

QCPC Player Development offers drill classes for skill levels 2.0, 2.5, 3.0 and 3.5. The goal of a drill session is to help improve a person's skills to advance to the next skill level. For example, 3.0 drills are for 3.0 players who want to advance to 3.5. Similarly, 3.5 drills are for 3.5 players who want to advance to 4.0. How do I know which session to attend?

2.0 – Has completed beginner lesson either here or somewhere else. This class teaches the basic skills and is what one would learn in an advanced beginner class. Participants must have completed a beginner class before attending.

2.5 – Has a 2.5 rating or participated in 2.0 drills and was recommended to advance to 2.5. Can also join 2.5 drills with several months of playing with advanced beginners here or at other clubs. Instructor expects all students to know how to dink, drop, serve deep, return deep, volley and lob. If player is not familiar with these skills, they will be asked to attend 2.0 to receive training that will form good technique for the foundation of their game.

3.0 – Has a 3.0 rating (USAPA, IPTPA or other club rating) or has attended 2.5 drills and has been recommended to advance to 3.0. Can also join 3.0 drills if player has played in a 3.0 tournament. Instructor expects all students to be able to dink in a sustained rally, drop from transition and baseline, serve & return deep, execute punch volley, offensive lob and overhead smash. It is also important to be able to move on the court in a balanced and safe manor. If a player is not able to learn the skills during a session, they will be asked to attend 2.5 to improve their skills.

3.5 – Has 3.5 rating (USAPA, IPTPA) or has attended 3.0 drills and has been recommended to advance to 3.5.

4.0 – Has either USAPA or IPTPA 4.0 or higher rating.

As skill level increases the requirements to attend become less flexible and rely more on nationally recognized ratings.

We do not want our coaches in the position of recommending skill level based on observing a person's play. However, our coaches have agreed on an objective scenario to advance players to the next level drill session. A coach can recommend advancement by observing competency of skills in a drill session. For example, a coach can objectively determine if a player is executing all or most of the skills at a high level with proper technique. The coach can then confirm their observations with other coaches at the session. Note that this is not a recommendation of a person's level of play, it is an observation of how well a person performs drills. Is there a perfect system? Maybe, and we will continue to look and tweak. Thanks to those of you who have provided feedback and suggestions.