

SOLIVITA PICKLEBALL RATINGS

1.0 NOVICE without previous paddle or racquet experience. Learning basic rules, keeping score, serve and return, “ready” position, basic court position, grip and strokes (forehand and backhand ground strokes or volleys.) All of these skills are taught in a Newbee Class by experienced instructors.

1.5 NOVICE with previous paddle or racquet experience and athletic ability that includes eye-hand coordination and footwork as well as grip and basic strokes. Learning all of lessons described above.

1.0 – 1.5 Newbees remain at this status for at least 3 – 6 months depending on amount of practice & play.

2.0 BEGINNERS – Players can serve, keep score accurately, sustain rallies including ground strokes and volleys. Court position improving – getting to net occasionally. Try lobs. Footwork is improving – players move sooner to where ball will be hit. Successful serves at least 7 of 10.

2.5 ADVANCED BEGINNER – Continues to improve in all strokes and shot choices. Forehand is hit more confidently; Backhand is used but inconsistent. Players use more power and lobs; may *attempt* soft shots and dinks. Players get to the net more often. Court coverage has improved. Shot placement has improved. Players can sustain rallies with similar skilled players and may participate in Smashers “Games”.

3.0 INTERMEDIATE – Incorporates more shot selection variety: down-the-line, crosscourt, angles, different speeds and awareness of “opportunities.” Backhand technique is improving. Demonstrates better footwork - getting to the place to hit the ball, STOP and make the shot. Displays more aggressive “net” play & maintains “ready” position. Uses offensive & defensive lobs. Succeeds less than 50% on drop shots and dinks.

3.5 ADVANCED INTERMEDIATE – Has a reliable backhand (the most distinguishing factor in the difference between 3.0 & 3.5). Improved service and returns (more options) with increased effectiveness. Know the difference between “rushing” the net and “earning” the net. Developed better “teamwork”. Reducing unforced errors. Drop shot and dink execution improved (>50%); effective lobs & overhead smashes. Development of strategy and better opponent evaluation. Participate in club “Games” & Tournament play.

4.0 ADVANCED – Increased consistency. Backhand must be an offensive option. Uses a variety of shots, higher accuracy on most offensive and defensive shots with improved placement and control. Uses spin & handles spin shots. Excellent anticipation and reflexes. Exercises patience but recognizes scoring opportunities using placement & power when required. Competes in tournaments.

4.5 TOURNAMENT PLAYER – Highly consistent. Better endurance and stamina. Competitive in Outside tournaments. Practice and play to improve shots. Excellent strategy (offense and defense) determination with ability to evaluate opponents and adjust game. Successfully competes in tournaments 4.0+.

5.0 NATIONAL CHAMPIONSHIP COMPETITOR – Mastery of ALL shots, reliable movement and strategy; likely younger with superior physical and mental stamina, strength and reflexes combined with dedication to drill, practice and play to improve and retain consistency.

Each Rating implies that ALL skills of the previous level have been achieved.

READ all of the ratings to better understand the progression of skills.

The Rating (above) is intended to be a **guide not a "grade"** for players & leagues.

The Purpose of Rating

1. To find players or a league of similar skills.
2. To take instruction that is appropriate for the skill level of the player. The Rating can help a player focus on the areas to be improved.
3. To compete in the appropriate level in games/tournaments with players of similar ability for fair and enjoyable matches.

UNDERSTANDING RATING:

- Most beginner and Intermediate players "use" the same shots, but the difference of each level is power and placement.
- At higher levels, 3.5 & up players have more variety with greater control & consistency.
- **The highest level players do the same things, just better and more reliably. They are physically and mentally fit and use superior strategy.**

A player's goal should be to ACHIEVE THE BEST for their age, experience and athletic ability, regardless of "rating".

Solivita – Revised from combination with The Villages

1.0 NOVICE without previous paddle or racquet experience. Learning basic rules, keeping score, serve & return, “ready” position, basic court position, grip and strokes (ground strokes or volleys.) All of these skills are taught in a Newbee Class by experienced instructors.

1.5 NOVICE with previous paddle or racquet experience and athletic ability that includes eye-hand coordination and footwork as well as grip and basic strokes. Learning all of lessons described above.

1.0 – 1.5 Newbees remain at this status for at least 3 – 6 months to gain playing and “game” experience.

2.0 BEGINNER – Players can serve, keep score accurately, sustain rallies including ground strokes and volleys with similar ability players. Court position improving – gets to the net occasionally and attempts lobs.

Footwork is improving – players move sooner to where ball will be hit. Successful serves at least 7 of 10.

2.5 ADVANCED BEGINNER – Continues to improve in all strokes and shot selection. Forehand is hit more confidently; Backhand is used but under development. Players may *attempt* soft shots and dinks. Players get to the NVZ more often and hit volleys without faults. Court coverage has improved. Shot placement is improving and attempt dinks. Players are in leagues and may participate in Smashers “Games”.

3.0 INTERMEDIATE – Incorporates more shot selection variety: direction and speeds, also more awareness of “scoring opportunities.” Backhand technique is improving. Demonstrates better footwork - getting to the place to hit the ball in time to stop and prepare to make a shot. Displays more aggressive “net” play and maintains “ready” position. Uses offensive & defensive lobs. Succeeds < 50% on drop shots and dinks.

3.5 ADVANCED INTERMEDIATE – Has a reliable backhand (the most distinguishing factor in the difference between 3.0 & 3.5). Improved service and returns with more options and increased effectiveness. Know the difference between “rushing” the net and “earning” the net. Developed better “teamwork”. Reduces unforced errors. Drop shot and dink execution improved (>50%); effective lobs & overhead smashes. Development of strategy and better opponent evaluation. Participate in club “Games” & Tournament play.

4.0 ADVANCED – Increased consistency. Backhand must be an offensive option. Uses a variety of shots, higher accuracy on most offensive and defensive shots with improved placement and control; >50% on drop shots and dinks. Uses spin & handles spin shots. Excellent anticipation and reflexes. Exercises patience but creates scoring opportunities using placement and various speed. Competes in tournaments.

4.5 ADVANCED TOURNAMENT LEVEL – Highly consistent, reliability of shots with control, speed and spin. Practice and play to maintain consistency. Commits few unforced errors and takes advantage of opponent errors. Better endurance and stamina, physically and mentally. Excellent strategy (offense and defense) and able to vary style of play as required. Dependable competitor with ability to evaluate opponents. Successfully competes in tournaments.

5.0 National Champion Level - Mastery of all shots, movements and strategy; likely younger with superior stamina, strength and reflexes combined with dedication to drill, practice and play to improve and retain consistency. These are the competitors in “open” competition at National Tournaments.

Each Rating implies that ALL skills of the previous level have been achieved.