

NAME: WINNER

CHART # 1

OBJECTIVE: DOUBLES TACTICS

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: PLAY IT IN SINGLES (WITHOUT DOUBLES ALLEYS)

MODALITY: DOUBLES (BASELINE-NET)

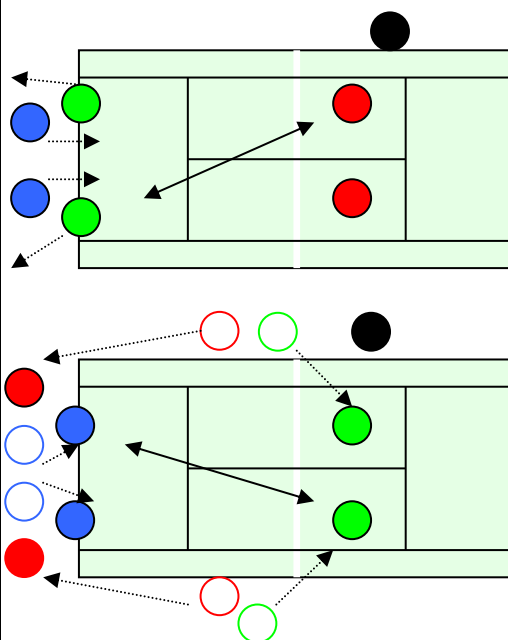
DESCRIPTION:

PLAYERS: There are three teams (red, green and blue) composed of two players each.

STARTING POSITIONS: The red team (at the net) plays against the green team (at the baseline) and the blue team waits for their turn at the backcourt fence.

GAME START, SCORING, AND CHANGING POSITIONS:

The coach puts the ball in play to the green team and a game is played to the best of three points in the following way: if the net team (red) makes a direct point (winner) then they maintain the position, make a "winner" and pass on to play against the blue team (the green team passes to the waiting position). Also, if the red team wins two of the three points then they maintain the position, make a "winner" and pass on to play against the blue team. In the case that the green team makes the direct point or makes two of the three points, they take the red team's position and pass on to play against the blue team (but they do not gain a winner, winners can only be gained at the net). Change of sides must be very quick, because whenever a team loses the net position, the coach puts the ball in play with a lob so the baseline team hits an overhead, after the bounce, against the team that has just arrived at the net. The first team to make 7 "winners" wins.



NAME: THE SCRAP YARD

CHART # 2

OBJECTIVE: FUN

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6-8

VARIATION: HITTING ONLY FOREHAND OR BACKHAND.

MODALITY: HITTING IN A WHEEL.

DESCRIPTION:

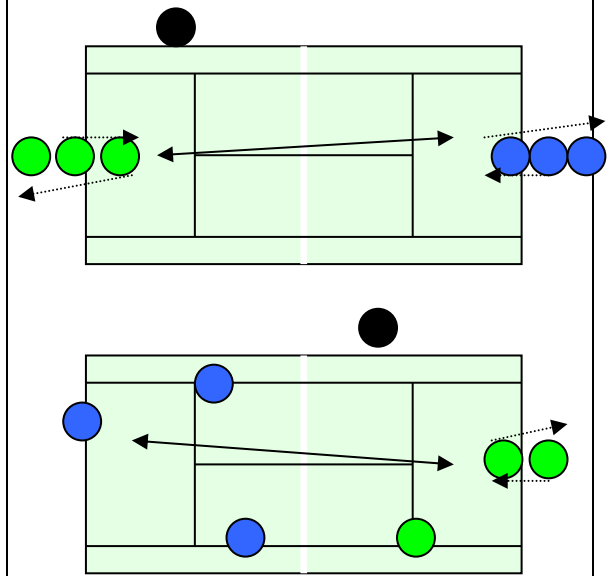
PLAYERS: There are two teams (green and blue) composed of three-four players each.

STARTING POSITIONS: The green and blue teams form a line behind the baseline.

GAME START: The coach puts the ball in play to either one of the teams.

