

**PEM Pickleball Club (PEMPC) Rating
Policy and Procedures**

PEM Pickleball Club (PEMPC) Rating Policy and Procedures

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PEM Pickleball Club (PEMPC) Rating Policy and Procedures

General Information

The intent of this Policy is to maintain ratings in-house through a system with integrity and equity for all players and better align PEMPC ratings with those of other area Pickleball clubs.

The following rating procedure will be used for ALL FUTURE skill ratings and will be used for Pueblo El Mirage Pickleball Club (PEMPC) organized and in-house tournament play (aka Karl Kunz Memorial Pickleball Tournament). Members are encouraged to play at their club rating for USAPA-sanctioned tournaments and other tournaments hosted at PEM. For in-house tournaments, such as the Karl Kunz Memorial Tournament, members are required to play at their club rating.

Orientation

- All players new to PEM should attend an Orientation to establish an account on LivePickleball.com, learn PEMPC rules, and be trained to use the LivePickleball.com system.

New and Temporary Players

- Players who come to the club for a period shorter than one (1) month will be labeled in the LivePickleball.com system with a 'T' (for temporary player) and will be placed in the level at which they identify for the time the player is at PEM. The PEMPC Pro may relocate the player based on evaluation. Players labeled 'T' will not be allowed to play in the Skills and Drills, the Competitive Ladder, or FREE PEMPC Pro Clinics.
 - Temporary players may participate in Mentoring Round Robins.
- When a new player comes into PEMPC, the player will be rated at one-half rating level lower than he/she requests. The Orientation Team will label the player in the LivePickleball.com system with an 'E' (for evaluate) and notify the Ratings Committee. The player will be invited to test for the level requested at Orientation. At the request of the Ratings Committee, a new player *may* be evaluated prior to testing by the PEMPC Pro for potential movement up OR down.
- Players waiting to be evaluated may play in Mentoring Round Robins and Skills and Drills at their target level but not the Competitive Ladder.
- An official tournament rating (UTPR, WPR, CTPR) may be considered for rating placement with proof of a minimum of four tournaments played and with the approval of the Ratings Committee.
 - IPTPA Test results will be considered as proof of rating placement.
 - DUPR is no longer proof of rating placement.

Existing Players

- If, at any time during the season, a player is identified as obviously playing **above** his/her current skills rating by the player's Lead or the PEMPC Pro, a designation of 'E' (for evaluate) will be attached to that player's rating and that player will be evaluated by the PEMPC Pro as soon as possible for potential movement to the next higher level.

01-02-2024

- *IF* a player deems himself/herself not competitive or having fun playing at his/her current rating level, the player may voluntarily move to a lower rating level at any time by making a request to the Ratings Committee. Existing players will never be moved down by the Ratings Committee (except in the event of a new incoming player who has been identified by the Ratings Committee, his/her Lead, or the PEMPC Pro as obviously misplaced too high in rating.)
 - Players who are injured or ill may request a temporary reduction in rating until they feel confident to return to their former rating level. In this case, the player should contact the Ratings Committee to be reassigned and then again to be returned to his/her former rating level.
- If a player decides to test for the next rating level but fails either part of the test (Skills or Performance), the player may retest once per season, no sooner than one month after failure. Players must pass the Skills part to advance to the Performance part of the test. If a player passes the Skills part, but fails the Performance part of the test, the player will retest only the Performance part of the test. Partial retesting will **NOT** carry over from one season to the next.
 - Players waiting to test may play in Mentoring Round Robins and Skills and Drills, but must remain at their current Ladder level until successfully passing the Skills/Performance Test.
- All testing and retesting will begin the first full week in January and end the last full week in March.
 - If the Ratings Committee determines there are sufficient Leads, ball-feeders, and volunteer test players at the target level needed, testing may begin earlier.

