

COMPETITIONS – PLAY TENNIS COURSE



TEAM CONES

(Presented by Mike Barrell, Great Britain)

DESCRIPTION

Team Cones is the easiest competition format to run in tennis. It is a team format that can be used with large numbers of players on each court and no paperwork is needed!

TIME

30min - 1 Hour

PLAYERS / COURTS

20 players per Red court
8 per Orange/Green

SINGLES / DOUBLES

Singles

AGES

6 years or above

TEAM / INDIVIDUAL

Team

OBJECTIVE

Social and Competitive

ORGANISATION

COURTS AND PLAYERS: Split all players into 2 teams (Red and Blue) of similar sizes. Ideally, teams have odd numbers, try to keep team standards similar.

Set up 5 red courts on each full size court (Orange and Green courts can also be used).

Put a maximum of 20 players on each full sized court, 10 from Red team, 10 from blue team (if using Orange and Green courts a maximum of 8 players per court)

SCORING: Matches are first to 5 with counting scoring (1,2,3 etc) and serve alternates

SCORESHEETS: Winning player in each match earns 1 cone for their team

ACTIVITY

ORDER OF PLAY: On each court, players line up one behind their colour cone.



The front players in each line take the next available court and play each other (always red v blue). When their match has finished they both come off court, the winner takes a cone and puts it on their team's pile. Both players join the back of the line and wait to go back on court. Ensure players don't play the same opponent straight away.

Keep watching out for the next free court and send players on, eventually they'll organise themselves!

AT THE END: Count up all the Red Team's cones and the Blue Team's, the team with the most cones wins!

ADAPT THE FORMAT

Many formats can easily be adapted to suit players aged under 10, mixed ages, teams and to be a more or less competitive event.

Download 'ADAPTING COMPETITION' for a quick and easy guide to adapting this format to suit your needs.

THEMES

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Download 'ADDING THEMES' for ideas.

COMPETITIONS – PLAY TENNIS COURSE

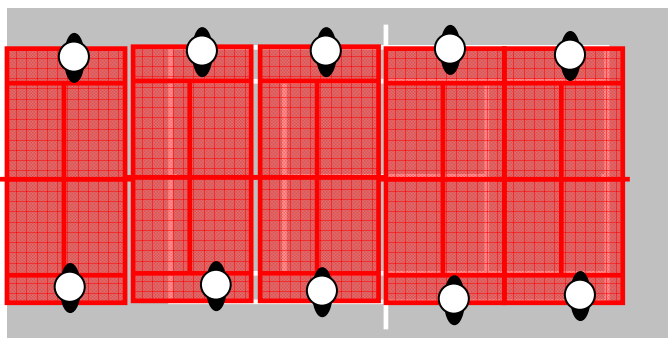


TEAM CONES

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SAMPLE COURT LAYOUT

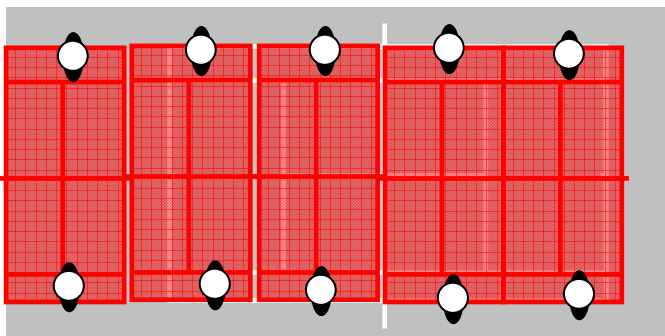
Court 1



Red Cone ● Red Players

Blue Cone ● Blue Players

Court 2



Red Cone ● Red Players

Blue Cone ● Blue Players

COMPETITIONS – PLAY TENNIS COURSE



DICE

(Presented by Mark Tennant, ITF)

DESCRIPTION

Dice is a simple team format that can be used during lessons or as part of a special event. Points are won for the team according to the score you get from the roll of a dice.

TIME	PLAYERS / COURTS	SINGLES / DOUBLES
1 Hour	Any	Singles
AGES	TEAM / INDIVIDUAL	OBJECTIVE
6-14 years	Team	Competitive and Social

ORGANISATION

COURTS AND PLAYERS: Split players into 2 teams of even numbers. Players play singles matches representing their team. Each match is played on a Red court or half an Orange or Green court (see page 3).