CHANGING POSITIONS: The first player in line hits from the baseline, after the bounce, then goes to the back of the line. If the player who hits misses the ball, they must drop their racquet and play with their hand (catching and throwing the ball). If the player loses the point throwing with his hand, he goes to the scrap yard. The scrap yard is in the doubles alley; the player must try to touch with their racquet a stroke from the opposing team (with at least one foot inside the doubles alley). If they make it they return to their team's line and can play with the racquet again.

SCORING: Whoever sends all members of the opposing team to the scrap yard wins.



NAME: UP AND DOWN DOUBLES

CHART # 3

OBJECTIVE: DOUBLES TACTICS

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: GO UP TO THE NET IF THE BALL BOUNCES IN THE SERVICE BOX

MODALITY: DOUBLES

DESCRIPTION:

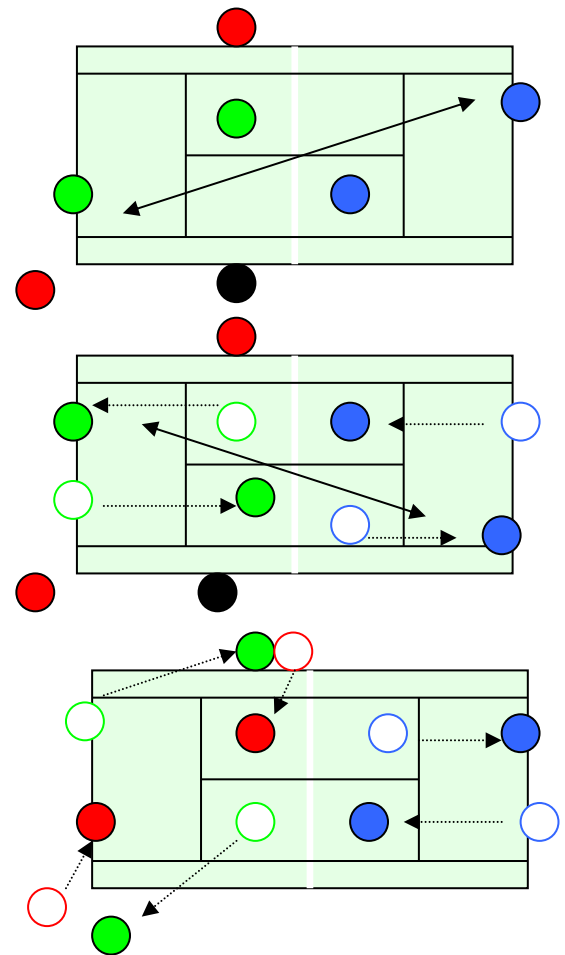
PLAYERS: There are three teams (red, green and blue) composed of two players each.

STARTING POSITIONS: The green team plays against the blue team while the red team waits.

GAME START: The coach puts the ball in play to the blue team, and they play a match against the red and green teams alternating two points to each team.

CHANGING POSITIONS: At the end of the match the green team passes to play against the red and blue teams, and then, the red team plays against the green and blue teams.

SCORING: A league is played between the three teams to the best of 11 points (two teams play against one). The team who plays alone and gets a better score is the one that wins.



NAME: THE WHEEL

CHART # 4

OBJECTIVE: FUN

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: THOSE AT THE BASELINE HIT ONLY FOREHAND, BACKHAND OR LOB ABOVE THOSE AT THE NET.

MODALITY: TRIO

DESCRIPTION:

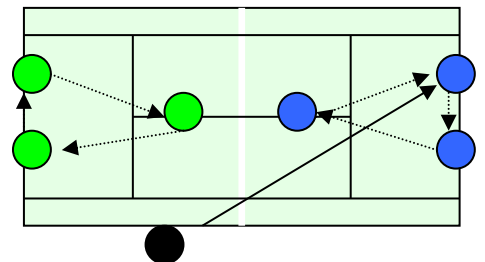
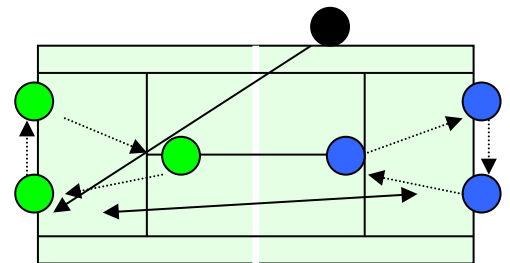
PLAYERS: There are two teams (green and blue) composed of three players each.

