

Are you interested in an improved and robust rating system for Pickleball players?

Some of the concerns expressed about the current rating system include it being:

- 1) not well understood by the players
- 2) not transparent
- 3) subjective
- 4) inconsistent
- 5) “slow” (initially as well as subsequent changes up and down)
- 6) labor intensive
- 7) imprecise
- 8) inadequate for seeding
- 9) limited in scope (doubles and mixed doubles ratings are lumped together)
- 10) inadequate to balance the size of level tournament brackets
- 11) inadequate for rating the top level players (those “above” 5.0)

Would you like a rating system that addresses all of these concerns?

Imagine players’ ratings:

- 1) assigned initially after their first sanctioned tournament
- 2) updated immediately after every sanctioned tournament they participated in
- 3) based on all the matches they played at sanctioned tournaments
- 4) precise to 3 significant digits (for example 4.23)
- 5) determined by a “inexpensive robot” with 100% objectivity
- 6) accurate enough for seeding tournaments (consider the time saved and the arguments avoided)
- 7) used to balance the size of tournament brackets (depending on the size of the tournament and the ratings of the entered players division A might be players above 4.81 division B players below 4.81 and above 4.37 division C.....)
- 8) implying a player’s ranking (to be a player in the top 10, 100, or 1000 would be something to aspire to and generate interest)
- 9) being open ended (some players would have ratings above 5.0)
- 10) ONE OF THE PRIMARY REASONS TO BE A “MEMBER” AND PLAY SANCTIONED TOURNAMENTS

Is it possible to address all of these concerns and have all of these positive characteristics?

Yes, the rating method proposed addresses the concerns and has the characteristics listed above as do the sports with similar rating systems such as table tennis, badminton, squash, and chess.

If you are interested in an improved rating system please request and examine the documents described below.

1) A Word doc that makes some of the same points as this introduction and has the details of a possible system for Pickleball. The most technical parts can be skipped if they are too “scary or incompressible”. Ironically, it is not necessary to “understand” the actual “computational formula” that is at the heart of the system to understand and evaluate the entire system and its merits.

2) An Excell doc that compares the implications of the system as it is applied to some “simplified and rounded” events. It is worth some effort to understand what is happening here, perhaps with a friend over coffee or a beer.

3) A second Excell doc that shows some examples of how a few ratings would change in various circumstances. This doc is editable so you can experiment with your own examples. You should be able to predict the results!

For a system like this to be implemented, there would need to be some decisions made, some programming done, some testing (using match results that have already occurred!), and possibly some small adjustments to the algorithm. But if desired, in 3-12 months a robust and uncontroversial system could be fully functional.

If you like the idea of such an improved rating system and its consequences tell other players and the USAPA.

Questions/comments contact Paul Porch (Vancouver, WA) paulap@teleport.com or 360-256-2877 (MWF after noon)