

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
	5 2-5 years	Definitely not ITPTA Self rating is difficult as people struggle with honest evaluations of self skills. A rating system based upon skill levels could help players play according to their abilities. That said, I can see where some people may be unaccepting of a rating system.	
2.0/beginner	0-2 years		
2.0/beginner	0-2 years		Just goofing!
2.0/beginner	0-2 years		
2.0/beginner	0-2 years	In general anything that is based on self evaluation will have a substantial range of assessment even with identical skills. For any classification where the rating is more important then having some consistent external evaluation would likely make sense.	
2.0/beginner	0-2 years		
2.0/beginner	0-2 years		
2.0/beginner	0-2 years		
2.0/beginner	2-5 years		
2.0/beginner	0-2 years	I am partially disabled due to stroke I have complete use of my right side and not my left I'd be interested in playing other handicapped people or entry-level people and get a feel for the game I used to play racquetball for 40 years had to stop due to the stroke	Self-assessment is sufficient
2.0/beginner	0-2 years		I'm I'm not sure how much training I would benefit from since I'm a novice to the game
2.0/beginner	0-2 years		
2.0/beginner	0-2 years	I think it is important so people play with others with there own skills.	
2.0/beginner	0-2 years	I would also like to say that I joined this year and have felt the people that run the rotation and skills (I play Tuesday mornings) are very helpful and very interested in seeing that everyone gets better. I have never been in an organization that wants a player to succeed as this pickleball organization. I give you all an A++++.	
2.0/beginner	0-2 years		

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2.0/beginner	0-2 years		
High 2.5	0-2 years	It would be helpful to truly know my rating so that I can feel more confident and comfortable moving on to new challenges in Pickleball. I guess that's partly why I only play for fun right now because I'm not sure if I'm good enough to play in a more advanced setting.	
High 2.5	0-2 years		At my 2.5 level, the skills i don't have are still obvious. The skills and drills coach's feedback has been very good.
High 2.5	0-2 years	More accurate than self rating	
High 2.5	0-2 years		
High 2.5	0-2 years		
High 2.5	0-2 years		
High 2.5	0-2 years		
High 2.5	2-5 years		
High 2.5	2-5 years		
High 2.5	0-2 years		
High 2.5	0-2 years	Accountability. I would like to be tested at various intervals and be told by someone more professional than myself that I either pass and can go to the next level or I need to stay at the current level longer and what specific skills I need to improve to advance. Perhaps the skill rating program would be optional. So there would be three "tracks." Recreational (no testing all skill levels), skills improvement(testing levels 2.0-3.5) and competitive.	
High 2.5	0-2 years		

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High 2.5	0-2 years	Skill level ratings are needed so the individual can have an honest non bias opinion of his/her true playing level" ; ..this would ensure a player can be grouped with players of his/her own playing level" ; this would ensure a comfortable more stress free game which would be much more enjoyable" ; ..A player can than move up the rating scale at a realistic pace under proper training and guidance" ; ..	
High 2.5	0-2 years	For those who chose to participate in formal skills rating program, it was give us an opportunity to be more informed on exactly where we rate, in stead of guessing. Then we could align to the correct levels in rotations, etc.	
High 2.5	2-5 years		
High 2.5	0-2 years		
High 2.5	2-5 years	Would love to know if I'm rating myself correctly	
High 2.5	2-5 years		
High 2.5	2-5 years	It would be helpful if, say, after a skills and drills month that there be some rating/assessment of where you are skill wise ie. your rating.	
High 2.5	5+ years		
High 2.5	0-2 years		I just play for fun and don't want to be rated.
High 2.5	2-5 years		
High 2.5	5+ years	A skill rating program would help in many ways. 1. What a player needs to work on through skills/drills coaching. 2. Break down the skills/drills sessions so there can be multiple sessions more narrowly focused on a group of players particular need for improvement. (Early mornings or evenings when play is not planned) 3. Align players closer together if competitive series are planned or could be at the bulk range of players which I would imagine are 3.0-4.0 range. Regards	
High 2.5	0-2 years		
High 2.5	2-5 years		

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High 2.5	2-5 years	<p>Yes. I believe this is getting out of hand. There is too wide a variance in the skill levels with self- assessment. (People who think they are better than they are or people who think they are not good enough to advance.) If I play just with my skill level, I believe there are some that should not be there either because they better or worse than the skill level. However, when I play with a 2.5 - 3.0 it is much more fun and everyone knows the skill levels are combined. Plus you get more competitive games. I also think that the modules are a good way to figure out if a person is ready to advance. That being said it should be up to the instructor, not the student, which I think is the case with self-assessment. Some of those who have taken an upper skill module believe once they take it they automatically advance a level. Maybe a player that has a level rating from UPTR or IPTPA should be the ones to rate our members. Good luck to you! Thank you for recognizing we need some input on this.</p>	
High 2.5	0-2 years	The value is playing at your actual skill level and having equality on the courts.	
High 2.5	0-2 years	Play in you ability	
High 2.5	2-5 years	If nothing else, a self-rating guide of some kind would be useful. We in the lower levels just seem to judge ourselves by what others have judged themselves to be. No idea if it is correct.	
High 2.5	0-2 years	I think the rating has the reward of being able to evaluate your progress from an objective point of view.	
		Whether or not you are consistently winning or losing certain games (against certain players might be masking your true progress.It is fun to win, but critical to improve and measure your your improvement.	
		<p>What you cannot measure - you cannot improve. i need objective input! I am new here (6 weeks) and have not had opportunity to play yet and not familiar with a club. This is my first chance. Not familiar with rotations & Ladders, etc???</p>	
High 2.5	0-2 years		
High 2.5	5+ years		
High 2.5	5+ years		
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High 2.5	0-2 years	<p>I think some people down grade themselves in order to participate in some activities or just like to win. They have no business being with 2.5S.</p> <p>To be honest I was guessing at my rating and having someone rate my play would go a long way towards eliminating the "you don't belong here" comments I've received from lower ranked players when I participate in a 2.0 - 2.5 rotation as an example. Of course the problems with that include if you are having a really good day and rate higher or a really bad day and would just as soon forget all the missed shots/errors you made but hey, nothing is perfect.</p>	
High 2.5	0-2 years	You have a sheet that provides skills needed for each level already.	
High 2.5	0-2 years	<p>I play for fun, etc. but with competitive play at the same time. Most play for competitive play, but friends are made along the way. So it's both.</p> <p>Self rating is difficult to be accurate. I notice that a 3.0 rating would be different from one area to another, or one state to another. It would be nice to have the challenge to play with those who are at same or actually a bit better!</p>	
High 3.0	0-2 years	Thank you for all you do to make this club successful!	
High 3.0	0-2 years	Because when people self rate some tend to elevate their rating making it so play is not as challenging or fun	
High 3.0	2-5 years		
High 3.0	0-2 years		
High 3.0	2-5 years		
High 3.0	0-2 years		
High 3.0	2-5 years		