STARTING POSITIONS: The players from each team place themselves with two players at the baseline and one player at the net.

GAME START: The coach initiates the play for the entire first set to the baseline player on the green team who is at "deuce" position. The 2nd set begins to the baseline player on the blue team who is at "deuce" position. In the 3rd set (if there is one) half the set is served to one team and the other half to the other team.

CHANGING POSITIONS: Upon finishing each point, the players change positions moving in clockwise direction.

SCORING: The match is played to the best of 3 sets and to 11 points each set.



NAME: TENNIS VOLLEY

CHART # 5

OBJECTIVE: NET GAME

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: PLAY HITTING AFTER THE BOUNCE. PLAY HITTING ABOVE A STRING.

MODALITY: TRIO

DESCRIPTION:

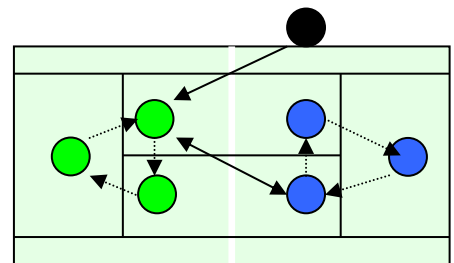
PLAYERS: There are two teams (green and blue) composed of three players each.

STARTING POSITIONS: The players from each team are placed two at the net and one at $\frac{3}{4}$ of the court.

GAME START: The coach puts the ball in play to one of the teams. The players from both teams can hit in three ways: 1st with volley, 2nd passing the ball to a classmate who does not let it bounce and volleys, and 3rd taking making two passes before hitting a volley towards the opposing team.

CHANGING POSITIONS: After finishing each point, change positions moving in clockwise direction.

SCORING: A match is played to the best of 3 sets with 11 points in each set.



NAME: TWO AGAINST ONE

CHART # 6

OBJECTIVE: SINGLES TACTIC

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: THE PAIR HITS ONLY FOREHAND OR BACKHAND. PLAY HITTING ABOVE A STRING.

MODALITY: TWO HIT IN A WHEEL AND ONE HITS ALONE

DESCRIPTION:

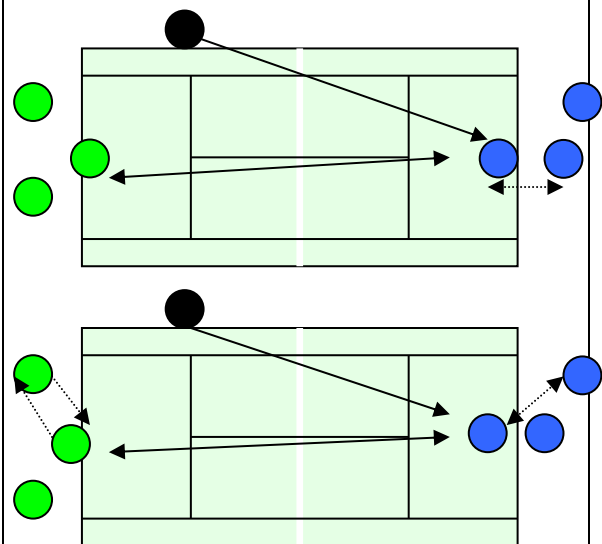
PLAYERS: There are two teams (green and blue) of three players each and using only the singles area of the court.

STARTING POSITIONS: In the 1st set the green team plays in singles mode against the blue team who hits in a wheel. In the 2nd set it is the blue team who plays singles and the green team who plays in a wheel. In the 3rd set each team play the half of the set in singles mode.

GAME START: The coach puts the ball in play to the pair.

CHANGING POSITIONS: If the player who plays alone wins the point, he keeps his position, if he loses the point he is replaced by one of his team-mates. The same goes for the pair, although only the player who misses the ball is replaced.

