

**Note: Each session will have 1 coordinator receiving free session**

**"No Smash" Play** - all levels together or specifically set, any gender.

Coordinator should be of a 3.5 + rating to coordinate if possible.

For players who want to slow things down and focus on kitchen play. Regular games will be played with a focus on control and shot selection.

Maximum 16 players - could be more check with Play Session Committee

Length of time - can vary with time available.

**Emperor's Court** - all levels together or specifically set, both genders of equal number  
- so 8 men and 8 woman minus one coordinator of equal or better rating.

This is meant to be more of a competitive play, where winners of each game move up a court (towards top court) and those not so successful move down a court.

When the game is over, and partners have moved - partners split up and play with a new partner on a new court each game.

Maximum 16 players

Length of time - Minimum 90 minutes -can vary with time available.

**King's Court** - would be for men only. Any level or a specific level may be set.

1 male coordinator of same level.

Maximum 16 players

Length of time - Minimum 90 minutes -can vary with time available.

**Queens court** - women only. Any level or a specific level may be set.

1 female coordinator of same level.

Maximum 16 players

Length of time - Minimum 90 minutes -can vary with time available.

**90 Minute Play** - all levels or specific level may be set.

Is a series of timed games, 10 minutes, minimum rest time between games- may be played with a mixed partner - female/male partners. Winners move up and losers move down - 8 games in the session to achieve the top court.

Maximum 16 players

Length of time - Minimum 90 minutes -can vary with time available.

**Novice Brackets** - This play session is for only novice players. Some of the novice brackets may be during open play schedules, other play may be for full gym novice play. This play will be conducted very similarly to the format used below. (please see Brackets)

Maximum - 5 players **per court**

Length of time - 1.5 hours minimum

**Brackets** - For NPC's use of brackets we place similar skilled players on the same courts for a Round Robin match of 5 players.

These scores are placed into the brackets ELO Algorithm system to create a calculated number of rating points between the participants giving each individual player of that day an updated rating. In our brackets play we have 20 players registered for play and they are placed onto courts for play with 4 other players. Scores will be kept for each match. Once the games have been tabulated - the coordinator will give players a new court assignment for their next match of games.

Maximum - 5 players **per court**

Length of time - Minimum 90 minutes -can vary with time available.

**Open Play** - Open play means that all players, of any skill level, The play can be wide open to all ratings or more specifically to a range or certain level of play. ie. Open Play, Open Play 3.5+ or Open Play 3.5.

Maximum Players - could depend on length of time of the session

Length of time - can vary with time available.

**Challenge court** - The challenge court system is where the winning team stays on and plays again. ..

Maximum players - could depend on length of time of the session

Length of time - can vary with time available.

**League Play** - teams may be formed or made up by the coordinator. Each team will consist of 4 players pending type of league ( men, women, mixed) Play may be a set number of pre-determined weeks - players would sign up for the number of weeks in total. Teams would play in a Round Robin format. tabulating scores over each match. One team may sit off each round which would be 20 players.

Maximum players - could depend on length of time of the session.

Length of time - can vary with time available.

**MLP League Play** - MAJOR LEAGUE PICKLEBALL PLAY

In Major League Pickleball play, co-ed teams of four (two men and two women) with a club rating of: Example:15 in total (ie. 2 - 4.0 players and 2 - 3.5 players = 15) compete against each other in matches that consist of four games: (This session will last a number of predetermined weeks). Scores will be kept and tabulated to identify the winning team after 6 weeks of play. A form of dreambreaker play will be used as a 5th game. Playoff format will be played after all teams have played in the Round Robin.

Maximum players Up to 32 players in a session

Length of time - minimum 3 hours.

**Skills & Practice Play** - is a training session that will help you become a more consistent pickleball player by practicing the basic skills of pickleball. Your instructor will re-create game scenarios for you to apply and integrate through practice and by providing drills for you to use on your own to improve your game.

Length of time - can vary with time available. Minimum 2 hours

Maximum players - 4 per court recommended

**Ladder Play** - A pickleball ladder is a system for ranking a group of pickleball players. Players are arranged like rungs on

a ladder and as a player wins or loses, the player moves up or down on the pickleball ladder.

Ladder play consists of matches

for 5 players per court all at a similar skill level. This format uses the same basic format of a Round Robin, difference being,

scores are kept and recorded by the Club for the 5 player match - the total for the match will identify who within the match will move up, move down and stay. This is done on all courts arranging players like rungs of a ladder length of time - can vary with time available.

Maximum players - could depend on length of time of the session.

Length of time - can vary with time available.

**Scramble** - compete with a different mixed partner every game.....picked randomly... we will be using Rally scoring for this session. The intention is to be equal number of M & F players to form mixed teams.

Maximum players - could depend on length of time of the session.

Length of time - can vary with time available.

**Book Your Own Court** - A court is booked by one person for their use. All players must be members of NPC. They may book more than one court and have as many people playing as they want.

There is one coordinator.

Maximum players - what ever the booking member is comfortable with. One person is paying for the court and collecting from the other members they invited

Length of time - can vary with time available. Minimum 1.5 hour