



Pickleball Schedule

Sept 3, 2024 – June 8, 2025

Latest revision 10/13/2024

Beginner (Newbie – 2.5) & Intermediate (3.0-3.5) Clinics

For players new to the game or players looking to improve their skills.

Skills Clinic (Novice 2.5 & Intermediate (3.0-3.5))

Different pickleball skill will be featured during each clinic – kitchen play, court positioning, groundstrokes, serve & returns, third shot drop & net play, ...

Round Robin

Round robin is for playing games and rotating partners.

Levels of Play for Round Robin

Players should self-select their appropriate level of play. If you find you're winning consistently you should move up. If you're being outplayed, losing consistently, you should move down. Pickleball is more fun and enjoyable when teams pair off against teams of near-equal abilities. If you want to improve your game against better players, find an experienced partner willing to help you get better through play.

- **Novice (2.5)/Low Intermediate (3.0)** - Mid-level and inexperienced players looking for recreational play.
- **High Intermediate (3.5)+** - Experienced and skilled players looking for a higher level of competition.
- **Mixed** - Open to all levels. Transitional mixed times are intended for players to 'mix it up' with other skill levels to 'play up'.

Schedule

Activity	Level	Day	Time	Cost
Round Robin	Mixed: Low/High Intermediate	Monday	1:30 pm – 3:00 pm	\$15
Not every Monday	Novice/Low Intermediate	Monday	7:00 pm – 8:30 pm	\$15
	Novice/Low Intermediate	Wednesday	1:30 pm – 3:00 pm	\$15
	Mixed: Low/High Intermediate	Thursday	2:00 pm – 3:30 pm	\$15
	Mixed: Low/High Intermediate	Friday	7:00 pm – 8:30 pm	\$15
Beginner Clinic	Newbie & Novice (2.5)	Friday	7:00 pm – 8:30 pm	\$25
Intermediate Clinic	Intermediate Level 3.0 – 3.5	Wednesday	12:00 pm – 1:30 pm	\$25
Skills Clinic	Novice – Intermediate Level	Tuesday	1:30 pm – 3:00 pm	\$25

Sign Up Required for Round Robin Play, Beginner & Intermediate Clinics
Sign-Up On-Line at www.pennoakstennisandfitness.com or Stop by the Front Desk.