

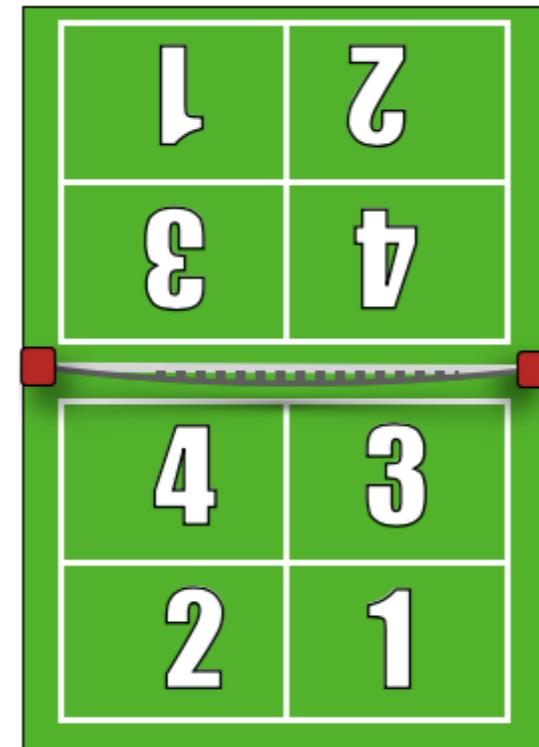
Special shots

Volley: If a ball is hit to quadrant 1 (Q1) and the receiver has moved to quadrant 3 (Q3) the receiver may call “volley”. They become the Hitter and hit the ball straight back to Q3 on the other side of the net. If Q3 is empty Recovery rules apply for the new Receiver. If the new Receiver is in Q3 the rally continues as normal.

The same rules apply for volleying a ball from from Q4 that was hit into Q2.

Lob: A ‘Lob’ can be called when revealing a hit to Q1 or Q2. The Receiver cannot use Recovery to adjust from Q3 or Q4. If the Receiver’s has moved to the target of the lob by any permissible means they take over as Hitter as usual and can ‘Smash’ the ball during their next turn eliminating any chance for a Recovery from this shot by their opponent.

Drop shot: A drop shot can only be played from Q3 or Q4 and hit to either Q3 or Q4. A drop shot to Q3 or Q4 cannot be Recovered from Q1 or Q2. If the Receiver has already moved to the target quadrant by any permissible means their next shot as hitter can be a drop shot to **any** quadrant for they have a card in their hand. For this return shot Recovery is not possible. The Receiver has to match the Hitter’s card.



Quick Tennis (18 cards)

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In Quick Tennis two players each have 6 cards to play shots and move around the playing area (the Court). Scoring is the same as Tennis and the length of match can be 1, 3 or 5 sets. Usually matches are the best of 3 or 5 sets. A set ends when one player leads by two games and has won at least six games.