SCORING: A match is played to the best of 3 sets with 11 points in each set.



NAME: THE TRIO

CHART # 7

OBJECTIVE: SINGLES TACTIC

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: THE PAIR ALWAYS HITS FOREHAND OR BACKHAND. IF THE BALL BOUNCES IN THE SERVICE BOX, MOVE IN TO THE NET.

MODALITY: TWO PLAYERS HIT IN A WHEEL AND ONE PLAYER HITS ALONE.

DESCRIPTION:

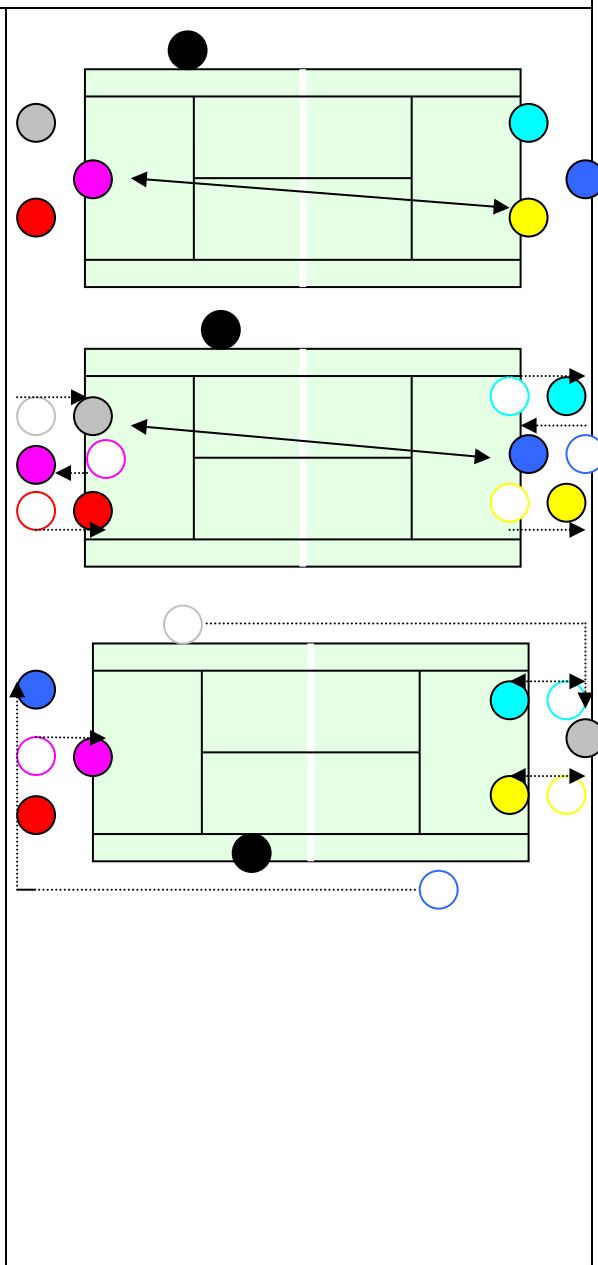
PLAYERS: Two players against one. The pair cannot hit towards the doubles alley but the individual player can. The goal is to try to maintain the individual's player position.

STARTING POSITIONS: At the baseline there is one player playing and two waiting, at the other baseline there are two players playing and one waiting.

GAME START: The coach puts the ball in play to either one of the players.

CHANGING POSITIONS: If the individual player wins the point then that player maintains the individual position. The pair steps out of play so that the trio can enter. If the individual player loses the point, then that player also loses the individual position and changes quickly with the player from the pair who won the point. (While they change positions, the trio who was waiting enters).

SCORING: Only the individual position makes points and the first player to make 7 points wins.



