

TVPBC Advancement Policies

The Evaluation Director along with the BODs, have developed a system to evaluate and promote players into one of 5 levels: C, B2, B1, A2 and A1. While many clubs may intermix players of different skill levels all the time, we allow that to take place during open times, but most of our play is done with other players of similar skills. Players will be evaluated to determine their skill sets, to include knowledge of the game, backhand and forehand shots, variety and placement of shots, to include the ability to play a hard and soft game.

Prior to signing up for evaluation, players should:

- Use the social RR results as a self-evaluation tool to see where you stand as compared to other players in your present skill group. Keep in mind; you should be winning a very high percentage of your games prior to signing up for advancement.
- Review the skill assessment document posted on the TVPBC website for the requirements of the skill level you are seeking

The advancement policy is broken down into 4 separate formats:

New Member Training:

- The Training Director, along with other training assistants will evaluate new player skills at the completion of their 3 day training session. New players will be rated as follows:
 - “C” level players have limited skills on the basics of the game to include rules and keeping score
 - “B2” level players have improved skills, able to move around on the court to hit many balls but may lack control and placement
 - “B1” level players exhibit more consistent skills, able to hit a variety of shots using both forehand and backhand, with some placement.
 - The Evaluations Director or one of the trained club evaluators may be called in to evaluate new players exhibiting skills for the B1 level.

“C” and “B2” Evaluations

- Members who are in the C and B2 skill level wishing to be promoted will do so by the following:
 - Sign-up electronically using the Evaluation Sign-up sheet located on the Tellico Village Pickleball web-site. The cut-off time for signing up for evaluation is the last day of each month.

- C and B2 evaluations will be scheduled on the 2nd Thursday of each month, year round, weather permitting. Should the evaluation need to be rescheduled due to the weather, the general policy will be to play the following Thursday.
- The Evaluation Director will schedule candidates, fill-in players and evaluators as needed to enable you to exhibit your skills. You may be playing with and against other candidates, evaluators, or selected players.
- Normally, two evaluators will be used to monitor each candidate, with an average of their scores being the final score. Scores varying by more than 10 points should be discussed with difference of opinions resolved.
 - The Skill Assessment forms used to verify and score player abilities is provided on the TVPBC website and candidates are encouraged to review the documents prior to the evaluation for detail on skill requirements.
- Players who qualify for the next skill level will be promoted without delay.
- Candidates will be provided with a verbal summary of their evaluation.
- C level candidates may advance one or more levels at a time but B2 candidates can only be promoted to the B1 level, unless the Fast Track format is used due to exceptional abilities being exhibited
- Player skills and abilities will be monitored by trained evaluators having knowledge of the requirements for the B2 and B1 skill levels.
- Players failing to be promoted must wait 2 months prior to signing up for re-evaluation. Players will be encouraged to work on all areas requiring improvement, including attendance at scheduled Drill sessions.
- Players being promoted to B1 skill level must wait a minimum of 3 months before be eligible to sign-up for A2 evaluation.

“B1” and “A2” Evaluation

- Members who are in the B1 and A2 skill level wishing to be promoted will do so by the following:
 - Sign-up electronically using the Evaluation Sign-up sheet located on the Tellico Village Pickleball web-site. The cut-off time for signing up for evaluation is the last day of each month.
 - The evaluation process for these skill groups will consist of playing with or against the Captains of the higher skill group over a period of 1 to 2 weeks.
 - The A2 and A1 skill groups will identify 5 to 7 captains who will be responsible to play with and/or observe the skills of players wanting to be promoted.
 - At the beginning of each month, the Captains of each skill group will be notified of candidates wishing to be evaluated.