SCORING: Each player on the court rolls a dice. Players add the two numbers rolled together and the total is the number of points they will earn if they win the match. (eg A rolls a 4 and B rolls a 6 so they are playing to earn 10 points for their team). Matches are timed for 3 minutes and players count their score as they go (1, 2, 3, 4). The player in the lead after time is up gets the 'dice points' for their team. If there is a draw after 3 minutes, play 1 more point

SCORESHEETS: Use scoresheet to record the total points won from each team in every round (see page 2)

ACTIVITY

ORDER OF PLAY: In the first round, tell players to find another player from the other team to play. Send them to a court. All players should play at the same time. After each round collect scores. All the players from one team stay and all players from the other team move one court clockwise (to the left)

If you have too few courts, some players can sit out a round and then go back on court for the next round.

AT THE END: The team with the most points at the end is the winner. You could set a target (eg first team to 200 wins) or just play a set number of matches and then add up the scores to find the winner.

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DICE

(Presented by Mark Tennant, ITF)

SAMPLE SCORESHEET

This scoresheet is based on teams chasing a target, rather than playing a set number of matches and just adding up the total scores at the end. Either version can be used.

Scoresheet (for 2 teams of 6 players)

(NOTE THAT NUMBER OF MATCHES/ROUNDS REQUIRED TO REACH THE WINNING SCORE WILL VARY ACCORDING TO THE SCORES ROLLED ON THE DICE)

TARGET SCORE TO BE THE WINNING TEAM IS 200		
	RUNNING SCORE	
	TEAM A	TEAM B
AFTER ROUND 1		
AFTER ROUND 2		
AFTER ROUND 3		
AFTER ROUND 4		
AFTER ROUND 5		
AFTER ROUND 6		
AFTER ROUND 7		
AFTER ROUND 8		

Scoresheet (for 2 teams of 8 players)

(NOTE THAT NUMBER OF MATCHES/ROUNDS REQUIRED TO REACH THE WINNING SCORE WILL VARY ACCORDING TO THE SCORES ROLLED ON THE DICE)

TARGET SCORE TO BE THE WINNING TEAM IS 300		
	RUNNING SCORE	
	TEAM A	TEAM B
AFTER ROUND 1		
AFTER ROUND 2		
AFTER ROUND 3		
AFTER ROUND 4		
AFTER ROUND 5		
AFTER ROUND 6		
AFTER ROUND 7		
AFTER ROUND 8		
AFTER ROUND 9		
AFTER ROUND 10		
AFTER ROUND 11		
AFTER ROUND 12		

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DICE

(Presented by Mark Tennant, ITF)

COURT LAYOUT

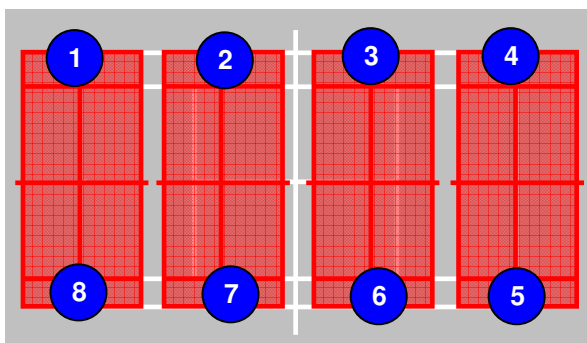
Below are options of court sizes. The Red can work best as it is easier to rotate players. All players from one team move one place to the left at the end of each match. All players from the other team stay on the same court.

For clear guidelines on the Red, Orange and Green balls and courts, please visit

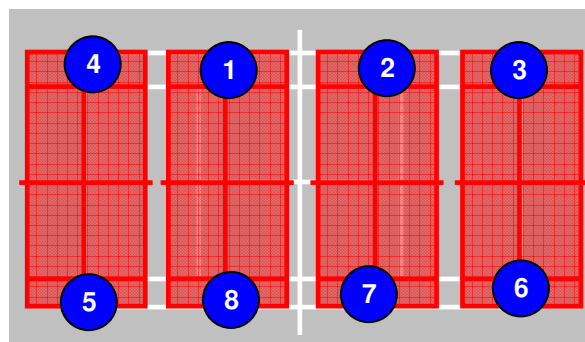
www.tennisplayandstay.com

Red Courts (11m / 36ft) – This court is for players aged 4-8 or very starter adults. Use a slower Red ball on this court. Only 2 courts are needed with 16 players, but if you have more players, 4 Red courts can be placed across 1 full-size tennis court.