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High 3.0	0-2 years	<p>When I sign up for a rotation at my skill level, I find the players to be all over the board in terms of skills and level of play. This past year, a group of women broke away from the women's rotation because they wanted more challenging play...they created the 3.5+ women's rotation group. They told me, just change your rating and then you can join this group too. Wouldn't that defeat the purpose, isn't that how the first group became diluted? My husband plays a level above me. He comes home from rotations and talks of players that he believes I'm clearly better than, but have ranked themselves higher to play more challenging matches. The problem is that it dilutes the level of play for him. I attended 3.0 skills and drills. Two of the four players on my court couldn't consistently get their serves over the net (a 3.0 skill) which impeded my experience that day. They had just recently moved themselves up to 3.0. With self ranking, I believe that folks often inflate their level to challenge themselves at the expense of those who are truly at that level.</p> <p>People need an unbiased assessment of their level of play. I think the club needs a testing day where a panel of qualified people run members through a series of skills and drills and then assign levels. If I wanted to move up, I would need to sign up and have others assess and agree with that decision. This could be offered once a month or so and I believe the levels would become more consistent.</p> <p>Opportunities for feedback are valuable...and i would hope such a program would provide skills training in preparation for testing at the various levels...</p> <p>the skills and drills events on Thursdays are really good...well organized and instructors are fabulous, knowledgeable and encouraging. Would want something like that to continue as some of us would like to continually improve but not necessarily be rated... wish there were more of these available.</p>	<p>The previous rating system seemed very subjective. The level assigned did not necessarily match up with how a player performed in a real game.</p>
High 3.0	5+ years	<p>Thank you all who make these opportunities possible. I know it's a ton of work to keep them going.</p>	
High 3.0	5+ years		
High 3.0	2-5 years		
High 3.0	2-5 years		
High 3.0	5+ years		
High 3.0	0-2 years	<p>It would only be valuable if the skill rating is used for setting up games. As it is it seems if games are set up for 2.5+ I am seldom set up with my skill level.</p>	

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High 3.0	2-5 years		
High 3.0	0-2 years		
High 3.0	0-2 years	I think it would be helpful to have someone access what level I am and what I need to improve to move to the next level.	
High 3.0	2-5 years	I have found that your "ladders" system is the most practical way to self-assess my skill level.	
High 3.0	5+ years		
High 3.0	2-5 years	More consistency and confidence within the skill level	
High 3.0	2-5 years		it will create another level of complexity and management that is not needed. Everyone I have met is pretty good at assessing their level of play.
High 3.0	5+ years		
High 3.0	5+ years	I recently moved here and I had some friends living here already and one of my main purposes for coming was I was told that you were rated on how you play and that's the skill level that you will be kind of assigned to play. So I was disappointed that it's just a rate your own schedule and it varies greatly. Also being new it's very hard to connect to people of a certain level to even coordinate reserving a court to play with 4 people. If you had a rating system that would be very easy for someone new to fit into their rating rather than just playing with a variety of people only.	Don't care.
High 3.0	0-2 years		
High 3.0	2-5 years		
High 3.0	0-2 years		
High 3.0	5+ years	It would be beneficial if a group of 4.0 + players would be available to rate unofficially using criteria similar to that used by official rating associations	
High 3.0	2-5 years		
High 3.0	5+ years		

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High 3.0	2-5 years	More competitive play at recognized skill levels. I like the idea of ladders keeping track of your score so you are paired with players of equal playing levels.
High 3.0	2-5 years	As a beginner I had no idea where to rate myself. That was a source of frustration for others and myself as I eventually came to realize I needed to move up. Now the shoe is on the other foot as I am facing players who clearly belong up 1-2 levels. So I'd say less self evaluation and more rigorous objective ratings by club reps.
High 3.0	0-2 years	I'm assuming that the objectivity of a skill rating program would help the individual better understand at what level to play and where they need to improve.
High 3.0	5+ years	
High 3.0	5+ years	
High 3.0	2-5 years	This would help ratings to be closer to the individuals level.
High 3.0	2-5 years	
High 3.0	0-2 years	
High 3.0	2-5 years	Always nice to improve your skills. Placement, paddle holding. Technics .
High 3.0	0-2 years	Provide equal level ability in all players at each rating level There should be some level of consistency on how people are evaluating themselves. I agree with self assessment of the members, but I don't think people really look at the qualifications for that level. I feel people pick a level so they can play with friends.
High 3.0	2-5 years	
High 3.0	0-2 years	
High 3.0	2-5 years	

If no, please give us your thoughts on why a skill rating program is not of value

Ladders provides me the feed back I need. A skill rating program could be problematic, to implement, to maintain, to be fair. On any given day I play at 3.5 or 2.5, and in any given week, I could improve to the next skill level. In the end I'm a free market supporter, not a regulated market. I'm willing to put up with the 4.0's playing at 3.0 to avoid undo regulation -- I can learn from that.

There will always be claims of "unfair" no matter how skill level is determined.... no need to add another layer of administration.

A one time deal is not accurate enough to rate someone

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High 3.0	2-5 years	A skill rating program would help me to identify the areas in my game play that need to be improved on. "Skills and Drills" are great but they don't help identify deficient areas.	
High 3.0	2-5 years		
High 3.0	0-2 years		It might be valuable for others, but I'm comfortable where I have self rated. If a rating program is optional, that would be fine. However, I am in the game for fun and would not want the pressure of being judged.
High 3.0	2-5 years		Likely to be tested and the pressure to get right rating will cause a lower rating. This might lead to playing with people that won't challenge me. My play varies from a mid 3.0 to mid 3.5, in my opinion.
High 3.0	5+ years		
High 3.0	5+ years		
High 3.0	2-5 years		
High 3.0	0-2 years		
High 3.0	0-2 years	Since we self rate, that inits self is open to speculation. I think a rating system that is standardized would be more helpful. Today I played with a woman who said she was a 4.0. She wasn't!	
High 3.0	2-5 years	Standardizing the rating system would be a truer rating than self.	
High 3.0	0-2 years		
High 3.0	5+ years	Currently I do not participate in ladders or rotational play but If I choose to participate it would be good to have a real rating and play with like players.	
High 3.0	2-5 years	Too many people are rating themselves higher than they really are skill level wise. This messes up ladders and rotations when a mid-level 3.0 rates themselves as a 3.5 or a 3.5 rates themselves as a 4.0.	
High 3.0	5+ years	It's good to know your rating so you can play in the right matches based on your rating number	
High 3.0	2-5 years	No real experience with formal rating system, so can't give much feedback.	
High 3.0	5+ years		