- The candidates will come out during the regular scheduled playing times for the skill level they are pursuing. The Captains, upon meeting the candidates will set up games, playing with and against the candidates.
- The candidates may play with one or more Captains on any given day, but will not play with all of them on the same day. It is recommended that the candidates play with the Captains several times over a week or two to determine their skills.
- At the end of the week, or two as needed, the Captains will discuss the candidate between themselves and/or other players to determine if the candidate has the skill sets to be promoted.
- At least one or more of the Captains will discuss the results of the evaluation process, either congratulating the candidate for promotion or providing details as to the reason they did not.
 - The Captain should complete the A2 or A1 Skill Assessment form (as it applies to the skill level) to identify the candidates deficiencies should they fail to be promoted.
 - The Skill Assessment form is not required to be completed for players who meet the requirements and are eligible for promotion.
- The Captain will inform the Evaluation Director of the group's decision on each candidate as the results are determined.
- Players who qualify for the next skill level will be promoted without delay, while those failing to meet the requirements will remain at their previous skill level.
- Players being promoted must play in the new skill level for a minimum of 3 months before being eligible to be promoted again.
- Players who fail to be promoted must wait 3 months prior to attempting to be promoted again.

Fast Track Evaluation

- On rare occasions, there is the need to re-evaluate a player (candidate) due to their demonstration of having skill sets well above their designated skill level.
 - In this situation, the Evaluation Director should be notified of the situation.
 - The Evaluation Director will schedule a special evaluation for the candidate, with designated evaluators using the old B1, A2, A1 Evaluation Form to determine the player's skills and abilities. The Evaluation Director will arrange for the candidate to start playing with a higher skill group in which case the "B1/A2" evaluation format may apply to determine the candidate's proper skill level.

Non-Club Members or new TV Residents having prior PB experience

- More or less follow the “Fast Track Evaluation” format

Re-assignment of Players

- Players are encouraged to do a self evaluation on themselves when their playing skills or abilities may be less than their assigned skill level due to aging, injury, illness or other reasons.
- Players can re-assign themselves to a lower skill level by notifying the Evaluations Director of their decision to ensure the member roster is up-dated.
 - Players in this situation usually become more competitive and receive more enjoyment from their game.
- The President or Director of Evaluations may recommend that a player move to a lower skill level or attend an evaluation to appraise the player’s skills.
 - The outcome of this step shall simply be a recommendation to the player.
- If the player insists on remaining at a skill level they cannot handle, they may be considered for a re-evaluation and/or re-assignment via the Petition Policy.

Petition Policy

- The Petition Policy will only apply to the A2 and A1 skill levels
- Petitions will be limited to a single player
- A player can only be petitioned a maximum of once per year
- When a player’s skills are questioned by several members of a given skill group, the players should discuss the deficiencies with one or more of the skill level Captains.
- The Captains will verify if the player meets the skill level requirements or not.
 - If the player meets the skill level requirements, the members who instigated the complaint will be notified of the situation with no additional action required.
- If the player does not meet the skill level requirements:
 - One or more of the skill level Captains will discuss the deficiencies with the non-compliant player.
 - The player will be given 45 days to correct or improve on the deficiencies
 - It is recommended that the player attend skill and/or drill classes to help correct the deficiency
 - If the player resolves the problem or deficiencies within the 45 days, confirmed by the skill level Captains, the members who instigated the complaint will be notified of the situation with no additional action required.
- If the player has not corrected the deficiencies at the end of 45 days, a written Petition signed by 5 members of the skill group, along with at least 1 Captain will be provided to the Evaluation Director.

- The Evaluation Director will keep these petitions confidential other than using them to identify the non-compliant player.
- The Evaluation Director and/or President will contact the non-compliant player and discuss the situation. Unless a suitable reason (example: temporary health issue) is provided as to the non-compliance, the player will be re-assigned to the next lower skill level.
- Players are able to re-apply for the higher skill level after a period of 3 months, assuming they have resolved the non-compliant issue.
- **Petition signature requirements**
 - At least 5 members of the same skill level, along with a Captain's signature is required
 - Member signatures are limited to 3 petitions per year to include Captains
 - Members having less than 6 months experience at the given skill level are not eligible to sign a petition.
 - The President and Evaluation Director can only sign a petition as a Captain, but not as a member