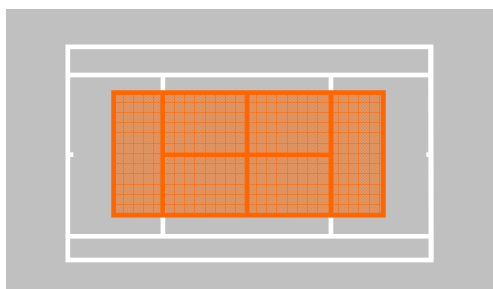
ROUND 1



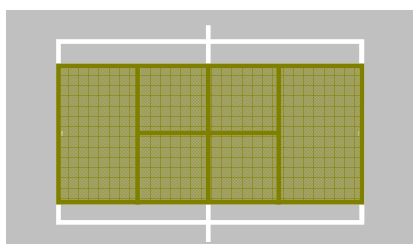
ROUND 2 – Players rotate 1 place to the left



Orange Courts (18m/60ft x 6.5m-8.23m/16ft-19ft) – This court is for players aged 7-11 and starter adults. You can use a narrow court or the full width of the singles court



Green Courts (Same as a full court) – This court is for players aged 8 or above.



COMPETITIONS – PLAY TENNIS COURSE



TEAM ROUND ROBIN

(Presented by Mike Barrell, Great Britain)

DESCRIPTION

This format allows players to play singles but as part of a team. There are two or more round robin boxes and one player from each team in each box. The amount of points each player wins against opponents in their box goes towards their team total

TIME

2 hours – 1 Season

PLAYERS / COURTS

4-6 players per court

SINGLES / DOUBLES

Singles

AGES

All ages

TEAM / INDIVIDUAL

Team

OBJECTIVE

Competitive / Social

ORGANISATION

COURTS AND PLAYERS: You need 1 court for every 4 players. Split players into teams and place 1 player from each team in each round robin box (eg if 5 teams of 4 players then have 4 boxes of 5 players, or if 4 teams of 5 players, have 4 boxes of 5 players). You can seed players in each team and put all the number 1 players in box 1, number 2 in box 2 etc.

SCORING: Choose a scoring format. Tiebreaks work best for shorter events and younger players but short sets or sets can be used for longer events.

SCORESHEETS: Print off the round-robin boxes (next page) and put 1 player from each team in each box. Record the match scores and winning player or total games won for each player.

ACTIVITY

ORDER OF PLAY: Follow the order of play provided on the Round Robin box scoresheet (next page). If running as a one off event, give each box its own court for all matches in that box to be played on.

AT THE END: Add the number of match wins or number of games/points won for each player then add to their teams total on the team scoresheet (see page 3). The team whose players have most points or most wins is the overall winning team.

ADAPT THE FORMAT

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THEMES

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TEAM ROUND ROBIN

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SAMPLES ROUND ROBIN BOXES

EXAMPLE:

Group A (4 Players)

	A	B	C	D	Games Won	Matches Won
A		4 (5)	2	1	7	1
B	3 (4)		2	1	6	0
C	4	4		3(4)	11	2
D	4	4	4(5)		12	3

This box used short tiebreak sets to 4 (44tb). When A beat B in a tiebreak the score was recorded as 4-3 instead of 5-4 to prevent the 'games won' column being unfairly affected. The same happened when C played D

Group.....(For 3 players)

	A	B	C	Games Won	Matches Won
A					
B					
C					

Order of play (3 players)

A v B	B v C	A v C
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Group.....(For 4 players)

	A	B	C	D	Games Won	Matches Won
A						
B						
C						
D						

Order of Play (4 players)

A v C	B v D	A v D	B v C	C v D	A v B
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Group.....(For 5 players)

	A	B	C	D	E	Games Won	Matches Won
A							
B							
C							
D							
E							

Order of Play (5 players)

A v C	B v D	A v E	B v C	A v D	B v E	C v D	A v B	C v E	D v E
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COMPETITIONS – PLAY TENNIS COURSE



TEAM ROUND ROBIN

(Presented by Mike Barrell, Great Britain)

TEAM SCORESHEET

Enter final player scores onto the team scoresheet:

	Box 1	Box 2	Box 3	Box 4	TOTAL GAMES WON	POSITION
Team A	6 (games won)	12	8	7	33	2 nd
Team B	5	7	11	6	29	4 th
Team C	10	5	7	8	30	3 rd
Team D	8	9	6	12	35	1 st

This is based on 4 teams of 4 players (so 4 round robin boxes of 4 players).

BLANK SCORESHEET

	Box 1	Box 2	Box 3	Box 4			POSITION
Team A							
Team B							
Team C							
Team D							

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PYRAMID

(Presented by KNLTB, The Netherlands)

DESCRIPTION

Pyramid competitions are similar to ladders. They enable players to challenge each other to a match, the winners move up and the losers move down. The aim is to get to the top of the Pyramid.