NAME: THE GRAND SLAM

CHART # 8

OBJECTIVE: SINGLES TACTIC

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: DOUBLES MODE

MODALITY: SINGLES

DESCRIPTION:

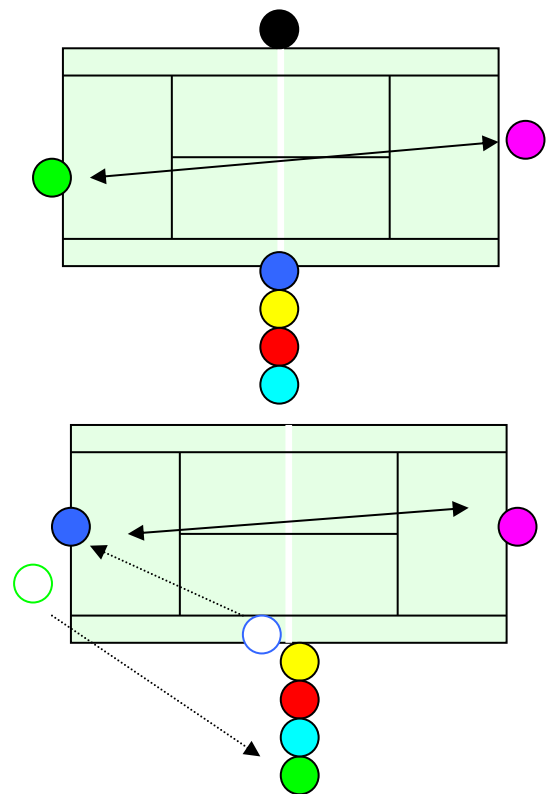
PLAYERS: Played in singles. The players choose to play one of the four Grand Slams: (Wimbledon, Roland Garros, US Open or Australian Open)

STARTING POSITIONS: Two players are at the baseline of the court, the coach is at the net post, and four players are waiting in a line at the other net post.

GAME START: The coach puts the ball in play to one of the two players.

CHANGING POSITIONS: The player who wins the point maintains his position. The player who loses the point goes to the post and gives up their place to a team-mate who comes running from the post and hits the ball thrown by the coach.

SCORING: The score is kept like winning rounds in a tournament. Counting begins from round of 32, then if the player wins, he goes on to round of 16, then if he wins he passes to quarterfinals, then if he wins he passes to semi-finals, then if he wins he passes to the final, and if he wins the final he wins the tournament. If a player loses the point, he is last in line at the post and begins again from round of 32.



NAME: THE KING (ON HALF COURT DOWN-THE-LINE)

CHART # 9

OBJECTIVE: SINGLES TACTIC

**MATERIAL:
FOUR BALLS**

TIME: 15 MIN

PLAYERS: 3

VARIATION: FORCING THEM TO PLAY IN A SPECIFIC WAY

MODALITY: SINGLES

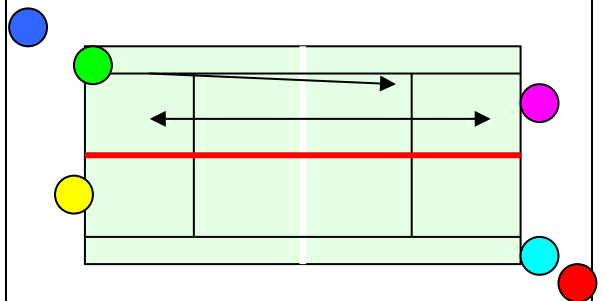
DESCRIPTION:

PLAYERS: Points are played on half court down-the-line in singles.

STARTING POSITIONS: Two players play a point on half court down-the-line while one waits at the back of the court.

GAME START: The player has two chances to serve the ball inside the service box from the back line of the doubles alley.

CHANGING POSITIONS & SCORING: Each of the players who serve plays a point and the first to get 3 points wins the individual position and then goes to the other side to be the king.



NAME: THE KING, THE COACH SERVES A NET APPROACH

CHART #10

OBJECTIVE: SINGLES TACTICS

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: HITTING THE BALL SERVED BY THE INSTRUCTOR AS DEFENSE, ATTACK, VOLLEY, OVERHEAD ETC.