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High 3.0	0-2 years	I don't know what the criteria for each level are... It would bring more challenge and teach the correct way to play the game. By self rating players incorrectly move to a higher level when the skill set isn't there.	
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High 3.0	0-2 years		
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High 3.0	5+ years	I think it is difficult for an individual to rate themselves. We look at our skill level differently and it may be due to a lack of confidence in ourselves, or maybe the opposite and we think we are better than we are. Having a set system for evaluating skill level and rating would be helpful.	
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High 3.0	0-2 years		
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High 3.5	2-5 years	To better evaluate players and confirm self ratings.	
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High 3.5	5+ years		
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High 3.5	0-2 years		
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Most players already know at what level of skill they are at. You may run into a player in rotations every now and then that after play has started they realize they made a mistake at a higher level of play they can't handle but may be challenging themselves to improve their playing skills. By telling that person they don't belong in that level of play is demoralizing. All players at Festival are senior citizens and for some this is the first time in their lives they are be competitive. So to have the club tell them they shouldn't play at a higher level then the club skill level program valued them at is wrong. We all have good days and bad, your rating should be based on how well you compete, not just an instance in time where someone evaluates your ability to demonstrate specific skills. Can you actually apply those skills consistently over time. That requires playing and keeping track of your win/loss, skills of the team your playing against and skills of your partner. Complex issue, best answer seems to me allow self assessment and individuals should recognize when they just can't compete.

High 3.5	2-5 years		
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High 3.5	2-5 years		
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High 3.5	5+ years	<p>Somehow, you need to figure out how to keep individuals from increasing their skill level when they can't compete. Frustrating playing with individuals you can tell clearly doesn't meet the requirements but we have to play with them during rotations. Maybe you keep track of how often they win, considering their partners wins. If you are losing by several points a certain percent of the time it should tell you they need to move back until that percentage goes up to a certain number. The skill rating that I went through seemed thorough until I saw two of them that were borderline at best were moved up. I was shocked. Just think wins/points can tell you a lot over 10 to 20 game.</p> <p>It would be nice to have a more consistently and scientific rating system within SCF. It should be a dynamic system that players need to maintain their rating, not just get it and stay there even if they should be lowered. I would really like to play with players of the same level or be able to challenge myself and try to move up. A rating system could help with this.</p>	
High 3.5	2-5 years		
High 3.5	2-5 years		
High 3.5	5+ years	<p>Stopped taking part in all club calendar events as too many players rated themselves above their actual skill level. A rating system would help to correct this imbalance.</p>	
High 3.5	0-2 years		
High 3.5	5+ years	<p>I think a number has limited utility: it means something, but I don't think it means much. I've been beaten by people who are barely 3.0s, and I've beaten people who are 4.0+s. I play in both ladder leagues, and we can see quickly who belongs and who doesn't by their play. So I don't know that a rating system is going to provide anything for me.</p>	
High 3.5	5+ years		
High 3.5	5+ years		Not sure how biased it would be.
High 3.5	2-5 years	<p>Rotations and Ladders would be more of an appealing option if players were appropriately categorized. Currently IMO there is ratings creep - too many people over assess their rating level.</p>	
High 3.5	0-2 years	<p>It would accurately reflect the actual skill of a player.</p>	
High 3.5	2-5 years		
High 3.5	5+ years	<p>Some days I feel like I'm a 3.5 and some days I feel like I'm a 4.0. It would be nice if someone who knows what they're doing could tell me what I should rank myself.</p>	
High 3.5	5+ years		

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High 3.5	0-2 years		
High 3.5	0-2 years		80 -85 percent of the people self rate themselves properly.
High 3.5	5+ years	There are too many self rated competitors in the rotations and ladders.	
High 3.5	2-5 years		The last skill rating, which was in house, it seemed like everyone passed. I've noticed that several rated players can't put their skills to use in a game.
High 3.5	2-5 years		
High 3.5	2-5 years	Commonly with rotations and ladders, people do not play at required skill levels which inhibits fun for all participants.	
High 3.5	5+ years	Have a knowledgeable person review a persons game.	
High 3.5	5+ years		
High 3.5	2-5 years		
High 3.5	5+ years	I think there is too many self-rating and are rating too high. Makes it hard to play if a few are not at my level. Think you need to rethink the self rating	
High 3.5	5+ years		
High 3.5	2-5 years	Rating of players would make scheduled events which have specific rating levels of participation more accurate and enjoyable	
High 3.5	2-5 years		
High 3.5	5+ years	Skill level should be centered around execution of 3rd shot drop knowledge and ability. It is frustrating playing with people who rate themselves 3.0-3.5 and yet have no desire to attempt 3rd shot drops. Those who have no knowledge of 3rd drop shots or choose not to play at that level should be rated 2.0-2.5.	
High 3.5	5+ years	Uniformity and consistency.	I see some issues with the self-rating system as we have today however I'm not sure there's a way/method to rate people so they can be told/restricted to certain rotations. It seems that some people rate at a certain level because that's where their friends are.
High 3.5	2-5 years		I'm in favor of the self-rating system we have today even though there are some drawbacks.

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High 3.5	5+ years	Might assure the rotations are players of that level	
High 3.5	0-2 years		Very difficult to get an honest rating from another party. self rating is already not honest, as I have played with other 3.5 who belong in 2.5.
High 3.5	5+ years		
High 3.5	5+ years		
High 3.5	2-5 years		
High 3.5	0-2 years	Only if it opens opportunities to meet and compete with comparable skilled players.	
High 3.5	5+ years		
High 3.5	0-2 years		
High 3.5	2-5 years	I think it might help those who play in rotations. I prefer not to play in them anymore	
High 3.5	0-2 years	It would help keep players from joining in sessions where they don't belong.	
High 3.5	0-2 years	Many people think they are better than they are and rate themselves too high. I earned my skill level thru tournament play. I have seen people from Festival who are "rated" 3.5 or 4.0 playing lower levels at tournaments. Must really want to win. I play 3.5 and 3.5/4.0 rotations, have fun and great social contact.	
High 3.5	2-5 years		
High 3.5	2-5 years	People often go to a higher skill level without the skills required for that new level. Having someone evaluate them might show them the skills that they are lacking for the level they are self evaluating themselves at.	
High 3.5	5+ years		Skill rating is subjective. In the past skills were judged without play
High 3.5	5+ years		
High 3.5	2-5 years		
High 3.5	5+ years	It would assure that people are playing at the appropriate level	
High 4.0	0-2 years		

