

Self-Rating Guide applicable to the Regency Pickleball Club 2025

Our purpose is to help guide members determine which Club events are best suited to their skill level. This is particularly applicable to our clinics and round robin type events.

The Club will not assign ratings to members as our approach will be self-assessment by the member. Members should use our guidelines for reference and also any outside rating systems that they participate in such as DUPR, UTPR, USA Pickleball etc. Your self-assessment will change as your experience increases.

The Club will always provide guidance and insight on self-assessment when asked.

All of our Club competitive events will be designed to address all skill levels of members.

Beginner

You have never played pickleball before and are ready to start your journey. You need to learn the rules and how to keep score. You need experience of playing games. You look for learning opportunities and participate in clinics.

NOVICE

Level 1.0: You have played several times in social settings and you are gaining a better knowledge of the rules. You can keep score accurately. You can hit accurate slow-paced serves and maintain slow paced rallies, but have minimal directional capability and struggle to place your shots. Serving can be a challenge. Most serves are high and short in depth. Focus is on returning ball over the net rather than strategy. Unforced errors are numerous. Maintaining longer rallies is a goal along with reducing unforced errors.

INTERMEDIATE

Intermediate: 2.0: You have an understanding of the game and you are learning strategies to win points. You are learning to adjust the pace of your shots, you are gaining a touch for dink shots, and are improving your placement of deep and short shots with directional intent. You understand need for proper court positioning, transitioning to the Kitchen and proper paddle position but lack consistency. Reducing unforced errors is a goal as it keeps you from advancing level of play. 70% of your serves are good.

Intermediate: 2.5: You have good control of your game and can mix long and short shots, your dinking rallies are improving. Your serve and returns have more depth. You are able to extend a rally with more consistent shots to win points. Proper court position is improving. You are improving in understanding when to attack and when to play defense. You have less unforced errors than a 2.0 player and it allows your game to progress more consistently. 80% of your serves are good.

Intermediate Advanced

Advanced: 3.0: You are developing strong control of your game. Unforced errors are less compared to the intermediate level 2.5 player. You execution of 3rd shot strategies is improving. You begin to attack dinks in the air when possible. You realize when to attack and when to play defense but need better consistency. You transition appropriately to the Kitchen. You communicate with your partner. Serves and returns are consistently deep. 90% of your serves are good.

Advanced: 3.5: You are able to apply strategies that consistently dominate any inferior opponent. Your choice of shots such as knowing when a drop is better than a drive or when taking a dink in the air is better than letting it bounce distinguishes your game. You are able to adjust your serve to your advantage. You are able to control the Kitchen keeping opponents back. Plays competitively in tournaments. Understands switching and considers stacking as an option. A partnership with an Intermediate 3 player is a formidable combo. Less unforced errors are what distinguishes you from a 3.0 player.

Advanced 4.0 and above

4.0 and above skill level describes players who are capable of consistently executing above a 3.5 level player. The 4.0 player will distinguish themselves from the 3.5 player by possessing increased skills and strategy, more speed, power, consistency and less unforced errors.