

Examples of a Modified ELO Method (V1.1) Applied to the Three Types of Pickleball Ratings (S,
Based on a best two of three to 11 format (with K =14) K would be changed after statistics

Singles

Winning Player's		Losing Player's		Probability of the Winning "Team"	Winning Player's	
Old Rating	Old Rating	Old Rating	Old Rating		New Rating	New Rating
B		C			B	
4.12		3.97		0.77	4.14	
3.97		4.12		0.23	4.05	
4.71		4.28		0.97	4.71	
4.28		4.71		0.03	4.38	
4.13		4.13		0.50	4.18	

Doubles

Win ner's		Team's	Los er's		Team's	Probability of the Winning "Team"	Win ner's	
Old Rating	Old Rating	Old Rating	Old Rating	Old Rating	Old Rating		New Rating	New Rating
A	B		C	D			A	B
4.19	4.07	4.11	4.15	3.91	3.99	0.72	4.22	4.10
4.15	3.91	3.99	4.19	4.07	4.11	0.28	4.22	3.98
4.83	4.70	4.74	4.28	4.17	4.21	0.99	4.83	4.70
4.28	4.17	4.21	4.83	4.70	4.74	0.01	4.38	4.27
4.16	4.09	4.11	4.10	4.05	4.07	0.59	4.20	4.13
4.10	4.05	4.07	4.16	4.09	4.11	0.41	4.16	4.11

Mixed

Win ner's		Team's	Los er's		Team's	Probability of the Winning "Team"	Win ner's	
Old Rating	Old Rating	Old Rating	Old Rating	Old Rating	Old Rating		New Rating	New Rating
A	B		C	D			A	B
4.19	4.07	4.11	4.15	3.91	3.99	0.72	4.22	4.10
4.15	3.91	3.99	4.19	4.07	4.11	0.28	4.22	3.98
4.83	4.70	4.74	4.28	4.17	4.21	0.99	4.83	4.70
4.28	4.17	4.21	4.83	4.70	4.74	0.01	4.38	4.27
4.16	4.09	4.11	4.10	4.05	4.07	0.59	4.20	4.13
4.10	4.05	4.07	4.16	4.09	4.11	0.41	4.16	4.11

New Ratings of Players who have Played Multiple Matches would be Calculated in the Chronological Order in which the Matches are Posted

Note: There is no upper limit to a player's rating (just as in badminton, table tennis, chess and go)

D,MX)
al analysis

Losing Player's

New Rating

C

3.95

4.04

4.28

4.61

4.08

Los er's

New Rating

C

4.12

4.12

4.28

4.73

4.06

4.10

New Rating

D

3.88

4.00

4.17

4.60

4.01

4.03

Los er's

New Rating

C

4.12

4.12

4.28

4.73

4.06

4.10

New Rating

D

3.88

4.00

4.17

4.60

4.01

4.03