Other General Information

- All players included in the 4.0 Advanced Round Robin as of the 2022-2023 season will be grandfathered into the 4.5 group. This grandfathering of players will end at the end of the 2023-2024 season.
- Players who want to play in a purely social environment and do not want to move up in rating level, or are injured or returning to PEM after an extended absence, should select Round Robins with the term 'SOCIAL' in the title.
 - Players will NOT record scores in SOCIAL Round Robins.
- Players who wish to play a more competitive game should select the Competitive Ladder.
 - Players are NOT required to play in the Competitive Ladder to qualify to test for a higher skill rating.
- For those playing in the Competitive Ladder, the top two ladies and top two men in each rating level will be invited to play in the following week's mixed event at the next level up. For example: two top 4.0 ladies and two top 4.0 men will be invited to participate in the next week's 4.5 mixed round robin. Players at 3.5 will be invited to play in the 4.0 mixed round robin, and players at 3.0 will be invited to play in the 3.5 mixed round robin. This may be extended to the 2.5 ladder players.

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Beginners to the 2.5 Rating Level:

Upward movement in rating from 1.0-2.5 will be done in PEMPC's Organized Training System using the IPTPA rating descriptions. The player must demonstrate skills and game finesse by "testing" prior to being moved to the 1.5, 2.0 and 2.5 rating levels.

1.0-1.5 Players:

- Players who are new to Pickleball will attend the 1.0/1.5 Training and Mentoring Round Robins. There will be a weekly event to evaluate testing players' skill level to advance to the 2.0 group. Advancing players can choose to be a social player or enroll in the 2.0 training to advance to the 2.5 level.

2.0 Players:

- The 2.0 player will attend four training sessions in order to cover the following:
 - The 4 lessons are:
 - Dinking
 - Ground strokes; Serve, Return of Serve
 - Punch Volley/Drop Volley; Drop Shots
 - Overheads; Lobs; Game Preparation and Game Strategy
- After 2.0 training is complete, a player may request to be tested for 2.5.
- If the 2.0 Test Lead agrees that the player is ready to advance, the Testing Candidate will be moved to 2.5.
- If a player does not pass the test, the player will remain at the 2.0 level. It is recommended he/she works with a mentor on the skills necessary to move to the 2.5 level.
- The player may request to retest in 30 days by letting his/her Round Robin Lead know.
- Testing Candidates will be observed and notified if the evaluator feels they are ready to retest.
- Players who feel they are ready to move up in rating level will alert the Testing Coordinator. The Testing Coordinator will send the player information on how to sign up for the Skills/Performance Test.

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Players Moving to the 3.0, 3.5, 4.0, and 4.5 Rating Level

- Players who feel they are ready to move up in rating level will alert the Testing Coordinator. The Testing Coordinator will send the player information on how to sign up for the Skills/Performance Test.
- Skills/Performance Tests will be offered weekly, starting the first full week in January. Test dates may change because of court availability or other unforeseen reasons. More testing dates may be added as needed.
 - If the Ratings Committee determines there are sufficient Leads, ball-feeders, and volunteer test players at the target level needed, testing may begin earlier.
- The Performance part of the test must be scheduled within two (2) weeks of the Skills test.
- The Skills/Performance Test will have two parts:
 - Part I is a skills test based on IPTPA Testing Standards. <https://iptpa.com/iptpa-rating-skills-assessment>
 - Part II will be a four-game Performance test in which the tester will play with and against three players rated in the target level.
- If the candidate passes both parts of the Skills/Performance Test, the player will be placed at the target rating level.
- If the player does not pass the Skills/Performance Test, that player will return to the original rating level.
 - Players may retest once per season, no sooner than one month after failure, if they fail either part of the Skills/Performance Test. If a player passes the Skills part, but fails the Performance part of the test, the player will retest only the Performance part of the test. Players must pass the Skills part to advance to the Performance part of the test.
 - The one-month wait period begins on the date of failure, not the initiation date of the test (i.e., not the date the skills test was passed.)
- The last testing and retesting days will be the last full week in March.
- It is the responsibility of the testing candidate to schedule and attend this test. Reminders WILL NOT be sent out.
- Skills test instruction videos can be found at
 - PEMPickleball.com, Training Tab; Facebook PEMPC Group, and YouTube- <https://www.youtube.com/playlist?list=PLr9ebxrsyvwPGmDUewTo730zktZNa1IRW>
- A full copy of the Skills/Performance Test can be found in the Appendix.