TIME

1 Season or 1 Day

PLAYERS / COURTS

10+ players per Pyramid

SINGLES / DOUBLES

Singles

AGES

9/10 years or above

TEAM / INDIVIDUAL

Individual

OBJECTIVE

Competitive

ORGANISATION

COURTS AND PLAYERS: You can have as many people or rows on your pyramid but with larger numbers you could create Division 1 and Division 2 pyramids, based on player ability.

SCORING: Choose a scoring format. Best of 3 tiebreak sets works well but for younger players shorter matches should be considered. Players score their own matches. You could use a shorter scoring format and run the Pyramid in 1 day.

SCORESHEETS: Display the Pyramid on a notice board with name cards that can be moved or a purpose made wooden pyramid with names hung on nails (see page 2 for diagram)

ACTIVITY

ORDER OF PLAY: The organiser should set a start and finish date for the Pyramid, giving at least 3-4 months in time. Eg start on 1 May 2007 and finish on 1 September 2007. Players must organise with other players to play matches in their own time. Players challenge each other in order to move up the pyramid, they can only challenge 1 row above their position.

Players should not refuse a challenge from a player below, if players continue to refuse challenges or are unable to play matches – remove them from the pyramid.

AT THE END: The player at the top of the Pyramid at the end date is the winner.

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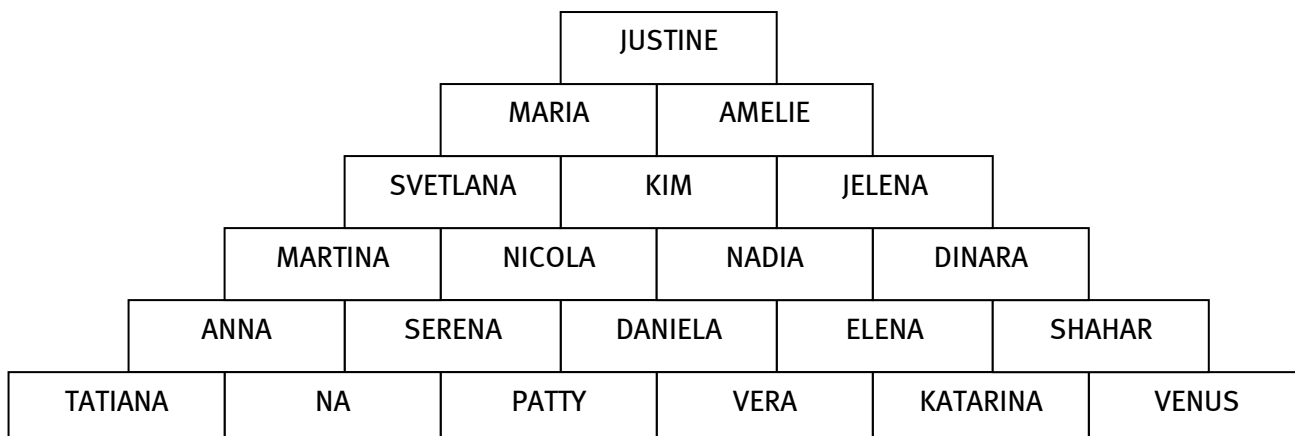


