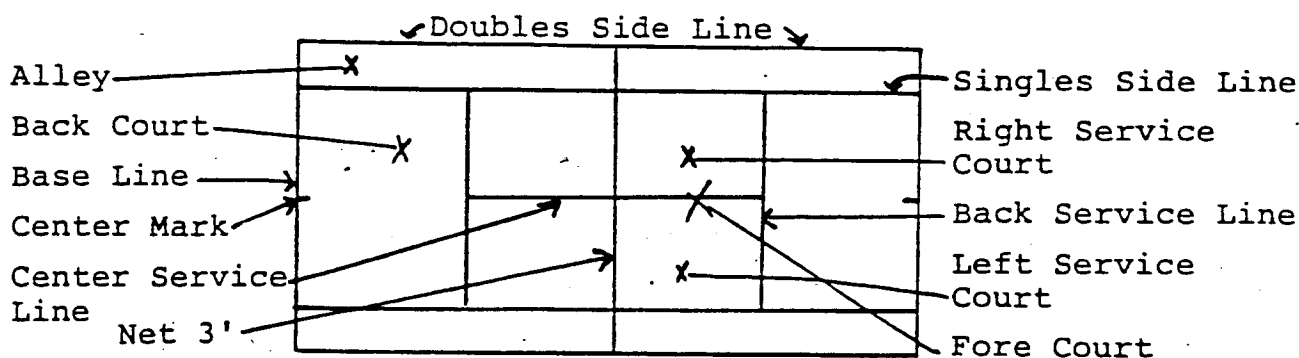


I) THE TENNIS COURT:



II) TENNIS RULES:

A) Single's Game:

- 1) The player winning the coin toss or spin of the racket may choose or require their opponent to choose:
 - a) To be server or receiver.
 - b) Choose the side of the net. (On a court with a bright sun factor, the side of the court may be advantageous.)

B) Double's Game:

- 1) The same rules apply for doubles as for singles, with these exceptions:
 - a) The outside boundary lines enclosing the alleys are used. (This does not apply to the service, which must still fall inside the service court.)
 - b) Order of Service: A and B are partners against C and D. First Game: A serves, Second Game: C will serve, Third Game: B serves, and the Fourth Game: D serves, Fifth Game: A serves, etc., This order is maintained throughout the SET. (A SET is the winning of six games or by winning two consecutive games after each team has won five games.)

III) SERVICE:

A) Delivery:

- 1) Both feet of the server must be behind the baseline and inside of the center mark and the singles sidelines. (If they are not it is called a FOOT FAULT) The server loses the point.
- 2) Must toss the ball into the air and strike it before it touches the ground.
- 3) Must serve across the net into the diagonal court.
- 4) Shall start in the right court in every game.
- 5) After the first point they alternate courts.
- 6) Any ball striking a line is FAIR or IN.
- 7) Server has two (2) chances on each serve to get it in the correct court. (The first error or goof is caused a FAULT.)
- 8) May not serve until the receiver is ready. (Calling out the SCORE is a good way to say you are ready to serve.) (The server should always call their score first!)

III) SERVICE: (continued)B) Faults:

- 1) Foot fault by
 - a) Changing position by walking or running.
 - b) Touching the baseline or court before ball is hit.
- 2) The ball is sent anywhere outside the boundaries of the diagonally opposite service court or into the net.
- 3) The ball hits on the server's side of the net.
- 4) The server misses the ball in attempting to strike it. (If the toss is wrong, they are allowed to catch it and toss again without a fault unless it touches the ground.)
- 5) Two (2) faults in succession is called a DOUBLE FAULT and server loses the point.

C) Let: (LET THE SERVE BE SERVED AGAIN!)

- 1) The ball tips the net and falls into the correct service court.
- 2) The ball is served when the receiver is not ready.
- 3) There is any outside interference during the serve or during the play following it.
- 4) Any play where there is a question of being legal.
- 5) When a LET is called during any circumstance -- the ball is replayed.

V) DURING THE PLAY:A) A Player Loses the Point IF:

- 1) If the player fails to return the ball over the net and into the opponent's court.
- 2) They allow the ball to bounce twice before returning it.
- 3) They touch the net with the body or racket while the ball is being played.
- 4) They reach over the net to play the ball. (You may, however, follow through over the net.)
- 5) They hit the ball more than once during the stroke.
- 6) They touch or catch a ball and then call it OUT.
- 7) In doubles, only one partner may touch the ball per point.

) SCORING:A) Game:

LOVE.....zero (nothing)
 1st point....15 (fifteen)
 2nd point....30 (thirty)
 3rd point....40 (forty)
 4th point....GAME.....provided one player or team is two (2) points ahead.