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Skills Test – 1.5-2.0

PEM Pickleball Club Skill Assessment for 1.5 Players

Player's name _____		Evaluation date _____	
Site # _____		Trainer _____	
	Observations		PASS
Serve	50% success both sides, deeper is better		<input type="checkbox"/>
Return	50% success both sides, deeper is better		<input type="checkbox"/>
Forehand	Knows simple pendulum swing, transfers weight back to front foot, makes effort to dink		<input type="checkbox"/>
Backhand	Knows simple pendulum swing, transfers weight back to front foot, makes effort to dink		<input type="checkbox"/>
Volley	40% success forehand/backhand, makes effort to dink		<input type="checkbox"/>
Dink	40% success forehand/backhand, makes effort to dink		<input type="checkbox"/>
Basic rules Score keeping	Accurate in/out calls, calls out proper score, knows 2 bounce rule		<input type="checkbox"/>
Footwork Preparation	90% ready position, in position to strike ball, stands in proper position, uses proper form backwards, good mobility		<input type="checkbox"/>
Foot faults	Avoids NVZ and serving violations		<input type="checkbox"/>

Advancement recommendation

Player wants to attend 2.0 training YES or NO

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Skills Test – 2.0-2.5

Advancing from 2.0 to 2.5 Skills Check Sheet

Player's Name:

Date:

Player should demonstrate the following Skills:

- Knows the basic rules including two bounce rule, scoring and player position relative to scoring
- Demonstrates basic pendulum swing on the forehand & backhand side
- Working on consistency while dinking down the line forehand & backhand
- Working on consistency while dinking cross court forehand & backhand
- Demonstrates proper side step movement while staying balanced at NVZ line
- Demonstrates a punch volley
- Is developing 3rd shot drop by long dinking from the transition area
- Attempting to hit 3rd shot drop during match play on the short court
- Moving forward to approach NVZ for dinks & volleys
- Demonstrates an overhead with the proper sideways turn, arm positioning and backward movement
- Has good mobility and can move forward in a safe and balanced manner
- Has good eye-hand coordination
- Beginning to demonstrate control on forehand groundstrokes (direction, depth, height)
- Uses a backhand groundstroke
- Keeps ball in play during short rallies

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Skills Test – 2.0-2.5 (cont.)

PEMPC 2.5 Skills Test Rubric											
Skill	Requirement	Tester's Name:					Test Date:				
		1	2	3	4	5	6	7	8	9	10
FH down the line dinks	6/10										
FH across the court dinks	6/10										
BH down the line dinks	6/10										
BH across the court dinks	6/10										
FH 3rd shot drop from the transition zone to the middle of the court	4/10										
BH 3rd shot drop from the transition zone to the middle of the court	4/10										
FH Punch volley	5/10										
BH Punch volley	5/10										
Serve from the right side of the court	6/10										
Serve from the left side of the court	6/10										
Return of serve from the right side of the court	6/10										
Return of serve from the left side of the court	6/10										
Overheads	4/10										
Comments:											

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Skills/Performance; Skills Part I – 3.0 - Description

Assessment to the 3.0 level will be conducted in an objective, measurable manner that will mostly utilize the standards of the IPTPA specific skills assessment for the 3.0 level. Realize this is extracted from the sanctioned IPTPA test using their scoring standards.