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High 4.0	5+ years	<p>Only need for the highly competitive group To assist in the allocation of courts to ensure equitable court access for those active members playing. This is especially as the club grows.</p>	<p>Should be rated over time as you play in tournaments or competitive play with your peers.</p>
High 4.0	0-2 years	<p>Only need for the highly competitive group To assist in the allocation of courts to ensure equitable court access for those active members playing. This is especially as the club grows.</p>	<p>The current self rating program has destroyed true competitive play. I believe that a person who plays in a tournament at 3.0 or 3.5 should play at that level in Club play.</p>
High 4.0	2-5 years	<p>The value of a skill rating system is that players would be able to play with others players at their level. This would make for fun, competitive games</p>	<p>The current self rating program has destroyed true competitive play. I believe that a person who plays in a tournament at 3.0 or 3.5 should play at that level in Club play.</p>
High 4.0	2-5 years	<p>As I see it, self rating is very subjective and becomes increasingly problematic as a player advances to the upper levels. To start with, if a player is playing in APPL or tournaments as a 3.5 player they should NOT be self rating at SCF as a 4.0 player. The same should be true for all rating levels.</p> <p>Rating via IPTPA and/or a 'club rating' should begin at the 3.5 level. It should be a skills and match play rating system that puts some pressure on the player to execute in live action. If during the match play, at the 3.5 level, there are no attempts to try and make drop shots and dinking apart of their game, they should not move up or gain a rating. If some players don't want to go through the rating system that's just fine. There are opportunities for 'open play', ladders and rotations, to give those who just want to play socially do so.</p> <p>Rated players should have the option for 'rated' ladders and rotations. Ladders should be narrowed to 2.0-2.5, 3.0-3.5, 4.0-4.+.</p> <p>Unfortunately, the 4.0 level has been so deluded that most higher 4.0 players do not play in the rotations, ladders or skills and drills. They end up creating their own groups of play and it can be or at the very least, appear to be, closed and exclusive.</p> <p>Thanks for considering my random thoughts and having the courage to attempt navigating a tough issue!</p>	<p>The current self rating program has destroyed true competitive play. I believe that a person who plays in a tournament at 3.0 or 3.5 should play at that level in Club play.</p>
High 4.0	2-5 years	<p>Thanks for considering my random thoughts and having the courage to attempt navigating a tough issue!</p>	<p>The current self rating program has destroyed true competitive play. I believe that a person who plays in a tournament at 3.0 or 3.5 should play at that level in Club play.</p>
High 4.0	5+ years		<p>The current self rating program has destroyed true competitive play. I believe that a person who plays in a tournament at 3.0 or 3.5 should play at that level in Club play.</p>

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High 4.0	5+ years	<p>I found in this year's rotations that a few people showed up and played who were clearly not at the level specified for the rotation group. This became particularly problematic when the opposition pair picked on your clearly weaker partner.</p> <p>In our social context, it's difficult to turn someone away on a subjective basis. There needs to be an objective basis for the rating that is then enforced for rotations.</p> <p>The IPTPA ratings are certainly better than self-ratings or home-club ratings. But some of the IPTPA testing and ratings ended up a half-level (0.5) inflated.</p> <p>No doubt it was Covid that started people playing in "bubble" groups of similar skill levels. But that pattern has persisted making it particularly difficult, especially for snowbirds, to find and play with others of similar skill level.</p> <p>I think it might work, for morning play, that all Sage courts be put on a court reserve system, and all Wagner courts be for open play with each court designated for a particular level of play. So there might be 2 courts for 4.5-5.0; 3 courts for 4.0; 4 courts for 3.5; 4 courts for 3.0; and 3 courts for 2.0-2.5. After a couple weeks, the court allocation could be fine-tuned. Such a system would enable players to try a higher level when they think they have "outgrown" their current level.</p> <p>We have a lot of players rated through IPTPA that are probably over rated and that is why I think a lot of 4.0 groups dissolved.</p>	
High 4.0	5+ years	<p>It would be nice to have consistent and objective ratings of members who want to have the rating. Self-rating is okay but naturally results in a very wide variation among each level. For example, the 4.0 groups likely have players who could objectively play at the 4.5 level or at 3.5 and sometimes even a 3.0. I don't mind playing with people of varying abilities from time to time but when it is a scheduled activity at a specified level, it would be good to be a bit more consistent. I recognize that strict adherence to objective ratings would likely result in a large number of 3.0 and 3.5 players versus a lower number at higher levels. Balancing court time among specific skill levels categories versus open play is a constant challenge.</p>	
High 4.0	0-2 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
High 4.0	2-5 years	<p>Something similar to a Ladders scoring system is needed to better capture a true player rating. Currently, way TOO many club players are completely ignorant of their self-assessed rating/ranking. And as a result, the in-house rotations have become so diluted (watered down) that many of the better (more skilled) players are no longer attending.</p> <p>Regarding "Formal" Testing: Simply passing a "test" of how many times a person can make a third-shot drop, while being fed a nice soft shot, etc. is nowhere close to what needs to be managed in an actual game against highly skilled level players.</p>	
High 4.0	5+ years		
High 4.0	5+ years	<p>Too many self-rate at a higher level diluting the club's rotational play. Very difficult to do without lots of volunteers and people that have a back ground in rating players. Have been at a club where it created more drama and trouble than it was worth.</p>	
High 4.0	2-5 years		
High 4.0	5+ years		Someones rating is not the end all.
High 4.0	5+ years	<p>Right now I believe the system is broken. Some are not being honest about their rating. When you go to rotations it's a crap shoot for competition. There are so many variations within each rotation. I am rated a high 4.0 UTPR and feel like 4.0 rotation isn't challenging. Now I form my own group. It takes the meeting of new people out of the equation which saddens me.</p>	
High 4.0	2-5 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
High 4.0	5+ years	<p>By allowing people to self-rate it encourages lower level players to rate themselves higher so that they can get competitive play. For the higher level players their games become less competitive and they lose the opportunity to work at higher level skill development. There are fewer "true" 4.5s and 5.0s and our club offers ONE opportunity a week (informal - Friday mornings) for them to play. And now there are 3.5s and 4.0s allowed to play because of self-rating and "club" ratings. I do feel there should be opportunities for players who want to improve to get the opportunity for more competitive games. But they should also be putting in the work to improve. The Skills and drills, our club offers, led by more skilled players, with game play for 30 - 45 minutes after drills seems to me to be a way to help improve our clubs' skill level. However, letting those who just want more competitive games, but don't work on improving, should not be allowed to self-rate and dilute upper level players competitive play. Our club is going to have to have some kind of way to rate players, for those who don't play tournaments. And, those who do or have played tournaments should not be able to play in club play at a higher rating than their tournament UPTR rating.</p> <p>Members should be given the opportunity to participate in programmed events to meet their comfort level of involvement. Open rated , self rated and/or certified rating . Programming should reflect this diversity and grouping such as 4.5&4.0 / 3.5 & 3.0 , 4.0-3.5 etc with well thought out expectations and missions.</p> <p>I have heard complaints from some that unrealistic self rating brings down the quality of collective goals . A coordinator of this group should set level based on"certified rating" to avoid problems . Maybe another group coordinator has a vision for" hit and giggle" rotation and this level would be"self rating".</p>	
High 4.0	0-2 years		

How Long a
Skill Rating Member? If Yes, please give us your thoughts on the value of a skill rating program

If no, please give us your thoughts on why a skill rating program is not of value

I have not heard of the "perfect" rating system, each has flaws so why adopt one, especially if it costs a member monetarily.

