

Level 3.5

High Intermediate · 3.50 – 3.74

You hold the kitchen line through long dink exchanges without popping the ball up, your third shot drops are aimed rather than hopeful, and you move up the court with your partner instead of on your own.

The session

A Level 3.5 Club Rating Session is **two hours on one court with four players**. You play **6 games** of doubles, partnering with each of the other three players twice, so no single pairing decides your result. It is all game play — you just play, and we watch the whole thing. Your result is confirmed by our coaching team and emailed to you within 48 hours; ratings are never given on court.

What a 3.5 looks like

Every player is assessed on the same ten areas. This is the standard we are looking for at 3.5.

- 1 KITCHEN GAME**
Sustains dink exchanges without popping the ball up; holds the line through extended rallies
- 2 BALL CONTROL**
Groundstrokes land where intended with consistent depth; adjusts height and speed shot to shot
- 3 OFFENSE**
Punch volleys land deep and keep opponents back; overheads are controlled rather than forced
- 4 DEFENSE**
Resets from the transition zone land soft more often than not; recovers position after being pushed back
- 5 COURT AWARENESS & POSITIONING**
Moves to the non-volley line with the partner and stays there; avoids getting stranded in transition
- 6 SHOT PLACEMENT**
Serves and returns land deep with intent; third shot drops are aimed rather than hopeful
- 7 PACE CONTROL**
Recognizes when to slow a point down, and can do it — not only hit hard
- 8 SHOT SELECTION**
Chooses the drop over the drive when the situation calls for it; errors come from execution, not choice
- 9 PARTNER PLAY**
Calls balls; communicates on switches and lobs
- 10 COMPOSURE**
Holds the same level after losing a point; does not unravel late in games

How each area is marked

Meets Expectation	You do this consistently at the 3.5 standard	2 pts
Approaching	It shows up, but it does not hold up yet	1 pt
Needs Improvement	Not yet present reliably	0 pts

What you need

Ten areas, 20 points. **To be rated 3.5, you need a score of 13 or higher.**

Score below that and you will receive the rating your play does support — you will never leave a session without a rating.

The Pickle Point Club Rating is used to place players within Pickle Point Centre and area programming. It is not a DUPR, CTPR, UTPR or sanctioned tournament rating, and no official rating card or certificate is issued.