A 3.0 attempts to consistently dink, while changing directions from crosscourt to down the line, both forehand and backhand. A 3.0 can attempt punch volleys to the back half of the opponent court, and can play short volley exchanges at the net. A 3.0 can maintain short dinking play from the transition zone and attempts to hit third shot drops from the baseline. The 3.0 also is learning to move forward as a team to approach the no volley zone. The 3.0 can perform an overhead with better coordination as well and is improving in backhand groundstrokes. The 3.0 can keep the ball in play during short rallies and attempt offensive lobs. 3.0 players demonstrate improved placement and depth on serves and returns of serve.

Test Parameters: One court will be utilized. For the specific, objective measured skills test, a competent ball feeder/player and a score recorder will be needed.

The skills assessment will be conducted after the applicant has met standards to pursue testing. It will be scored and must be passed to further move on to the Game Play. Retesting of the skills test, if failed, will be necessary before being allowed to move forward in the Game testing process. Retesting can be no sooner than four weeks after the last test date. Testing and retesting will end the last full week in March.

Skills Testing Requirement

A competent (ability to successfully feed balls) player will be the ball feeder and a separate counter/recorder will be required for tally/recording purposes. Bad feeds, as determined by the feeder or test administrator will not be counted.

The skills test will measure an ability to control a variety of shots, which will include serves and returns of serve, dinking, transition area drop shots, baseline drives and drops, punch volleys, kitchen line volleying, and offensive lobs. There are a total of 18 scored events in the skill test. Each of the scored events is a single testable event. Applicants must pass all 18 scored events..

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Skills/Performance; Skills Part I – 3.0 - Rubric

PEMPC 3.0 Skills Test Rubric											
Skill	Requirement	Tester's Name:					Test Date:				
		1	2	3	4	5	6	7	8	9	10
FH down the line dinks	7/10	1	2	3	4	5	6	7	8	9	10
FH across the court dinks	7/10	1	2	3	4	5	6	7	8	9	10
BH down the line dinks	7/10	1	2	3	4	5	6	7	8	9	10
BH across the court dinks	7/10	1	2	3	4	5	6	7	8	9	10
FH 3rd shot drop from the transition zone	5/10	1	2	3	4	5	6	7	8	9	10
BH 3rd shot drop from the transition zone	5/10	1	2	3	4	5	6	7	8	9	10
FH 3rd shot drop from the baseline	2/5	1	2	3	4	5					
BH 3rd shot drop from the baseline	2/5	1	2	3	4	5					
FH Punch volley with direction and depth to the back 1/2 of the court	6/10	1	2	3	4	5	6	7	8	9	10
BH Punch volley with direction and depth to the back 1/2 of the court	6/10	1	2	3	4	5	6	7	8	9	10
FH Punch volley that lands less than 1' beyond NVZ	6/10	1	2	3	4	5	6				
BH Punch volley that lands less than 1' beyond NVZ	6/10	1	2	3	4	5	6				
Serve to the even court (right side) deep back 1/2 of court	3/5	1	2	3	4	5					
Serve to the odd court (left side) deep back 1/2 of court	3/5	1	2	3	4	5					
Return of serve from the even court (right side) back 1/2 of court	3/5	1	2	3	4	5					
Return of serve from the odd court (left side) back 1/2 of court	3/5	1	2	3	4	5					
Offensive lobs from the NVZ	3/5	1	2	3	4	5					
Overheads	3/5	1	2	3	4	5					
Comments:											

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Skills/Performance; Skills Part I – 3.5 - Description

Assessment to the 3.5 level will be conducted in an objective, measurable manner that will mostly utilize the standards of the IPTPA specific skills assessment for the 3.5 level. Realize this is extracted from the sanctioned IPTPA test using their scoring standards.

A 3.5 can consistently dink while changing directions from cross court to down the line, forehand and backhand. Punch volleys should be to the back half of the court. A 3.5 can sustain a controlled volley exchange at the net, and can perform aimed 3rd shot drops from the baseline as well as from the transition zone. They can demonstrate control on forehand and backhand groundstrokes (direction, speed, depth, height).