I think education would be helpful. Advise members your skill level may stay the same for years and never change upwards.

The fact you were a level C last few years does not mean you are level B based on time period played at a level.

Club should advise members you move up based on success at a skill level rotation. It use to be that the club had coordinators at skill level rotations advise a member they should move up as they consistently are winning a majority of the games they play week after week. Rotations were Up/Down split and if you found yourself consistently ending the rotation at court 1 or 2 then it was time to give a try to moving up. If you moved up and now you are losing vast majority of your games and games are pretty lopsided in scoring you can move back down.

I realize that a tendency is for someone to self-rate themselves higher than what they should be. I can say from experience, in my opinion, the reason the 4.0 rotations have declined (Wed. ended and Monday down to 2 courts) is because several folks are really 3.5 level. The higher skilled 4.0 then decided to leave and simply reserve a court to play among themselves.

High 4.0 5+ years

High 4.0 0-2 years

High 4.5 5+ years

High 4.5 2-5 years UPTR is best rating for skill levels.
 Too many club members have IFTPA ratings which have significantly diluted our clubs play. The majority of these people "paid" for their ratings and they do not truly depict the player's skill level. A well run club rating system is needed to place these members in their true skill level so that future club sponsored events can be had with like player skill

High 4.5 5+ years levels.

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
		<p>It is very important (since everyone over rates themselves) that upper level rotations stay true to skill level. Otherwise they are watered down with lower level players who have self rated. When that happens the upper level players stop attending. Therefor even though it appears that there is scheduled play for them, in reality there is none.</p>	
		<p>Since there is no real open play now (too few courts for all the different skill levels) I get no competitive play from that either.</p>	
High 4.5	2-5 years	<p>Please rectify this situation. We have seriously considered selling our house even though we originally moved here for the pickleball.</p>	
High 4.5	5+ years		
High 4.5	5+ years	<p>Players should not be able to self rate themselves at a higher level then a tournament level they have been rated as.</p>	
		<p>The value of a good rating system is that it gives players of a certain level challenging play within there ability to play.</p>	
		<p>When people self rate themselves to a higher level then there ability they draw down the play of the better players.</p>	
		<p>The better players should be willing to take time to play with lower level players on occasion. They should not be forced to play with these lower level players in a rotation.</p>	
High 4.5	5+ years	<p>Thanks for asking for comments. As an upper level player I would be willing to participate in a skill and drills group with lower level players that allows game play for the last 30-45 minutes of the drill period which should be 2 hours long. Some players stay in lower levels No fun when you can't compete with them</p>	
Low 2.5	0-2 years	<p>Coordinators should recommend that they should move up to their level</p>	
Low 2.5	0-2 years		
Low 2.5	0-2 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
		<p>I have played with many who "rate" themselves higher than they play and still don't understand the rules. I also feel like I can't determine my own rating well. It's a "guessing" game.</p>	
Low 2.5	0-2 years	Please reinstate the weekly skill's classes!! I have learned so much from Don and Scott.	
Low 2.5	2-5 years	<p>When I first began playing, I received advice from an experienced organizer that I was up to a 2.5. I have been happy at that level of play and was actively trying to play more and improve. I ended up with a shoulder injury last August. It improved for awhile but has returned to point where I have not been able to play for about 6 weeks now.</p> <p>before my injury, I believe that I could have competed with 3.0 players but it would have been good for an experienced player to access my abilities.</p> <p>I check what play time is available and even though I'm not playing, it seems like there have been plenty of opportunities with both rotations and skills & drills that I would have ampple opportunity. to play and improve.</p>	
Low 2.5	0-2 years	I'm in awe of the players that give their time to organize and teach others of all skill levels.	
Low 2.5	0-2 years	I have been "out of the playing loop" for the past 3 years due to several things so this survey may not be a good time for me to answer.	
Low 2.5	5+ years		
Low 2.5	2-5 years		
Low 2.5	5+ years		
Low 2.5	2-5 years		
Low 2.5	0-2 years	I think that some people under estimaste their skills. It would be nice if a skill level rating program was used. It would help people to play at their correct skill level.	
Low 2.5	0-2 years		
Low 2.5	0-2 years		
Low 2.5	0-2 years	I would like to have more opportunities to get into skills and drills. I am actually self rated as a 2.0 on Court Reserve and I get no opportunities for skills and drills.	