MODALITY: SINGLES

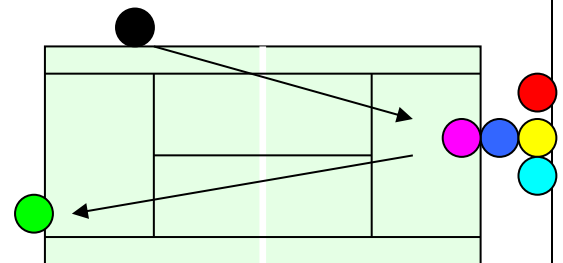
DESCRIPTION:

PLAYERS: One player plays individually and another five wait on the other side of the court.

STARTING POSITIONS: The individual player starts at the centre of the court, the five players who are waiting are in a line behind the baseline.

GAME START: The coach puts the ball in play so that the first player in line can hit a net approach.

CHANGING POSITION: The player who manages to make three points against the king becomes king.



NAME: DAVIS CUP

CHART #11

OBJECTIVE: SINGLES AND DOUBLES TACTICS

**MATERIAL:
SIX BALLS**

TIME: 15 MIN

PLAYERS: 6

VARIATION: FORCING THE PLAYERS TO PLAY IN A CERTAIN WAY

MODALITY: SINGLES AND DOUBLES

DESCRIPTION:

PLAYERS: There are two teams composed of three players each, who are ranked from 1st to 3rd. (according to their ranking or game level). A tie-break is played on half court down-the-line, except the doubles game which is played on all of the court.

STARING POSITIONS AND CHANGES: 1st round: the number ones against the twos and threes (they hit in a wheel; or the one who misses goes out and the one who is waiting enters).

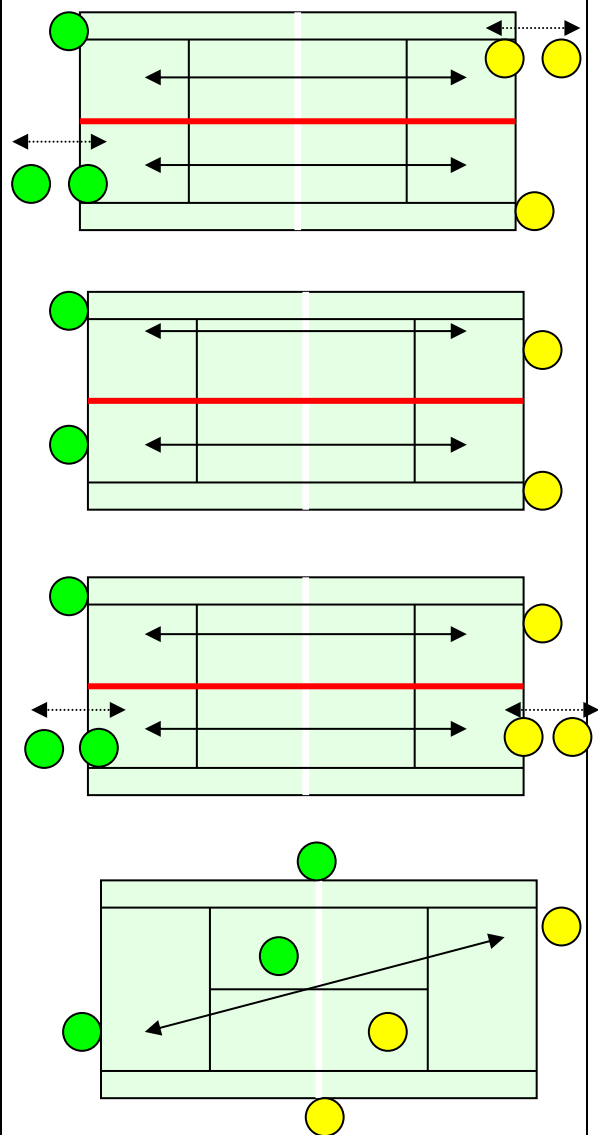
2nd round: the number 2 against the number 2 and the number 3 against the 3 (the number 1s are umpires).

3rd round: the number 1 against the 1 and the numbers 2 and 3 against the 2s and 3s (playing in a wheel or the one who misses goes out and the one who is waiting enters).