Test Parameters: One court will be utilized. For the specific, objective measured skills test, a competent ball feeder/player and a score recorder will be needed.

The skills assessment will be conducted after the applicant has met standards to pursue testing. It will be scored and must be passed to further move on to the Game Play. Retesting of the skills test, if failed, will be necessary before being allowed to move forward in the Game testing process. Retesting can be no sooner than four weeks after the last test date. Testing and retesting will end the last full week in March.

Skills Testing Requirement

A competent (ability to successfully feed balls) player will be the ball feeder and a separate counter/recorder will be required for tally/recording purposes. Bad feeds, as determined by the feeder or test administrator will not be counted.

The skills test will measure an ability to control a variety of shots, which will include serves and returns of serve, dinking, transition area drop shots, baseline drives and drops, punch volleys, kitchen line volleying, and offensive lobs. There are a total of 17 scored events in the skill test. Each of the scored events is a single testable event. Applicants must pass all 17 scored events.

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Skills/Performance; Skills Part I – 3.5 - Rubric

PEMPC 3.5 Skills Test Rubric																					
Skill	Requirement	Tester's Name:										Test Date:									
Windshield Wiper Dinks	14/20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
FH 3rd shot drop down the line - from the transition zone	8/10	1	2	3	4	5	6	7	8	9	10										
FH 3rd shot drop across the court - from the transition zone	8/10	1	2	3	4	5	6	7	8	9	10										
BH 3rd shot drop down the line - from the transition zone	8/10	1	2	3	4	5	6	7	8	9	10										
BH 3rd shot drop across the court - from the transition zone	8/10	1	2	3	4	5	6	7	8	9	10										
FH 3rd shot drop down the line from the baseline	3/5	1	2	3	4	5															
BH 3rd shot drop down the line from the baseline	3/5	1	2	3	4	5															
FH Punch Volley to the back 1/2 of the court	7/10	1	2	3	4	5	6	7	8	9	10										
BH Punch Volley to the back 1/2 of the court	7/10	1	2	3	4	5	6	7	8	9	10										
FH Punch volley into the NVZ (ball is good 1' beyond NVZ line)	7/10	1	2	3	4	5	6	7	8	9	10										
BH Punch volley into the NVZ (ball is good 1' beyond NVZ line)	7/10	1	2	3	4	5	6	7	8	9	10										
Serving to the back 1/2 of the even court (right side)	4/5	1	2	3	4	5															
Serving to the back 1/2 of the odd court (left side)	4/5	1	2	3	4	5															
Return of serve to the back 1/2 of the even court (right side)	4/5	1	2	3	4	5															
Return of serve to the back 1/2 of the odd court (left side)	4/5	1	2	3	4	5															
Offensive lobs from the NVZ	3/5	1	2	3	4	5															
Overheads from the NVZ	3/5	1	2	3	4	5															
Comments:																					

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Skills/Performance; Skills Part I – 4.0 - Description

Assessment to the 4.0 level will be conducted in an objective, measurable manner that will mostly utilize the standards of the IPTPA specific skills assessment for the 4.0 level. Realize this is extracted from the sanctioned IPTPA test using their scoring standards.

A 4.0 can consistently dink with a purpose while changing directions from cross court to down the line, forehand and backhand. Punch volleys should be to the back third of the court. A 4.0 can sustain a controlled volley exchange at the net, and can perform aimed 3rd shot drops with patience from the baseline as well as from the transition zone.

Test Parameters: One court will be utilized. For the specific, objective measured skills test, a competent ball feeder/player and a score recorder will be needed.

The skills assessment will be conducted after the applicant has met standards to pursue testing. It will be scored and must be passed to further move on to the Game Play . Retesting of the skills test, if failed, will be necessary before being allowed to move forward in the Game testing process. Retesting can be no sooner than four weeks after the last test date. Testing and retesting will end the last full week in March.