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 2.5	0-2 years	Ensures people play at their correct level.	
Low 2.5	0-2 years		
Low 2.5	2-5 years		
Low 2.5	2-5 years		
Low 2.5	0-2 years		
Low 2.5	0-2 years	Once a player is near a 3.0, there should be some kind of rating system. It can be frustrating and defeating for new players or those at 2.0-2.5 to play with players who stay at 3.0 who are more skilled. There has not been a lot of rotations available for 2.0-2.5 or enough opportunities for skills and drills at these levels.	
Low 2.5	0-2 years		
Low 2.5	0-2 years	It would benefit me personally to know what level an experienced eater would put me at. I get conflicting comments on my skill level. As a new player, it is intimidating to self-evaluate knowing some folks are super competitive. Even though EVERYONE we have met in the club is friendly and very open and accepting, it is difficult to rate oneself while watching some of the very good players say they are lower rating than I would think they are. So it is difficult to rate oneself up to a 2.5 or even 3.0 when what looks like 4.0+ players say they are 2.5 or 3.0 players. Having a skill rating system in place would help take that pressure off, provide some consistency, and give a more honest evaluation to everyone.	
Low 2.5	0-2 years		
Low 2.5	0-2 years		
Low 2.5	0-2 years	Easier to find other players at same level	
Low 2.5	0-2 years		
Low 2.5	0-2 years		
Low 2.5	0-2 years		
Low 2.5	0-2 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 2.5	0-2 years		
Low 2.5	2-5 years		The classes are led by people that are not trainers. Often it is presented as their style and not necessarily correct. Kind of led by people who are friends of friends
Low 2.5	2-5 years		
Low 2.5	0-2 years		
Low 2.5	0-2 years	So when playing you are playing with the same level	
Low 3.0	2-5 years		
Low 3.0	2-5 years		
Low 3.0	2-5 years		Since I typically just play socially, skill rating is not too important. People I play with who start out below my level quickly get up to speed if they play consistently.
Low 3.0	2-5 years		
Low 3.0	2-5 years	Members rating themselves makes no sense.	
Low 3.0	0-2 years	It took me quite some time to follow my friends from 2.5 to a 3.0 rating only because I didn't feel I had the experience or skill to advance. What did it for me was going to the 2.5 Skills & Drills. It was extremely frustrating trying to do drills with players that didn't even have the basic skills for 2.0. And now those same players that did not develop the skills in 2.5 have moved up to 3.0 and still lacking the basic skills. Frustrating to say the least.	I think they win/loss record in your rotation should provide the necessary feedback but there may be times when the coordinator needs to give positive encouragement or a gentle nudge to play in a lower skill level mix rotation.
Low 3.0	0-2 years		
Low 3.0	0-2 years		
Low 3.0	0-2 years		
Low 3.0	0-2 years	In order to play with people of my skill level, we all need to know our skill levels so we be scheduled to play together. I am now unsure of my skill rating and most of the people I play with are 2.5 - 3.5. I huge difference.	
Low 3.0	2-5 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 3.0	2-5 years	It helps to play with people the same or better if it's not just social play. There is an element of safety provided when skills are honed. People in 2.0 tend to jump to 2.5 too quickly and slow down play for those working on 2.5-3.0.	
Low 3.0	2-5 years		
Low 3.0	0-2 years		
Low 3.0	2-5 years		
Low 3.0	0-2 years	<ol style="list-style-type: none"> 1. More standardized skill level at a skill rating 2. If rating from program captured in CourtReserve, we will lessen "downplaying" - can be a factor in 2.5 & 3.0 programs 3. Opportunity to finetune the ratings into low xx & high xx which, in turn, would allow us to finetune our programs, as in, a High 2.5/Low 3.0 programs would provide much more competitive & fun play than our current broader 2.5/3.0 offering 4. A skills rating program would help our lower level players the most - the ones we want to encourage in their love for the game. Most 2.5s have no idea when they have crossed over to a 3.0 threshold. 	
Low 3.0	5+ years		
Low 3.0	0-2 years	I feel the current system of self rating is sufficient.	
Low 3.0	0-2 years		
Low 3.0	0-2 years	<p>It would be helpful to know that your self-rated skill lever is accurate or close to accurate. I like playing up a little bit for the challenge of doing so and to continue to improve my game.</p> <p>I'm really not sure. Skill ratings seem to put a label on you, yet sometimes it's nice to play with people at the same level. It allows you to sharpen your skills. What I think will be helpful for me is to find a partner and play partner games because that would allow me to sharpen my skills. Rotations are fun but always switching partners means you don't know how the other person plays and sometime its difficult to adjust, or just takes time. Would it be possible to do a rotation with assigning a partner for the whole rotation??? To much work??? Just a thought.</p>	
Low 3.0	5+ years	<p>There is a wide wide level of skill between 2.5-3.5";". There is not enough Skills and Drills training at 3.0 particularly";". The Skills and Drills would be a good place for rating options. Self rating is OK for fun play but otherwise the self rating is leaves too wide of a variance of skill in rotations and competition.</p>	
Low 3.0	2-5 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 3.0	2-5 years	It allows for better competition during event days.	
Low 3.0	0-2 years	Also, on rotation days the same group of higher skill players seem to be in the same pool. Changing it up would be more fun for everyone.	
Low 3.0	0-2 years		
Low 3.0	2-5 years		
Low 3.0	2-5 years	<p>It would provide partners of similar skill level in rotations. Often, you can be paired with someone who probably shouldn't be playing at the rotation level they are signed up for. Either they are significantly better or significantly not up to the rating level. It makes it frustrating if they are your partner.</p> <p>Also it is probably a good idea for the people that are seasonal if there is a consistent rating system for when they play at their other home or location, to are able to play with people with similar skill levels.</p> <p>Also - on the question Do you consider yourself...</p>	<p>Most players' self rating works itself out. There are too many variables in a rating process. I do not think it would be worth the time and effort to implement a skill rating program.</p>
Low 3.0	2-5 years	I would choose 2 answers - As I also play for fun, social interaction & exercise.	
Low 3.0	2-5 years		
Low 3.0	5+ years		Because players like ranking themselves lower to play better in rotations.
Low 3.0	0-2 years	<p>To see how I can improve my game and form.</p> <p>If one is playing at your skill level the more fun it can bring and. Benefits of challenging us to perform, move , proper position, how to hit correctly, get up close to net , drops, speeds technical skills do improve game play otherwise you will get bored playing .</p> <p>When we play well with others it helps</p> <p>Us be a good sport even after losing games with better players.</p> <p>As a group we need to encourage each other support each player to not give up . our self esteem can be affected by how we play and respond to others, I believe playing Pickleball should be fun yet challenging and sharing our successes and failures with others is a part of the game environment,</p>	
Low 3.0	0-2 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 3.0	0-2 years	The vast majority of SCF Pickleballers likely self rate themselves higher than they perhaps should be rated. Some form of club rating system would likely reduce inflated self assessments. There could be a place for a purely recreational sign up system as well.	
Low 3.0	5+ years		
Low 3.0	2-5 years	Sometimes players will rate themselves and be incorrect, which makes playing with such persons difficult.	
Low 3.0	5+ years	To ensure that under rated players are not dominating events like rotation and team play	
Low 3.0	0-2 years		
Low 3.0	2-5 years		
Low 3.0	0-2 years		
Low 3.0	0-2 years	It would place you loser with those of equal skill level. Some peoples self assessments are way off.	
Low 3.0	0-2 years		I took the test a while ago for my initial rating of 2.5. I don't plan on any sanctioned tournaments, and I am happy with just playing socially in rotations and with friends. I am now self rated at a 3.0, and I'm fine with that. I am always trying to improve, but I don't feel a need to test for my rating.
Low 3.0	5+ years	Self-assessment is too subjective and personal. An independent assessment is less biased and more consistent. We would also have a more accurate rating for outside events.	
Low 3.0	0-2 years	I feel it would be valuable to the individual to know what level of skill they have. That way they have the option to further their knowledge through skills & drills, or private lessons, or whatever they choose. I also feel that it should be up to the individual whether or not they want someone to evaluate them, it can't be a requirement.	
Low 3.0	2-5 years	It would be a process that would create a more consistent & true measure of a players skill level.	
Low 3.0	2-5 years		
Low 3.0	0-2 years		
Low 3.0	0-2 years	I think there are guides for the various levels. I believe 3.5 and above ratings would be useful if judged by club members and members should not be able to self evaluate above 3.0.	

