



PICKLEBALL DRILL AND PLAY PROGRESSION

INTRO TO PICKLEBALL

How to play a match from start to finish. Includes learning the scoring system, all the rules and terminology, with a goal of playing a match on your own by the end of the class.

BEGINNER DRILL

Players should be somewhat confident in the scoring system and all basic rules of pickleball. All necessary shots will be introduced and practiced, along with some basic strategy ideas.

BEGINNER/INTERMEDIATE DRILL

The scoring and rules of pickleball should be fully understood for this group. Players should be able to execute the 3rd drop shot and comfortable playing in faster paced competition.

INTERMEDIATE DRILL

The scoring and rules of pickleball should be fully understood for this group. Players should be confident in executing the basic skills (dinking, volleys, serving, returning) and be ready to begin learning strategy and more competitive situations.



PICKLEBALL RATINGS

NEW TO PICKLEBALL LEVELS 1.0-2.0

A player who is just starting to play pickleball.
Learning the rules and scoring.

BEGINNER LEVELS 2.5

A player who has limited experience and
can sustain a short rally. Has a grasp for
rules and scoring.

BEGINNER/INTERMEDIATE LEVELS 3.0

A player who understands fundamentals and
court positioning. Complete understanding of
scoring and match play.

INTERMEDIATE LEVELS 3.5

A player who can acknowledge the difference
between a hard game and soft game. They
move quickly to the kitchen line. Starting to
incorporate higher level strategies and tactics.

INTERMEDIATE/ADVANCED LEVELS 4.0

A player who is able to identify and attack their
opponents' weaknesses. They are aware of
their partners' position on the court and are
able to move as a team.

ADVANCED LEVELS 4.5

A player who understands strategy and has
good footwork. They are able to communicate
and move well with their partner.

EXPERT LEVELS 5.0+

A player who has mastered pickleball strategies.
They have efficient footwork and can easily
adjust their game to their opponents' strengths
and weaknesses. Rarely make unforced errors.