

Challenge Court

The purpose of the challenge court is to:

- Allow advanced players at each ratings level the opportunity to play competitive games.
- Provide players desiring to advance their rating level the opportunity to test their game at the next skill level.

Challenge Court Guidelines:

- Paddles are queued up for play on one of the three Challenge Courts, 3.0, 3.5 or 4.0.
- Players may only play on the Challenge Court for their current skill rating unless they are preparing for an assessment. Those preparing for an assessment can go one skill level up. (i.e. 3.0 player prepping for 3.5 assessment can play on the 3.5 Challenge Court).
- Players electing to play on a Challenge Court should understand that all players on the court are expecting a challenging game and will not be expected to 'go easy' on anyone.
- Teams (partners) stay together on this court.
- Queue up with a partner at your same ratings level.
- No team plays more than two consecutive games on the Challenge Court.
- When a game ends, the winning team stays on and stays together after their first win, and a new team comes in to challenge them. The losers come off the court.
- If a team wins a second consecutive game, then they exit the court as well and two new teams come on.