone with some success
- Moving forward to approach the NVL for dinks and volleys
- Stays at NVL to participate in rallies
- Attempting to adjust to different ball speeds
- Keeps ball in play during short rallies by using volleys and dinks at appropriate times
- Can sustain a short volley exchange at the net
- Engages in regular communication with partner about tactical elements
- Achieves a minimum of 21 points across three games

** Skill requirements must meet minimum standard noted beside each category or a score of '0' is awarded**

Skills Requirements – 3.25 player: DINKS

*Dinks must land in the NVZ

Forehand dinks down the line 6/10

Forehand dinks cross court 6/10

Backhand dinks down the line 6/10

Backhand dinks cross court 6/10

Skills Requirements – 3.25 player: Punch Volley

*Punch volley must land in back ½ of transition zone

Forehand punch volley 6/10

Backhand punch volley 6/10

Skill Requirements – 3.25 player: Transition Drops

*Transition drops must land in the NVZ

Forehand transition drops 5/10

Backhand transition drops 5/10

Skill Requirements – 3.25 player: Baseline Drops

*Baseline drops must land in the NVZ

Forehand transition drops 2/5

Backhand transition drops 2/5

Skill Requirements – 3.25 player: Serves

*Serves must land in back ½ of box

Deuce (right-side) 3/5

Left (left-side) 3/5

Skill Requirements – 3.25 player: Return of Serves

*Returns must land in back ½ of transition zone

Forehand 3/5

Backhand 3/5

Assessment for the 3.25 level requires players to Meet Standard on 11/18 Playing Criteria and scores a minimum total of 62/110 on the Skill Requirements.

The 3.5 Level

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.

Playing Criteria for 3.5 level players:

- Possess all criteria from previous levels
- Demonstrates better placement and depth on serves and ROS
- Demonstrates control on forehand and backhand groundstrokes (direction, speed, depth, height)
- Can perform an overhead with control while maintaining proper court position
- Attempts to use an offensive lob
- Is beginning to dink with a purpose
- Sustains longer dinking exchanges, becoming more aggressive in placement of dinks
- Punches volley to back 1/2 of opponent court; keeping opponents back
- Can sustain a controlled volley exchange at the net
- Becoming more effective from Transition Zone, attempting soft shots into NVZ
- Is attempting longer 3rd shot drops from the baseline
- Moving forward with partner to approach the NVL for dinks and volleys
- Moves with partner along the NVL as rallies progress
- Displays improved control when adjusting to different ball speeds (all shots)
- Is balanced and in control while executing shots, not running through shots
- Making fewer unforced errors by keeping ball 'in play'
- Communicates with partner in all aspects of play
- Achieves a minimum of 21 points across three games

** Skill requirements must meet minimum standard noted beside each category or a score of '0' is awarded**

Skills Requirements – 3.5 player: Dinks

* Windshield dinks must land in the NVZ

Windshield Wiper Dinks 14/20

Skill Requirements – 3.5 player: Transition Drops

*Transition drops must land in the NVZ

Forehand transition drops down the line 6/10

Backhand transition drops down the line 6/10

Forehand transition drops cross court 6/10

Backhand transition drops cross court 6/10

Skill Requirements – 3.5 player: Serves

*Serves must land in back ½ of box

Deuce (right-side) 3/5

Left (left-side) 3/5

Skills Requirements – 3.5 player: Punch Volley

*Punch volley must land in back ½ of transition zone

Forehand punch volley 7/10

Backhand punch volley 7/10

Skill Requirements – 3.5 player: Baseline Drops

*Baseline drops must land in the NVZ

Forehand transition drops 3/5

Backhand transition drops 3/5

Skill Requirements – 3.5 player: Return of Serves

*Returns must land in back ½ of transition zone

Forehand 3/5 Backhand 3/5

Skill Requirements – 3.5 player: Overhead 2/5

Skill Requirements – 3.5 player: Offensive Lob 2/5

Assessment for the 3.5 level requires players to Meet Standard on 12/18 Playing Criteria and scores a minimum total of 74/120 on the Skill Requirements.