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 3.0	5+ years		
Low 3.0	0-2 years		too many self proclaimed experts who take themselves too seriously
Low 3.0	2-5 years		
Low 3.0	2-5 years		
Low 3.0	0-2 years		I'm happy with the people I play & their skill level. I would think for PB players that are serious, the skill level rating would helpful.
Low 3.0	2-5 years	Self rating is difficult for because of my inconsistency. I have 2.5 days and I have 3.5 days. I'm just guessing at my own skill level, primarily based on the performance of my peers.	
Low 3.0	0-2 years	I think a skill rating is important. People should be rated by a monitor. Self assessment doesn't work.	
Low 3.0	2-5 years		
Low 3.5	0-2 years	I think you would make competitive play that much better and closer in skills. The self rating system is challenging because many do not assess themselves correctly. Some rate themselves too high and some too low. I stopped going to some rotations with a specific rating because of this. At a 3.5 rotation there are people who should really be 3.0 and some that should be 4.0. There is actually some bullying I have seen go on because of this.	
Low 3.5	2-5 years		It could cause some conflicts between people. When we had rated players at SCF there were numerous complaints that the rating was unfair. There was a problem with rated players manipulating and letting unrated players into their group, even when it was a rated rotation. This continued for the 3.5, and above groups. The club should be promoting players to play 50% with their level of play, 25% with a higher level, and 25% with those at a lower level. We currently have plenty of play time that allows every level to do this without being rated.
Low 3.5	5+ years		
Low 3.5	0-2 years	Ensuring that players self ratings are accurate for competetive play	
Low 3.5	5+ years		
Low 3.5	2-5 years	Not if required.	
Low 3.5	2-5 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 3.5	2-5 years	I feel an outsider rating committee would hopefully open some peoples eyes to the fact that they are not ready to move up to certain levels. It lowers the quality of play for people that are really at that next level. Some sort of test should be given that demonstrates the skills needed to progress to the next level. Also play of games with skills,I feel tells the story.	
Low 3.5	2-5 years		
Low 3.5	0-2 years		
Low 3.5	0-2 years	it would give the individual an objective evaluation of themselves. It would not be perfect but better than what we have now. Also, more skills and drills so we can progress if we want too. The physical and social aspects of PB is so much a plus. Can mature people do this? Safety class each year to remind us to do this safely! Thanks for your hard work and progress in making PB such a success Here. one last request, could you put pads on the back fences at the courts so when I do my backwards return lobe, from a lobe I don't get cut on the fence? !'m running out of band aids! lol, better yet I will just go back to counseling! Thanks again!	
Low 3.5	2-5 years		
Low 3.5	0-2 years		
Low 3.5	0-2 years		
Low 3.5	2-5 years		
Low 3.5	0-2 years	Many players over rate themselves. I see players in a 3.5 rotation that are really 3.0 or less.	
Low 3.5	2-5 years	A skill rating program would give players a true evaluation of their abilities/skill level	
Low 3.5	5+ years		
Low 3.5	2-5 years		
Low 3.5	2-5 years		
Low 3.5	0-2 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
Low 3.5	0-2 years	Makes sure you are playing opponents of similar level, not wannabes or sandbagged.	Too subjective and open to interpretation. A one day eval may not be a true representation of how that person plays.
Low 3.5	2-5 years		
Low 3.5	0-2 years	I think it's better when the gap between skill level play is not too great	
Low 3.5	5+ years	Good tool for making competitions an "even" playing field.	
Low 3.5	2-5 years		
Low 3.5	2-5 years	It would keep the play more consistent and honest.	It somewhat takes care of itself. Meaning that if you play enough you will see where you belong.
Low 3.5	2-5 years	This might result in more consistency in the self-evaluations. There seems to be a bigger range in each level than there once was, Although I checked the category "plays for fun, exercise and social interaction", the other category applies too, ie wanting challenging play and improvement .	
Low 3.5	5+ years	IPTPA Rating 4 years ago was 3.0, moved myself up to 3.5 this season. To insure you are getting the play you are looking for with being competitive and having close games.	People will self evaluate, if they never win games they will soon step down a level. Another consideration would be on what basis would the evaluation be made. Not everyone plays a conventional game although they win against their level as well as a level above them. If you start placing members according to someone else's judgement that may open friendly or unfriendly bias. In my judgement that is not needed in a retirement community. Pickleball can be fun and social while still being competitive. Thank you!
Low 3.5	5+ years		
Low 3.5	2-5 years		
Low 3.5	0-2 years		
Low 3.5	2-5 years		
Low 3.5	5+ years	It would allow for consistent competitive and enjoyable playtime.	
Low 3.5	2-5 years		

Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
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Low 3.5	5+ years	Simply, such a program provides clarification on skill ratings and identifies opportunities for improvement. I belong to other clubs and the rating process is becoming more and more complicated, ...to the point where it is difficult to participate without a confirmed rating. While restrictive rating play quickly takes the fun out of the game, it has become a necessary component to stay involved.	
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Low 3.5	0-2 years	Added benefit to merely self-rating.	
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Low 3.5	2-5 years		
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Low 3.5	0-2 years		
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Low 3.5	2-5 years		
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Low 3.5	2-5 years		
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Low 3.5	2-5 years		
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Low 3.5	2-5 years		
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Low 3.5	0-2 years		
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Low 3.5	5+ years		
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Low 3.5	0-2 years		
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Low 3.5	2-5 years		
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Low 3.5	5+ years		
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It would not be valuable to me. I like to play the better players but not be rated. I think this would improve my play by playing with the better players. I'm not saying I would go play with the 4.0 - 5.0's, but at a level that would improve my game. I'm not the kind of person that needs to be validated that I'm a 3.0, 3.5 , whatever. If I think I can't keep up with a better group that's playing I would not try to play with them. But, as I said earlier, I think you get better playing with others that are better than you. I also get great advice from these players that I've found to be very helpful.

Low 3.5	2-5 years		
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Skill Rating	How Long a Member?	If Yes, please give us your thoughts on the value of a skill rating program	If no, please give us your thoughts on why a skill rating program is not of value
		<p>It' if a player is consistently losing our winning in ladders and adjustment to their rating is warranted a team of evaluators could witness ones performance and recommend changing their rating.</p> <p>When players move up to a higher rating and select ladders play their average win percentage should be weighted by some number, maybe 60% to place then in the correct position in the higher level. My understanding is that player maintains their prior average after moving up which creates poor competition while playing against better players</p>	
Low 3.5	2-5 years		
Low 3.5	0-2 years	<p>There are so many that people in the 3-3.5 players that think they are better and it gets frustrating. The skill level is all over the board. I find myself playing with others that have some tennis skill and think playing at the back line is the game! FRUSTRATING!</p>	
Low 3.5	5+ years		
Low 3.5	5+ years	<p>I think too many players are self rating themselves, which causes disparities in games. Better skilled players ranking themselves lower to beat up on opponents or less skilled players ranking themselves higher and then get beat up by opponents.</p>	
Low 3.5	5+ years		
Low 3.5	2-5 years		
Low 3.5	5+ years		
Low 3.5	5+ years	<p>Testing the number of characters allowed in this box. Opinions can be long and varied. Let's make sure there is sufficient room for all thoughts. (Note: Admin removed all the extraneous characters).</p>	
Low 3.5	5+ years		
Low 4.0	5+ years		Current system is fine for improving skills, exercise and having fun.
Low 4.0	5+ years		
Low 4.0	2-5 years		
Low 4.0	5+ years		
Low 4.0	0-2 years		
Low 4.0	0-2 years		