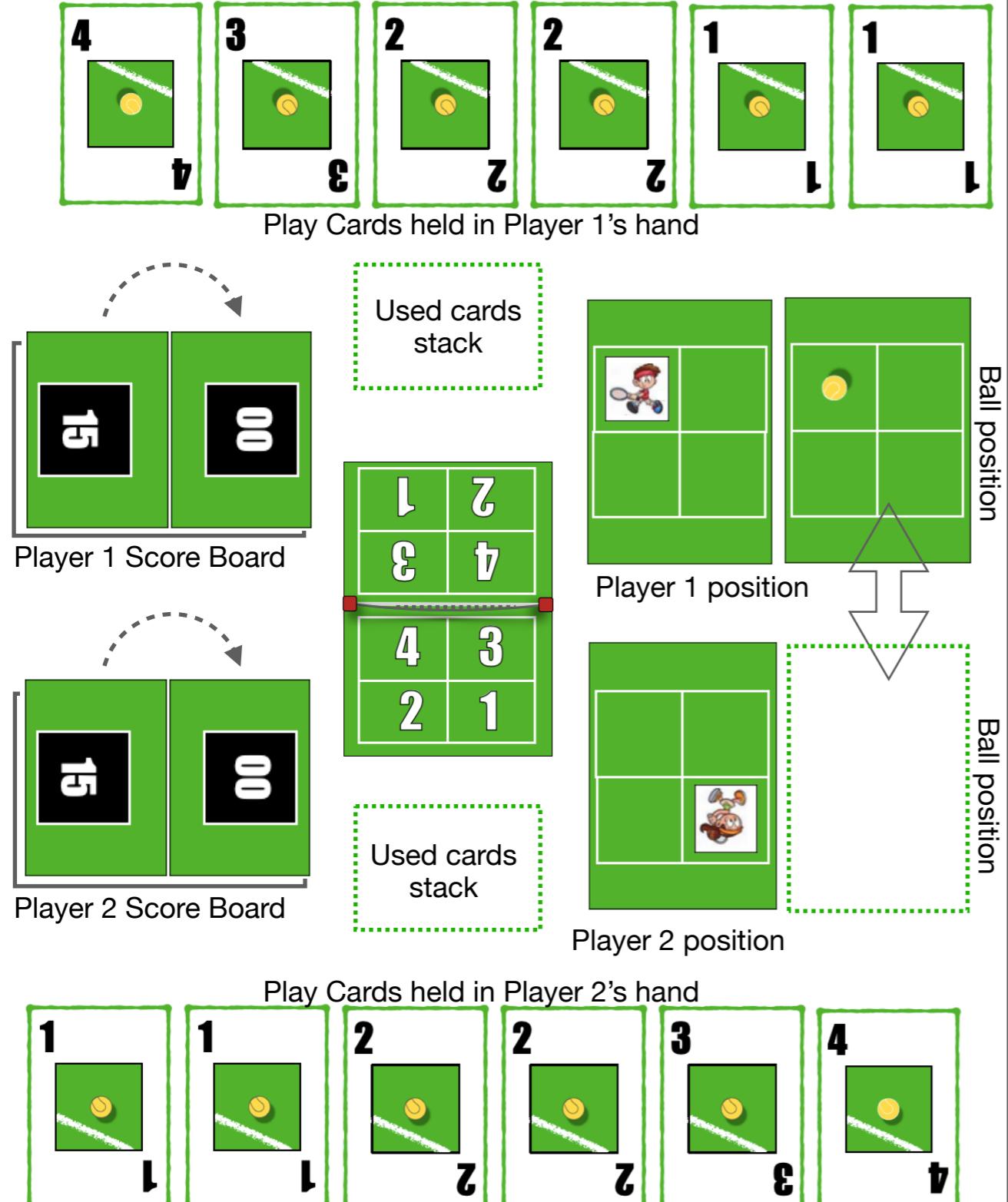
A game is made up of ‘points’. The winner of a game is the player who is two points clear after winning at least 4 points. Each point is labeled as follows: ‘15’, ‘30’, ‘40’, ‘Game’.

If players are tied at ‘40 - 40’ the game continues until one player wins two consecutive points. The first of these points is called ‘Advantage’. If a player fails to get the second consecutive point the score returns to ‘40 - 40’.

The Court in quick tennis is divided into four quadrants labelled 1-4. The six cards with which each player starts the game are labelled 1,1,2,2,3,4. These cards are used to move players around the court and to hit shots into its four quadrants. Players win a point when their opponent cannot return the ball back over the net.

Players keep track of their position on court and that of the ball by flipping and rotating their ‘player position’ card after moving and the ‘ball position’ card after hitting the ball.

Set Up



At the start of the game the Server (top player here) serves from Quadrant 1 on their side of the court. The ball is with them in quadrant one (Q1). The Receiver (bottom player) is waiting to receive the serve in Q1 on their side of the court. At the start of the game the score is '00' '00'. Each player has all six of their play cards in their hand.