4th round: a doubles round playing both teams with three players, but the player who misses is replaced by the one who is waiting.

GAME START: On half court down-the-line: from the back line of the doubles alley.

SCORING: Each match won by a team is a point; the team to make the most points is the Davis Cup winner.



NAME: THE WELL ON HALF COURT

CHART #12

OBJECTIVE: SINGLES TACTICS

**MATERIAL:
NINE BALLS**

TIME: 15 MIN

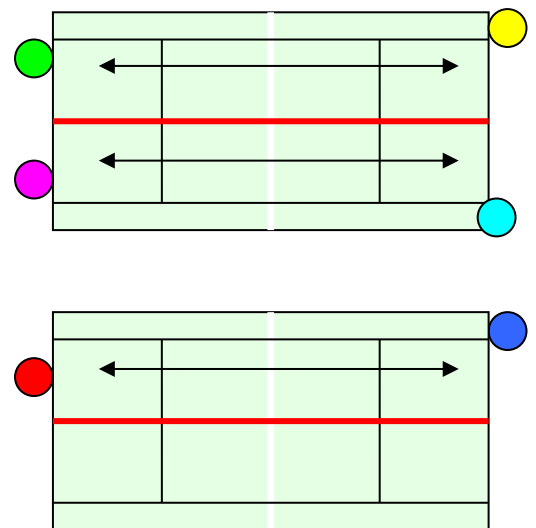
PLAYERS: 6

VARIATION: FORCING THE PLAYERS TO PLAY IN A CERTAIN WAY

MODALITY: SINGLES

DESCRIPTION:

PLAYERS, STARTING POSITIONS, CHANGES AND SCORING: A tie-break is played on half court down-the-line, serving from the back line of the doubles alley, the last half of the court is the well and the first is the winning court. If the tie-break is won, the player goes up the court and if it is lost he goes down the court. Whoever is on the first half of the court at the end of the three rounds, wins. Players get into starting positions according to their quality of play.



NAME: MATCH TO 7 POINTS ON HALF COURT CROSSCOURT

CHART #13

OBJECTIVE: SINGLES TACTIC

**MATERIAL:
SIX BALLS**

TIME: 15 MIN

PLAYERS: 3

VARIATION: DOUBLES MODALITY

MODALITY: SINGLES

DESCRIPTION:

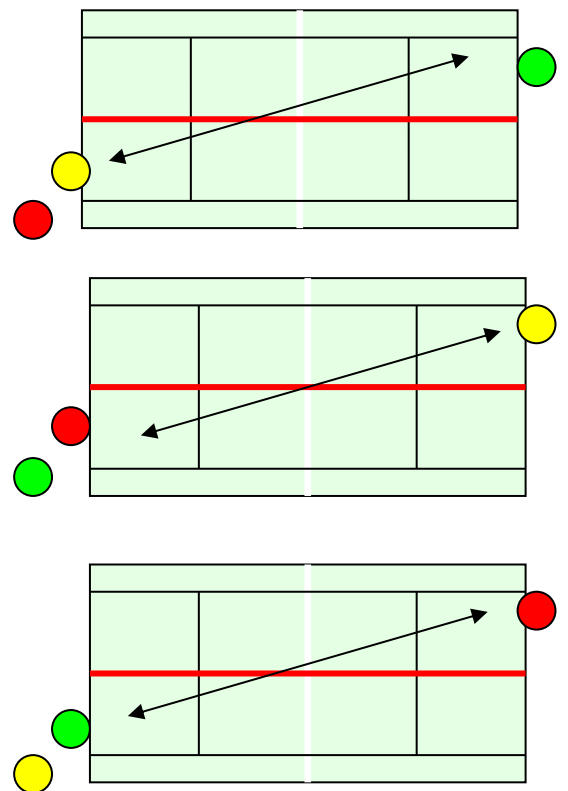
PLAYERS: A match is played with one team composed of two players (yellow and red) against one player (green) who plays alone using half court crosscourt. The coach decides whether or not to use the doubles alleys.

STARTING POSITIONS: Two players play a point while the other player from the team waits for their turn.