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Low 4.0	2-5 years		
Low 4.0	5+ years		
Low 4.0	5+ years		
Low 4.0	5+ years		
Low 4.0	0-2 years	Perhaps a skill rated rotation or open play area would make it easier to find a time during the week to play with similar skill levels.	
Low 4.0	5+ years		<p>Ply for fun and in Enjoyment</p> <p>It depends on how a rating program will be used but my expectation is the ratings will be used to exclude people from club sponsored events. The 4.0+ Skills & Drills used to be restricted to rated players only and Craig Palermo is openly complaining and confronting members that he believes do not deserve to be in his sessions.</p> <p>I think it would be very difficult to implement and then maintain a rating system. We have close to 1000 members if even half of those wanted to be rated how would that happen? How long is the rating good for? What is the purpose of rating people? Who's going to do the rating? There was a test rating system with the 4.5 mens group and friends let friends become a 4.5 without even having to play to prove that they are of that skill level. I don't think it's necessary. That's what reservations are for. Members can reserve a court and play with who they want to play with.</p>
Low 4.0	2-5 years		
Low 4.0	2-5 years	<p>I personally feel a skill rating system is of very significant value. I also think we DONT need to go out and recreate one. There are a few already in place I.e. USAPA, IPTPA etc. Without a rating system it becomes a total joke and really doesn't work well. Take a look what has happened to our club and all the self rating, it's totally absurd!!!</p>	
Low 4.0	2-5 years	<p>As a club I feel we need to get back and use the IPTPA testing system, It's not perfect but gives some kind of validity. Yes, there will be some that will do exceptionally well and pass who really aren't at that skill level on a consistent basis but those are anomalies.</p> <p>It's a lot better than what's currently going on.</p> <p>Yes to "some form" but I worry about a fair skill rating system? Everyone has a bad day- so how to handle that?"; plus the stress of knowing you are being rated? I'm a good example"; I play with 3.5 here at SCF and many times don't feel challenged. I play with</p>	
Low 4.0	0-2 years	4.0 players here and feels like tournament 3.5 level.	
Low 4.0	5+ years	Provide accurate level for newer, lower level players	

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Low 4.0	5+ years	Rotations seem to get "watered" down by players who really aren't strong enough to play in the particular rated group.	
Low 4.0	2-5 years	It would help members to ensure that they are playing at the correct level and provide challenging fu. Games	Skill rating is a set of pre determined skills, so of which aren't that applicable in a game
Low 4.0	2-5 years		
Low 4.0	5+ years		
Low 4.0	5+ years		
Low 4.0	0-2 years		I think first, you should look up the USAPA for those that are already ranked those rankings have been earned via tournaments. I for one am NOT self rated though the system has me self rated. Then..IF someone seriously needs to be rated then have a club rating. I've seen many individuals rate them self higher to play with the higher group and then it is watered down and IF they play in a tournament they play a lower level rather than step up to the plate. Not sure what good a skill level is then"; and personalities could possibly become involved etc.
Low 4.0	5+ years	It would be nice for all players to have an idea of their current skill rating so that they know where they belong in the system. It would also help when and if the club ever goes back to an open court system where your skill rating would help determine the courts for you to challenge in on.	
Low 4.0	5+ years		
Low 4.0	2-5 years	I am not familiar with how you get rated. I am curious.	
Low 4.0	5+ years		
Low 4.0	5+ years		
Low 4.0	0-2 years	Open play for all courts in the morning where you can challenge in at courts for various levels. Better education to help people understand their level. Have at least one rated-only rotation for each level and a way to make sure it is not watered down with some rating system.	
Low 4.0	2-5 years	Too many people are delusional about what their rating is A good rating system would help	
Low 4.0	2-5 years		

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Low 4.0	2-5 years		
Low 4.0	0-2 years		Just let people self rate and if want to move up you can tell by the skills of other players. If your beating people at your level, move up or move down if losing at your level.
Low 4.0	5+ years	We need uniformity in players' assessments of their skill level. How about DUPR? Get rid of self ratings and go back to the way it was. IPTPA, OR UTPR.	
Low 4.0	5+ years	There are too many self-rated people that think they are much better than they actually are. This can make games with better players much less fun for the better players.	
Low 4.0	2-5 years	Ratings would help to standardize and organize players into groups of similar ability levels. It will never be a perfect system, but it should improve a player's chances of having a more competitive and fun match. Players can then use these ratings to evaluate and identify ways to improve their skills.	
Low 4.0	2-5 years	A skill rating program would create a more balanced rating of players in the club so 3.0 players would not be in the 3.5 rotation and 3.5 players would not be in the 4.0 rotation, etc.	
Low 4.0	2-5 years	Having a rating system that is overseen by respected 4.0 and higher players. Would in my opinion more accurately identify a players skill level as long the rating system is based in the USPA standards for identifying player ratings. This would prevent an arrogant higher player from having control over who plays in their groups.	
Low 4.0	0-2 years		
Low 4.0	0-2 years		
Low 4.0	5+ years	It has no viable importance except for those that are new and developing skills.. The largest percentage of our members are social players. We currently have very few events that require a specific rating. Tournament players have official ratings from qualified evaluators. The bulk of our players are 2.0-3.5. and do not play in out of house tournaments. I think two regularly schedule rating sessions should be held at the first of season and the end of the season. October and March.	
Low 4.0	5+ years		
Low 4.0	2-5 years		

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Low 4.5	0-2 years	As a former college tennis player I'm very familiar with that rating system (NTRP with the USTA). I am not familiar with the equivalent ratings for pickleball. As a converted pickle ball player (who has not played sanctioned tournaments), I can only go by what level others who play tournaments have told me (and for all I know I'm a high 4.0 vs. a 4.5). The same would go for my wife who plays (I'm guessing she is a 2.5 to low 3.0). I am only a recent resident so not a lot of visibility regarding SCF club, other than positive perception and active membership. Thanks for taking the time to survey! Reach out anytime with questions.	
Low 4.5	2-5 years		
Low 4.5	5+ years		Ratings should be done through competition over several weeks. Also should be done by several people not just one.
Low 4.5	0-2 years	To be able to move up in ratings... you need to be tested first! Ladders is a perfect way to go. If you can continuously stay near the top... you should be able to move up.	
Low 4.5	5+ years	People need to play 65-75% of their time in their actual ability, not to their perceived ability	