Order of Play

As with Lawn Tennis matches the aim of Quick Tennis is to score points to win games and so to win sets.

In these instructions the player hitting the ball will be called the 'Hitter' (or the 'Server' when starting a new point). The player receiving the ball will be called the 'Receiver'. Both players play their cards face down. The Receiver must play a card even if they wish to stay in the same quadrant.

The Hitter always reveals their cards first (and may call "Lob" or "Drop shot" before the receiver's card is revealed).

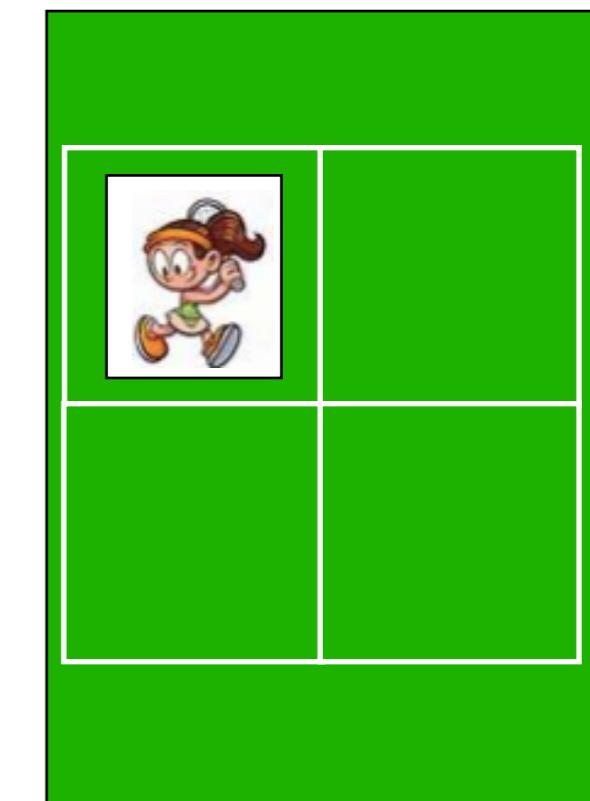
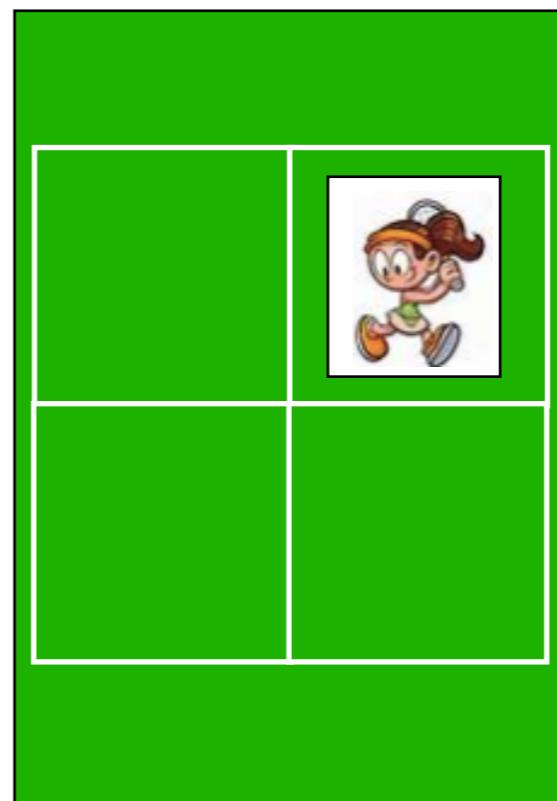
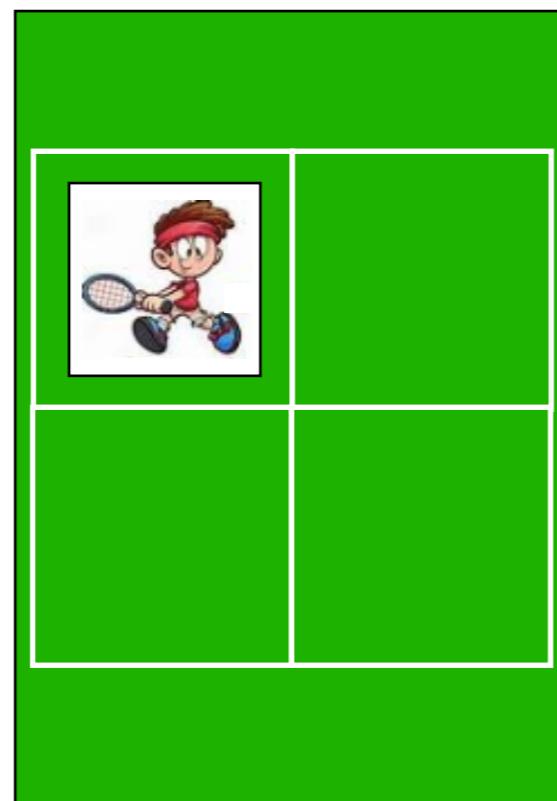
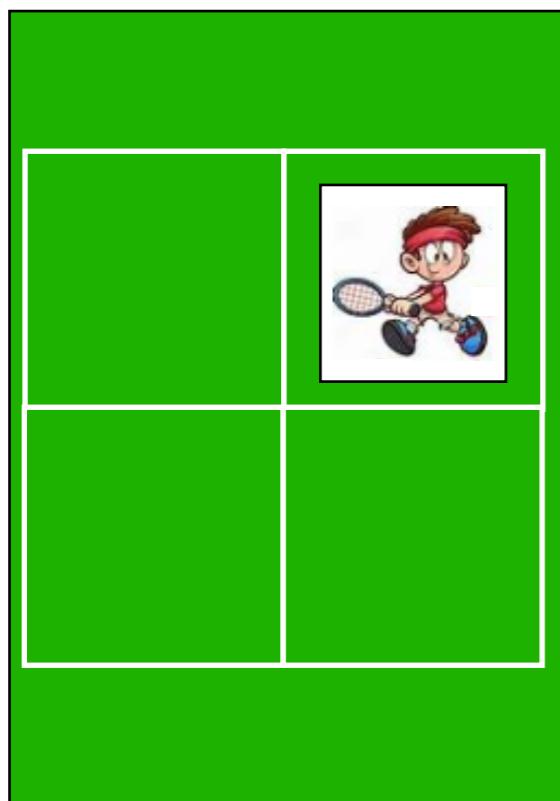
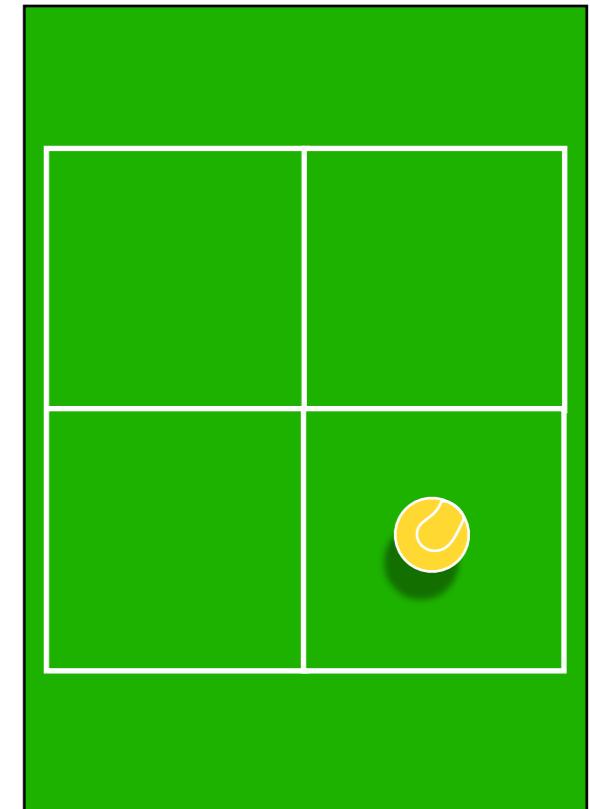
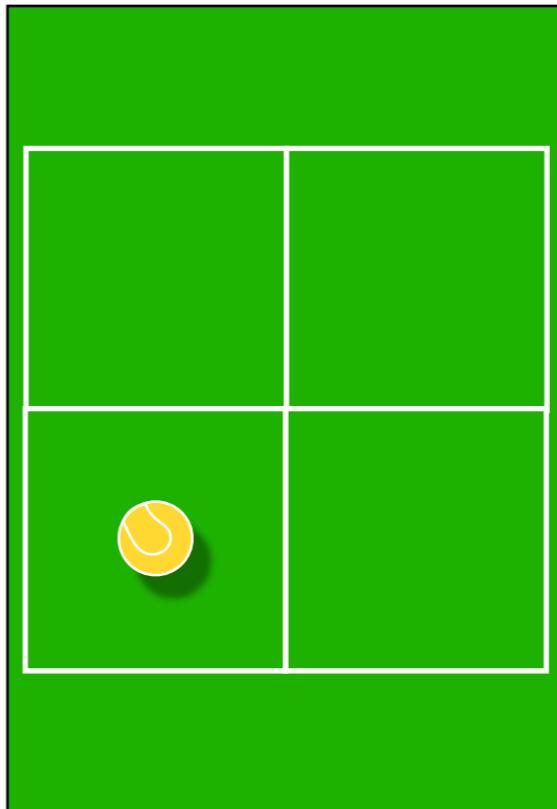
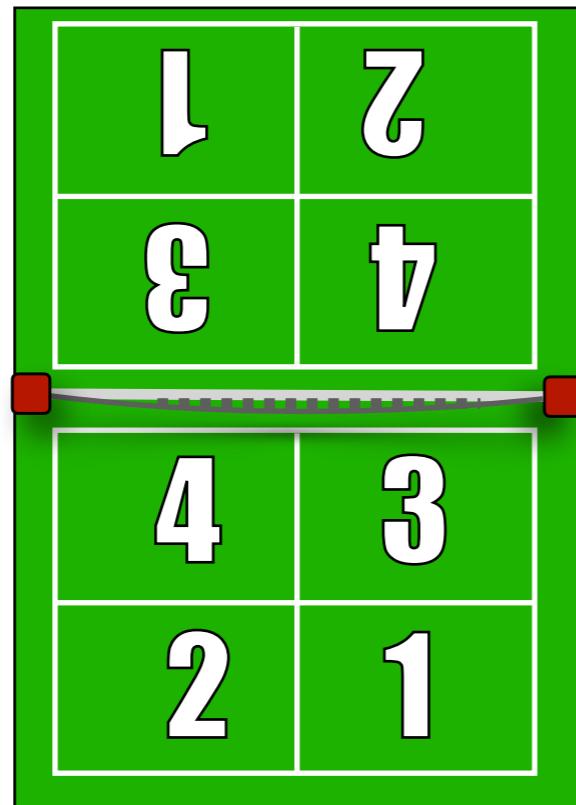
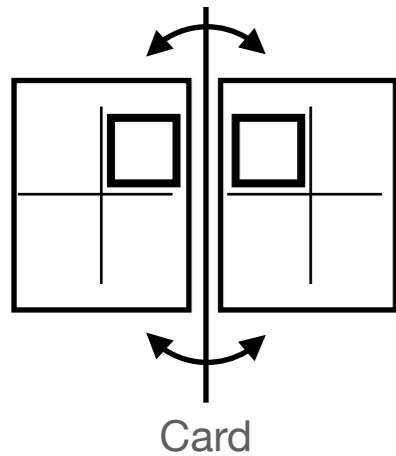
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Recovery: If during a rally the cards played do not match the Receiver can adjust their position (into the quadrant to where the ball has been hit) by playing any card from their hand face down. The Receiver now becomes the Hitter. Recovery is not possible if a receiver must adjust diagonally to get to where the ball was hit. In this case the Hitter wins the point.