B) Deuce:

- 1) A score of 40-40 and any tie score thereafter is called DEUCE.
- 2) A player must win the next two consecutive points after DEUCE to win the GAME
- 3) AD-IN: (Advantage Service) is the first point after deuce IF the server wins the point.

v) SCORING: (continued)

- 4) AD-OUT: (Advantage Receiver) is the first point after deuce IF the receiver wins the point.
- 5) EXPLANATION: A game may go back to deuce any number of times, but must continue until one player is ahead by two.

EXAMPLE:

- a) Player A (server) has two points, Player B (receiver) has three points. SCORE: 30-40
- b) A earns the next point. SCORE: 40-40 or DEUCE.
- c) B earns the next point. SCORE: Advantage Receiver or AD-OUT.
- d) A earns the next point. SCORE: DEUCE.
- e) B earns the next TWO points. SCORE: GAME, receiver.

VI) CHANGING SIDE OF THE COURT:

Players change sides of the net after every ODD NUMBER of games. (Such as 1, 3, 5, 7, etc.)

VII) KEEPING TRACK OF THE SCORE:

A) ODD AND EVEN COURTS:

- 1) The right service court is considered the EVEN court because every time you serve into it the score is EVEN. (Love-Love = 0; Love-30 = 2 points, 15-15 = 2 points, etc.) Whenever the score is DEUCE (40-40) which is 6 pts., or EVEN the serve is into the right court.
- 2) The left service court is the ODD court for the same reason.

B) Calling the score when playing a SET. Server should always call the number of games at the beginning of the game.

VIII) A SET: Next scoring unit after GAME.

- A) To win a SET, a player must win six games and be two games ahead of their opponent.
- B) If the score is 6 games to 5, the set continues until one player has a two-game margin.
- C) The set score is called at the beginning of each game. (Such as Set Score is 4-5 (server has 4 games, receiver has 5 games) Game score is LOVE-LOVE.

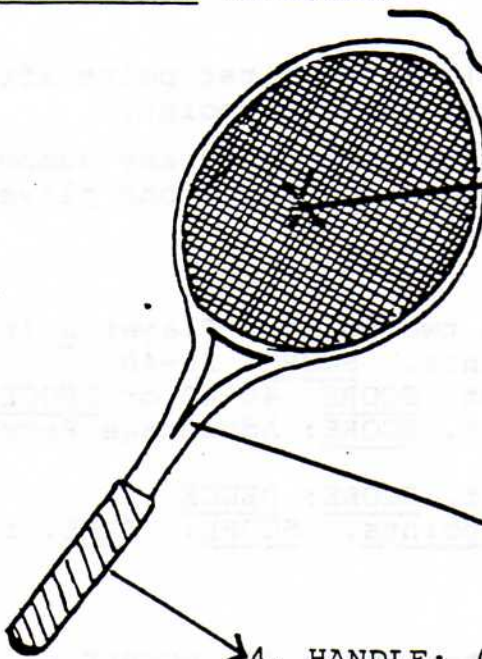
IX) A MATCH: Next scoring unit after SET.

- A) For women, 2 out of 3 sets.
- B) For men, 3 out of 5 sets.

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EQUIPMENT: COURT, RACKET, AND AT LEAST TWO BALLS.

ETIQUETTE THOUGHT: Begin each point with two balls in server's possession. Saves time and helps keep track of the faults on the serve.

THE RACKET (RACQUET)

1. HEAD: The part of the racket above the throat that includes the frame and the strings.
2. FACE: The hitting surface of the racket.
 (Open Face) Racket turned so that hitting surface is facing upward.
 (Closed Face) Racket turned so that the hitting surface is facing downward.
 (Flat Face) Hitting surface of racket facing the net and perpendicular to the ground.
3. THROAT: The wooden or aluminum part of the frame just below the racket head.
4. HANDLE: (GRIP) The wooden shaft of the racket (or the aluminum) which is covered with leather and gripped by the hand.
5. TRIM: Small stringing at the top and bottom of the racket head for the purpose of holding the main strings in place.

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ETIQUETTE:1) Before Match:

- a) Be on time and bring your own balls.
- b) Greet your opponent and spin or toss racket to determine first serve.
- c) Warm up with your opponent(s). Send balls to them rather than placement.
- d) Practice all strokes before beginning.

2) During the Match:

- a) Play for the fun of playing.
- b) Recognize officials with courtesy.
- c) Each player is responsible for balls on their side of the net.
- d) Be sure they are ready before you serve.
- e) Keep your opponent supplied with balls.
- f) Hit the ball to them, don't make them chase them.
- g) Never return a 1st serve that is out.
- h) Call "OUT" quickly when serve is out.
- i) Do nothing to delay the match.
- j) Praise your opponent's good shots, never make excuses for your poor shots.
- k) Chase your own balls.
- l) Wait for the play to end before going into the next court to get a ball.
- m) Always be polite when asking for a ball, and thank them for returning it.
- n) Know the rules.
- o) Always play your best at all times.