The 3.75 Level

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.

Playing Criteria for 3.75 level players:

- Possess all criteria from previous levels
- Consistent serve; ROS does not disadvantage team
- Consistent control of forehand and backhand groundstrokes that pressures opponent
- Incorporates appropriate spin into shots
- Incorporates proper shot selection to minimize errors
- Consistently dinks with a purpose
- Sustains a volley exchange and beginning to use directional control
- Attempts a winning volley when ball is at appropriate height
- Executes a block volley when necessary
- Can execute a drop shot from baseline during game with greater success
- Attempting transition zone re-sets with some success
- Can execute an overhead with directional control
- Attempts offensive lob at appropriate times with some success
- Moves effectively (and into proper court position) with partner in all phases of play
- Has good mobility - lateral, up and back; incorporates proper footwork
- Plays under control and appears to prepare for next shots
- Maintains patience during rallies and limits unforced errors
- Beginning to anticipate shots from opponent and make appropriate movements/shots
- Able to change a fast-paced strategy to a slow one and vice versa
- Communicates with partner to utilize strategy in game play (lob recovery, etc)
- Achieves a minimum of 21 points across three games

** Skill requirements must meet minimum standard noted beside each category or a score of '0' is awarded**

Skills Requirements – 3.75 player: Dinks

* Windshield dinks must land in the NVZ

Windshield Wiper Dinks 16/20

Skill Requirements – 3.75 player: Transition Drops

*Transition drops must land in the NVZ

Forehand transition drops down the line 7/10

Backhand transition drops down the line 7/10

Forehand transition drops cross court 7/10

Backhand transition drops cross court 7/10

Skill Requirements – 3.75 player: Serves

*Serves must land in back 1/3 of box

Deuce (right-side) 3/5

Left (left-side) 3/5

Skills Requirements – 3.75 player: Punch Volley

*Punch volley must land in back 1/3 transition zone

Forehand punch volley 7/10

Backhand punch volley 7/10

Skill Requirements – 3.75 player: Baseline Drops

*Baseline drops must land in the NVZ

Forehand transition drops 7/10

Backhand transition drops 7/10

Skill Requirements – 3.75 player: Return of Serves

*Returns must land in back 1/3 transition zone

Forehand 3/5 Backhand 3/5

Skill Requirements – 3.5 player: Overhead 3/5

Skill Requirements – 3.5 player: Offensive Lob 3/5

Assessment for the 3.75 level requires players to Meet Standard on 15/21 Playing Criteria and scores a minimum total of 90/130 on the Skill Requirements.

The 4.0 Level

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.

Playing Criteria for 4.0 level players:

- Possess all criteria from previous levels
- Consistently placed with depth, speed and location
- Forehand and backhand hit with spin, depth and control
- Can appropriately change from a hard shot to a soft shot (resets) and vice versa
- Can effectively use spin on a variety of shots
- Able to sustain a dink rally with control; limits opponents attacking opportunities
- Can sustain a dink exchange with patience to elicit offense for their team
- Able to volley a variety of shots at varying speeds
- Able to block and return fast, hard volleys and drives with control
- Makes appropriate decision on 3rd shot
- Can regularly execute drop shot from baseline and transition zone to approach net
- Consistent overheads using directional control and 'finishing' ability
- Makes appropriate decision when to lob and is accurate in placement
- Moves effectively with partner; switching sides and poaching when necessary
- Uses mobility to apply tactics in game situations
- Is balanced and in control when executing shots; positions self for next shots
- Controls play from NVL by keeping opponents back if at the baseline
- Makes few errors and if so, manages movement/play to recover
- Strategically plans each point (shot execution, stacking, targeting)
- Effectively controls situations that involve differing ball speeds
- Effectively communicates with partner (shots, movement, lob recovery, strategy)
- Achieves a minimum of 21 points across three games or averages 7 pts

Assessment for the 4.0 level requires players to Meet Standard on 16/22 Playing Criteria.