Serving: At the start of a point the Server plays a card face down. The Receiver may play **up to three cards** face down. The cards are revealed simultaneously. If any of the Receiver's cards match the Server's card the rally continues as above. If there is no match the Receiver **does not** have the opportunity to adjust through 'Recovery'. The Server has served an **Ace** and wins the point.

Mount the player cards for each player on a single card so that the player images are back to back. Do the same for the ball card.

This enables the flipping to work



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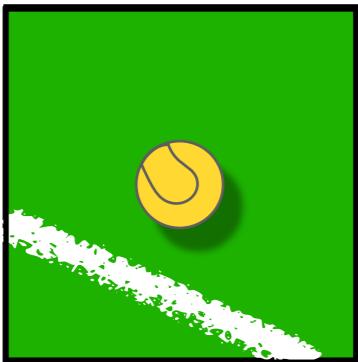
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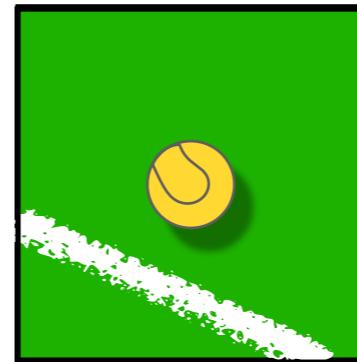