GAME START: The team always serves and each player takes turns playing a complete point.

CHANGING POSITIONS: When the first game to 7 is completed, the yellow player moves on to play individually and the green player moves on to form a team with the red player. Lastly, the red player moves on to play individually against the green and yellow players.

SCORING: The first to get 7 points wins the match (with a two point difference) and whoever gets the best result from the three matches in individual position wins the competition.



NAME: MATCH TO MINUS 1 ON HALF COURT DOWN-THE-LINE

CHART #14

OBJECTIVE: SINGLES TACTICS

**MATERIAL:
SIX BALLS**

TIME: 15 MIN

**# PLAYERS:
3 ON HALF COURT**

VARIATION: PLAYING ON HALF COURT CROSSCOURT. IN DOUBLES MODALITY.

MODALITY: SINGLES

DESCRIPTION:

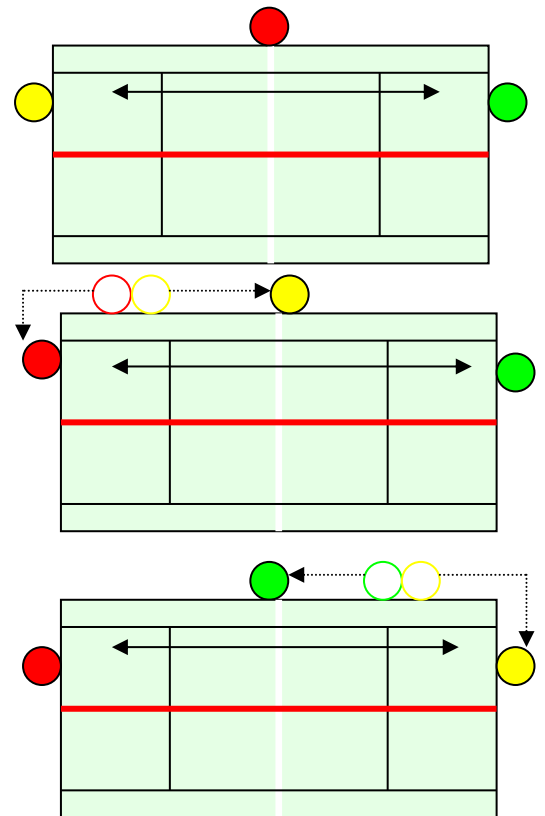
PLAYERS: A competition is played within a fixed time and using half court down-the-line between three players.

STARTING POSITIONS: Two players play a point while the other player on the team waits for his turn.

GAME START: The coach chooses whether to serve over or under.

CHANGING POSITIONS: The player who wins the point maintains his position, the one who loses changes position with the one who waits at the net.

SCORING: All players begin with zero points, each time a player loses one point, he has minus 1. When time is up, the player with the least negative points wins.



NAME: OLYMPIC

CHART # 15

OBJECTIVE: DOUBLES TACTIC

MATERIAL: CART OF TENNIS BALLS

TIME: 15 MIN

PLAYERS: 6

VARIATION: PLAY IN SINGLES (WITHOUT DOUBLES ALLEYS)

MODALITY: DOUBLES (BASELINE-NET)

DESCRIPTION:

PLAYERS: There are three teams (red, green and blue) composed of two players each.

STARTING POSITIONS: The red team (placed at the net) plays against the green team (at baseline) and the blue team waits their turn at the backcourt fence.

GAME START, SCORING, AND CHANGING POSITIONS: The coach puts the ball in play to the green team and plays a point: if the team at the net (red) makes a direct point (wins a point). The winner is whoever achieves the most points.

To go to the net, there are two possibilities: by making a direct point or if the net team misses two times in a row (if they miss twice, but non-consecutively then they maintain their position.)

The teams playing baseline change position in two situations: when the team that is playing misses three times or receives a direct point by the volleying team. In the case that the changing of players from the baseline to the net is done with a direct point, the ball will be put in play by the coach with a lob (so that the players have time to change their positions), if the change is done because of two consecutive misses by the net players, the ball gets put in play as normal.