Skills Testing Requirement

A competent (ability to successfully feed balls) player will be the ball feeder and a separate counter/recorder will be required for tally/recording purposes. Bad feeds, as determined by the feeder or test administrator will not be counted

This skills test will measure an ability to control a variety of shots, which will include dinking, transition area drop shots, baseline drops, punch volleys, and kitchen line volleying. There are a total of 13 scored events in the skill test. Each of the scored events is a single testable event. Applicants must pass all 13 events.

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Skills/Performance; Skills Part I – 4.0 - Rubric

PEMPC 4.0 Skills Test Rubric																					
Skill	Requirement	Tester's Name:										Test Date:									
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Windshield Wiper Dinks	16/20																				
FH Drop Shot down the line - from the transition zone	4/5																				
FH Drop Shot across the court - from the transition zone	4/5																				
BH Drop Shot down the line from the transition zone	4/5																				
BH Drop Shot across the court from the transition zone	4/5																				
FH Drop Shot down the line from the baseline	7/10																				
BH Drop Shot down the line from the baseline	7/10																				
FH Punch Volley with direction and depth, back 1/3 of court	4/5																				
BH Punch Volley with direction and depth, back 1/3 of court	4/5																				
FH Block Volley in the NVZ, fed from the baseline	3/5																				
BH Block Volley in the NVZ, fed from the baseline	3/5																				
Offensive lobs from the NVZ	4/5																				
Overheads from the NVZ	4/5																				
Comments:																					

PEM Pickleball Club (PEMPC) Rating Policy and Procedures

Skills/Performance; Skills Part I – 4.5 - Description

Assessment to the 4.5 level will be conducted in an objective, measurable manner that will mostly utilize the standards of the IPTPA specific skills assessment for the 4.5 level. Realize this is extracted from the sanctioned IPTPA test using their scoring standards.

A 4.5 player can consistently perform punch volleys to the appropriate spot on the court and consistently demonstrate a block volley. This level player can demonstrate a swing volley and sustain a controlled volley exchange at the net with direction control in order to create unforced errors. This player is able to consistently hit a 3rd shot drop from the baseline during match play and drive a 3rd shot for power as an option. This player initiates and maintains an extended dink exchange and can change from fast-paced play to slow and back again with a fault. The 4.5 player understands stacking and have good control on forehand and backhand groundstrokes (direction, depth, height, top spin and under spin/slice). This player can adjust to different ball speeds and spins in serves, return of serves, groundstrokes, and volley) and can use spin effectively on a variety of shots.

Test Parameters: One court will be utilized. For the specific, objective measured skills test, a competent ball feeder/player and a score recorder will be needed.

The skills assessment will be conducted after the applicant has met standards to pursue testing. It will be scored and must be passed to further move on to the Game Play . Retesting of the skills test, if failed, will be necessary before being allowed to move forward in the Game testing process. Retesting can be no sooner than four weeks after the last test date. Testing and retesting will end the last full week in March.

Skills Testing Requirement

A competent (ability to successfully feed balls) player will be the ball feeder and a separate counter/recorder will be required for tally/recording purposes. Bad feeds, as determined by the feeder or test administrator will not be counted

This skills test will measure an ability to control a variety of shots, which will include dinking, transition area drop shots, baseline drops, punch volleys, and kitchen line volleying. There are a total of 12 scored events in the skill test. Each of the scored events is a single testable event. Applicants must pass all 12 events.