TENNIS TERMINOLOGY

I. TERMS PERTAINING TO THE BALL:

- A) Back Spin: Rotation of the ball in which the top of ball spins backward away from the direction of flight.
- B) Ball Flight: The direction the ball goes through the air after having been hit.
- C) Side Spin: Rotation of the ball from right to left or left to right around the vertical axis.
- D) Top Spin: Rotation of the ball in which the top of the ball spins forward in the direction of flight.

II. TERMS PERTAINING TO STROKES:

- A) Backhand: Stroke used to hit balls on the left side of a right handed player and on the right side of a left handed player.
- B) Chop: Stroke in which the racket is drawn sharply down under the back of ball to give it backspin.
- C) Courtesy Stroke: Starting a rally by hitting the ball with a forehand stroke without letting it bounce.
- D) Drive: Shot hit hard and close to the net so that it lands deep near the baseline.
- E) Forehand: Stroke used to hit balls on the right side of a right handed player and on the left side of a left handed player.
- F) Ground Stroke: Any stroke taken after the ball has bounced.
- G) Half Volley: Stroke in which the ball is hit immediately after it has hit the ground.
- H) Lob: A high arching shot that lands near the baseline.
- I) Serve: The stroke used to put the ball into play at the beginning of each point.
- J) Slice: Stroke in which the racket is drawn sharply down across the ball with wrist action to give it side spin.
- K) Smash: A hard and fast downward shot made with an overhead stroke.
- L) Volley: The stroke used to hit the ball in the air before it has bounced.
- M) Drop Shot: A deceptive shot in which the ball just barely clears the net.

III. TERMS PERTAINING TO THE SCORING:

- A) Advantage: Point following deuce.
- B) Advantage-In: (AD-IN) Indicates that the server won the first point after deuce.
- C) Advantage-Out: (AD-OUT) Indicates that the receiver has won the first point after deuce.
- D) Deuce: Term used to indicate an even score when each side has won three (3) points. (40-40).
- E) Double Fault: Failure to make a good serve on two (2) consecutive serves.
- F) Fault: Failure to make a good serve.
- G) Fifteen: (15) First point of the game.
- H) Foot Fault: Illegal movement of the feet during service, including stepping on or over the baseline before hitting the ball.
- I) Forty: (40) Third point of the game.

III. TERMS PERTAINING TO THE SCORING: (continued)

- J) Game: The winning of four points before the opponent wins three or by winning two consecutive points after deuce.
- K) LET: Service or point that is replayed.
- L) Love: Zero or nothing.
- M) Match: The winning of two out of three sets, or the winning of three out of five sets in some men's tournaments.
- N) Match Point: Point, if won, that allows a player to win the match.
- O) Set: The winning of six games or by winning two consecutive games after each team has won five games.
- P) Set Point: Point that, if won, allows a player to win the set.
- Q) Thirty: (30) Second point.

IV. TERMS PERTAINING TO THE GAME:

- A) Ace: Good service that is not touched by the opponent's racket.
- B) Baseline Game: Player stays on or near his baseline when playing, seldom coming to the net.
- C) Break Service: Phrase indicating that the receiver has won a game that his opponent served.
- D) Change of Pace: Changing or mixing up the speed of the hits.
- E) Deep: A shot that lands near the baseline.
- F) Cross Court: A ball hit diagonally from one corner across the net to the other corner.
- G) Doubles: Play with two people on each side of the net.
- H) Down The Line Shot: A ball driven parallel and close to the sideline.
- I) Forcing Shot: Deep, hard shot designed to maneuver an opponent out of position.
- J) Hold Service: Winning the game when you are serving.
- K) Long: Shot that lands beyond the baseline outside the court.
- L) Love Game: A game in which the loser has not won a point.
- M) Mixed Doubles: Game in which a man and a woman play as partners on each side.
- N) Net Game: Type of play in which a player gets to the net as soon as possible to volley.
- O) Pass: Shot going to either side of an opponent near the net out of their reach.
- P) Placement: Shot placed accurately out of reach of the opponent.
- Q) Poaching: Usually applied to the play at the net in doubles in which one player plays a ball that should have been played by their partner.
- R) Rally: Continued play between the serve and the winning of a point.
- S) Singles: Play with one person on each side of the net.
- T) Toss: Spinning the racket at the beginning of a match to determine choice of serving or receiving first, or choice of side of court.
- U) Wide: Short that lands beyond the sideline outside the court.