

# Members Only Open (MOO)

**MEMBERS ONLY OPEN (MOO) is exclusively for members of the Smashers in Open Mixer play.** All members are eligible to participate, but encouraged to play in the MOO appropriate for their skill (see below.)

**Non-member residents, visitors or guests** may play on or reserve available courts or play on Resident Open cts. **“Open Play”** allows members to play with a variety of players. **The Queue system** ensures fair rotation.

## Members Only Open (MOO) at Freedom Park & The Palms

- Weekdays & Weekends on assigned courts and specified times
  - See MOO Schedule or Monthly Court Schedule for details.
  - **Courts and times are subject to change**
- **MOO 1 (1.0 – 1.5) for new players and Newbee graduates**
- **MOO 2 (2.0 – 2.5) for players to develop their skills (advanced beginner)**
- **MOO 3 (2.5 – 3.0 for non-aggressive and intermediate play**
- **MOO 4 (3.0 – 3.5+) for advanced and competitive play**

Members may play on any MOO courts, but are encouraged to find a good fit for their skills. The Progression is intended to provide members of all levels an chance to play with similarly skilled players to improve & have fun!

**The goal is for members to have a safe and enjoyable experience in all pickleball play.**

## Open Play and Queuing System

**Paddle Racks are located outside MOO courts at Freedom Park & The Palms for “queuing.”**

1. Queue paddles to determine order of play
  - A. Players participating in the MOO, place their paddle in the Queue Rack in numeric order (beginning at #1) when they arrive.
  - B. Players from a previous league leaves promptly when the league ends, unless players are near the end of a game; play will be allowed up to two (2) minutes) to finish a game.
  - C. No player from a previous league may “queue” their paddle until AFTER league play has ended.
  - D. Players with paddles in the first 4 slots of the Queue Rack, take an open court; the next 4 players take another open court, etc. until all available courts are used.
  - E. Remaining paddles are moved “up” to the lowest number.
2. Initial Match/Game
  - A. Matches are 1 game to 11, win by 2; during heavy usage (> 8 paddles in queue) game to 9 win by 1
  - B. When game ends, players wait and exit the court without disrupting play on an active court.
3. Rotation
  - A. Players on a court near the primary gate move to the vacated court to finish the game.
  - B. The same number of players that finish, equals the number of players that rotate “in.”
    - a. > 4 paddles in the Queuing rack, first 4 players (lowest numbers) take a court.
    - b. < 4 players in the Queuing rack, remaining paddles in queue + players who have played the least games take the available court.
  - C. Any remaining paddles are moved “up” in the Queue.
  - D. Exiting players may put their paddles into the Queue behind other paddles.**
  - E. Players should partner with different players whenever possible.
  - F. If players from the MOO play on an unused court (Freedom Park), that court is considered part of the MOO and the same guidelines apply except, players may stay for 2 games.
  - G. A player may choose to “skip” a turn, or hold out the paddle to rest or change the order.
    - The paddle should be kept out of the queue or placed on the highest number.
    - When a player returns the paddle to the queue, the player is eligible to play when the paddle is moved to a spot/number available for play.