PYRAMID

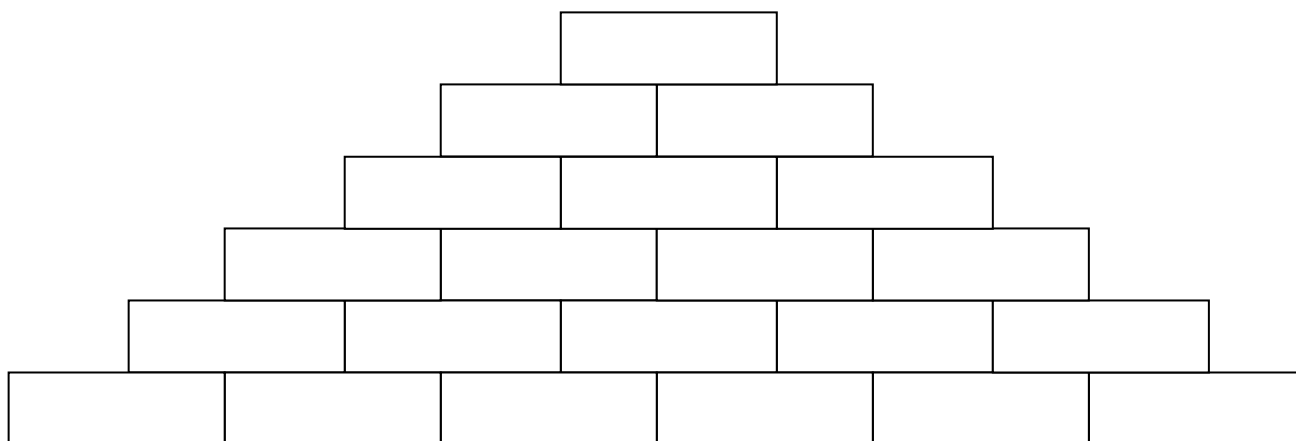
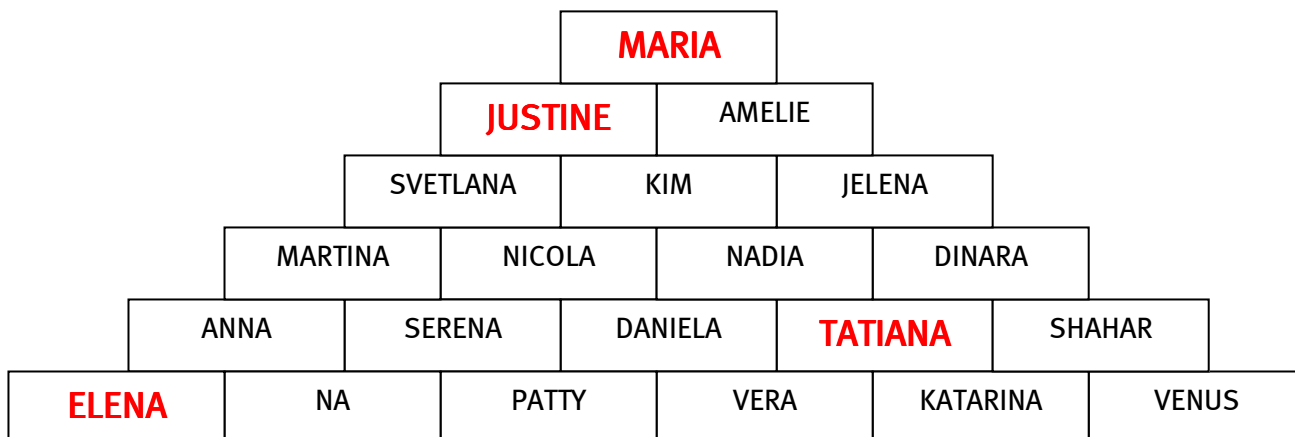
(Presented by KNLTB, The Netherlands)

Sample Pyramid

Usually the rule is that players can only challenge an opponent 1 row above them.



Below, Maria has beaten Justine so they have swapped places and Tatiana has beaten Elena so they have also swapped places – the winners moved up a row, the losers moved down a row.



COMPETITIONS – PLAY TENNIS COURSE



Up and Down

(Presented by USTA)

DESCRIPTION

Up and Down is a rotation format where players move 'Up' towards the top court if they win a match or 'Down' towards the bottom court if they lose a match.

TIME

1-2 Hours

PLAYERS / COURTS

6 players per court

SINGLES / DOUBLES

Doubles

AGES

10 years and above

TEAM / INDIVIDUAL

Team

OBJECTIVE

Social and/or
Competitive

ORGANISATION

COURTS AND PLAYERS: You can have 6 players per court. Put all players into doubles pairings and number your courts, (1, 2, 3, 4 etc)

SCORING: Short matches work best, tiebreaks to 7 or 10 points are advised. Scores are not recorded

SCORESHEETS: Non required

ACTIVITY

ORDER OF PLAY: Send all doubles pairs to a court, you may have a waiting area by each court if there are too many pairs, a pair can wait off for one round but then play in the next round. After each match, the winning pair moves up to towards the first court and the losing pair move down towards the last court. (For example, Team C beat Team D on court 2. Team C move up to court 1, Team D move down to court 3).

Play as many rounds as you have time for.

AT THE END: The two pairs who finish on court 1 at the end of the event are the winners.

ADAPT THE FORMAT

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Up and Down

(Presented by USTA)

EXAMPLES OF PLAYER MOVEMENTS

Below there are 4 courts, with 4 waiting areas. There are 12 doubles team with 24 players. The courts on the right, show who has moved and where they moved to. Winners are in **bold** and have moved up a court, losers are in *italics* and have moved down a court, those in waiting remain the same

