

Session Definition and Session Naming Rules

Session Definition

In addition to the physical aspects of a session, i.e. location and time, three key aspects will be defined:

1. Session type
2. Target skill level
3. Session format

1. Session Type

While there may be several session types, including leagues and tournaments, the main four are:

- **Training** (including “Skills and Drills” and “First Time Players”)
- **Social Play** (a range of skill levels to allow friends to play together and more relaxed play)
- **Competitive Play** (targeting specific skill level(s) to ensure challenging games)
- **DUPR rating** (match play with results submitted to DUPR)

2. Target Skill Level

It can be difficult to assess one’s own pickleball skill level and therefore which sessions to join. The table below defines the Club’s adopted relationship between Skill Level and DUPR rating, for the purpose of describing sessions. This table may differ from a player’s view of their own skill level. However, it is consistent with the globally accepted DUPR definitions and is appropriate for our needs.

Level	DUPR
Beginner	Less than 2.25
Advanced Beginner	2.25 - 2.49
Lower Intermediate	2.50 - 2.99
Intermediate	3.00 - 3.49
Upper Intermediate	3.50 - 3.99
Advanced	4.00 - 4.49
Upper Advanced	4.50 - 4.99

Skill level scale for SCPC

Target skill levels will be stated for all sessions, but social sessions might allow a broader range of skill levels.

For competitive play and DUPR rating sessions, both the skill level and the matching DUPR will be stated, e.g. Lower Intermediate to Intermediate (2.50 to 3.49). Hence with time the relationship will become imbedded, reducing the current subjectivity.

3. Session Format

The session format describes how the session will be run. Common formats are:

- Skills and Drills
- Round Robin
- Team Challenge
- Mini League
- Pool
- Ladder
- King/Queen of the Court
- Challenge Courts
- Match Play
- Unstructured

Some formats require more organisation than others and some are better able to ensure challenging games where there is a wide range of skill levels. Venue coordinators will select the format best suited to the type of session.

Implementation

Once these naming rules are in use, there is an expectation for the “Competitive Play” sessions that players will meet the required standard. Unfortunately, not every member will be able to play in every session they choose. There may be times when the committee must make a skills assessment and ask a player not to sign up to certain sessions. There is no intention of offending anyone, but the club accepts that it needs to provide our members with some sessions where they can challenge themselves with others of a similar skill level.

If the committee asks a player to withdraw from a session (with a full refund), we will help them to formulate a strategy for skill advancement or suggest other suitable sessions. Although we acknowledge that this is not always easy to hear, our intention in addressing this issue is to maximise the playing experience for all our members. We will appreciate your understanding and support as we progress these changes.