PEM Pickleball Club (PEMPC) Rating Policy and Procedures

Skills/Performance; Skills Part I – 4.5 - Rubric

PEMPC 4.5 Skills Test Rubric																					
Skill	Requirement	Tester's Name:					Test Date:														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Windshield Wiper Dinks	18/20																				
FH 3rd shot drop down the line from the baseline	4/5																				
FH 3rd shot drop cross court from the baseline	4/5																				
BH 3rd shot drop down the line from the baseline	4/5																				
BH 3rd shot drop cross court from the baseline	4/5																				
FH 3rd shot DRIVE down the line - baseline	4/5																				
FH Swing Volley	4/5																				
BH Swing Volley	4/5																				
FH Punch Volley w/direction and depth back 1/4 of court	4/5																				
BH Punch Volley w/direction and depth back 1/4 of court	4/5																				
FH Block Volley with the ball landing in the opponents NVZ	4/5																				
BH Block Volley with the ball landing in the opponents NVZ	4/5																				
Comments:																					

PEM Pickleball Club (PEMPC) Rating Policy and Procedures

Four-Game Final Test for Levels 3.0-4.5

- Test Candidates will play with and against players from the target rating level.
 - Game 1 – This is a full-court, 11-point game, played with all regular pickleball rules.
 - *Game 1 Skills: Long serve, long return, appropriate shot choice, dinking, drives, shot control*
 - **A minimum of six (6) points is required to pass the full test.**
 - Game 2 – In this 11-point game, the baseline will be moved to mid-court and marked by a pylon on each side of the court. All balls that land behind the midcourt baseline will be out.
 - *Game 2 Skills: (In addition to Game 1 skills); shot speed control, game strategy*
 - **A minimum of five (5) points is required to pass the full test.**
 - Game 3 – This will be an 11-point dinking game and played entirely at the kitchen line. Balls will be considered 'IN' if they land within approximately 6" from the kitchen line.
 - *Game 3 Skills: (In addition to Game 1 & 2 skills); soft game and dinking*
 - **A minimum of six (6) points is required to pass the full test.**
 - Game 4 – This game will be a full-court, 11-point game and played with all regular Pickleball rules, with one exception. The server is required to make a drop-shot upon return of the serve; i.e., serve-return-drop. The drop need not land in the kitchen, but may not be a lob or drive. Failing to drop the ball on the third shot will result in a fault. **The drop-shot must enable at least one member of the team to advance at least 50% of the way to the kitchen line. (For the 4.0 test, the drop-shot must enable BOTH players of the team to advance fully to the kitchen line.)**
 - *Game 4 Skills: (In addition to Game 1, 2 & 3 skills); Third-shot drops, timely movement to the kitchen line, ability to reset after a shot*
 - **A minimum of five (5) points is required to pass the full test.**
- The Testing Lead will record scores for each game and total the scores for all four games. Testers will play with a different partner each game.
- **Candidates must achieve 22 total points.**
 - Players who fail this part of the test, may test again in one month but will not be required to repeat the Skills part of the test.

PEM Pickleball Club (PEMPC) Rating Policy and Procedures

Ratings Committee Structure

Purpose

- To maintain a ratings procedure that is authentic, fair, expedient, and rigorous
- To administer the ratings procedure as written and Board approved
- To update and amend the ratings procedure (with Board approval) as needed by the club

Goals

- To 'level the playing field'. To get players into groups with like skills
- To gradually increase the rigor of skills levels in order to better equip players to compete in other clubs
- To remember that this is a social (rather than tournament) club
- To be transparent to all club members regarding evaluations and test policies and procedures

Chair, Co-Chair

- Receives evaluation/test requests from players/RR leads/Orientation Team/Pro
- Coordinates with the Test Coordinator, and Evaluation Coordinator to complete evaluations and tests
- Receives evaluation/test results & maintains a shared spreadsheet w/results
- Maintains empirical evidence of the players' test/evaluation experience
- Works with the Rating Committee regarding Ratings Procedure updates and changes

Evaluation Coordinator

- Coordinates with Ratings Committee Chair to schedule and perform evaluations in order to appropriately place new players and obviously misplaced players in their correct rating level
- Maintains empirical evidence of the players' evaluation experience

Observation & Test Coordinator

- Coordinates evaluator observation schedules, schedules test dates, records results
- Maintains empirical evidence of the players' test/evaluation experience

Testing Lead

- Administers tests or oversees a team of Leads to administer tests
- Reports test results to the Test Coordinator as needed