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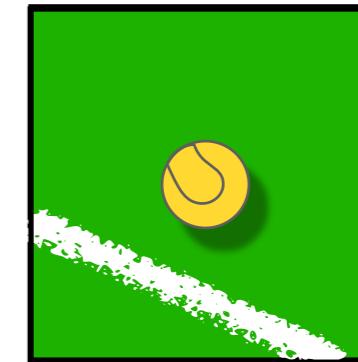
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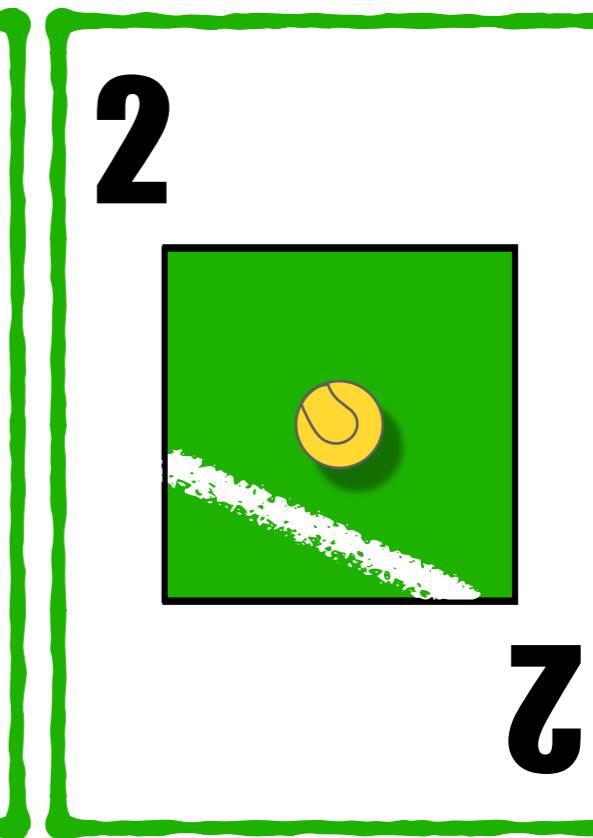
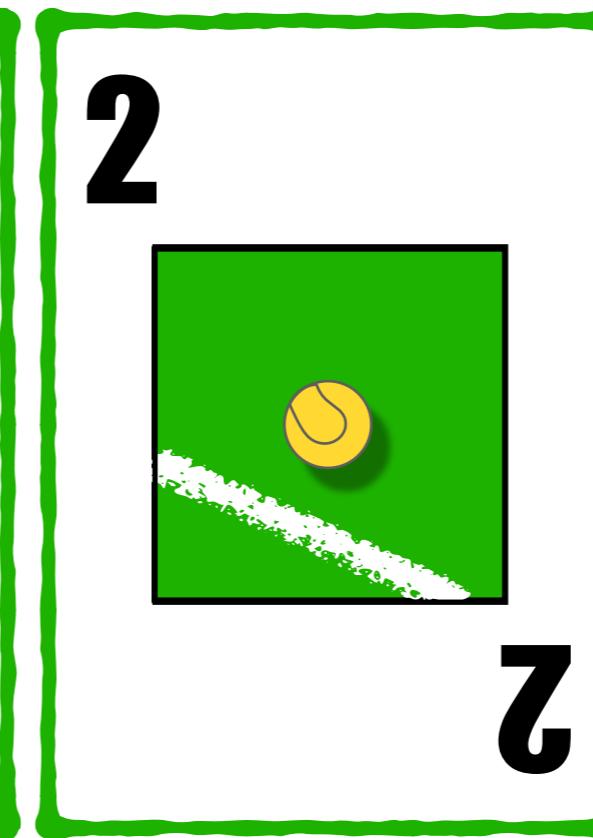
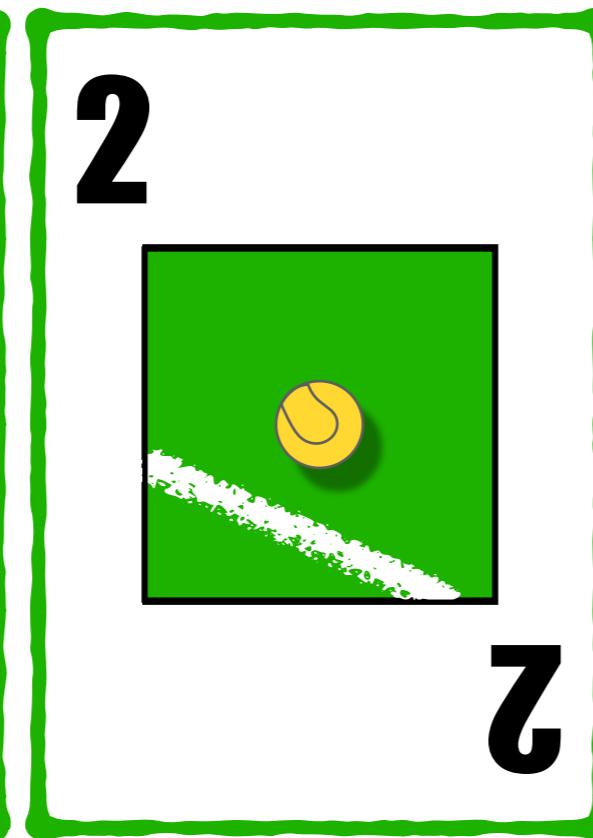
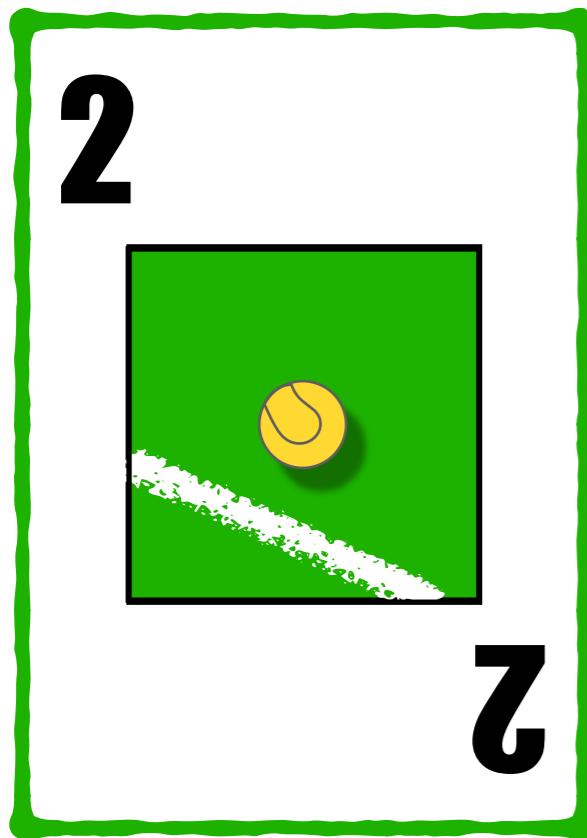
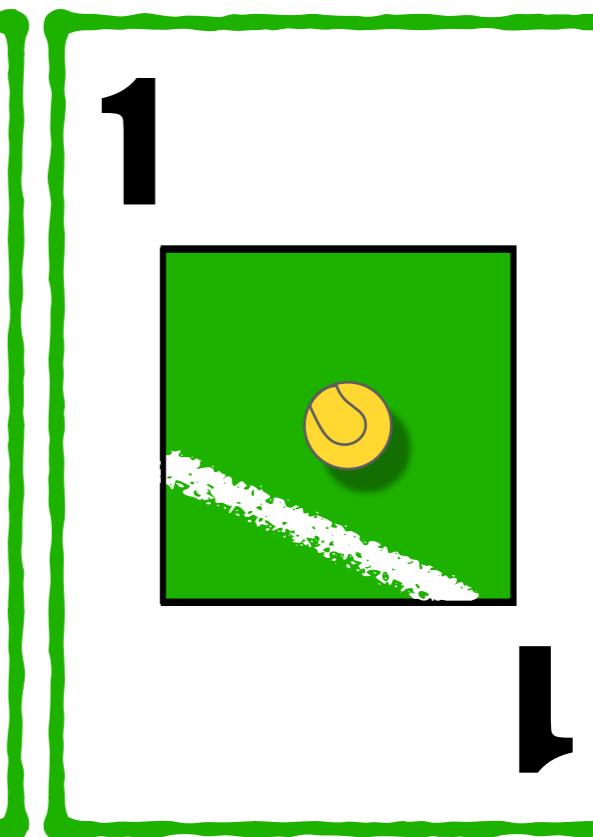
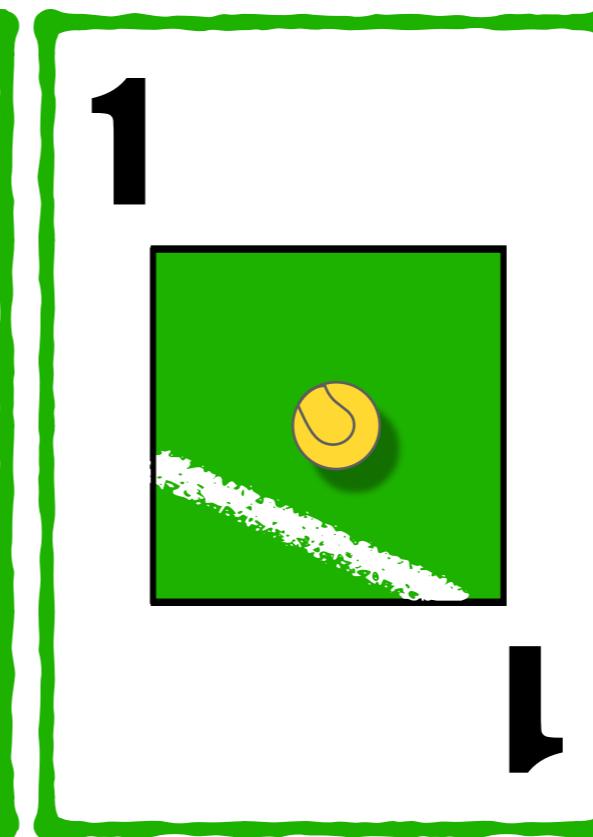
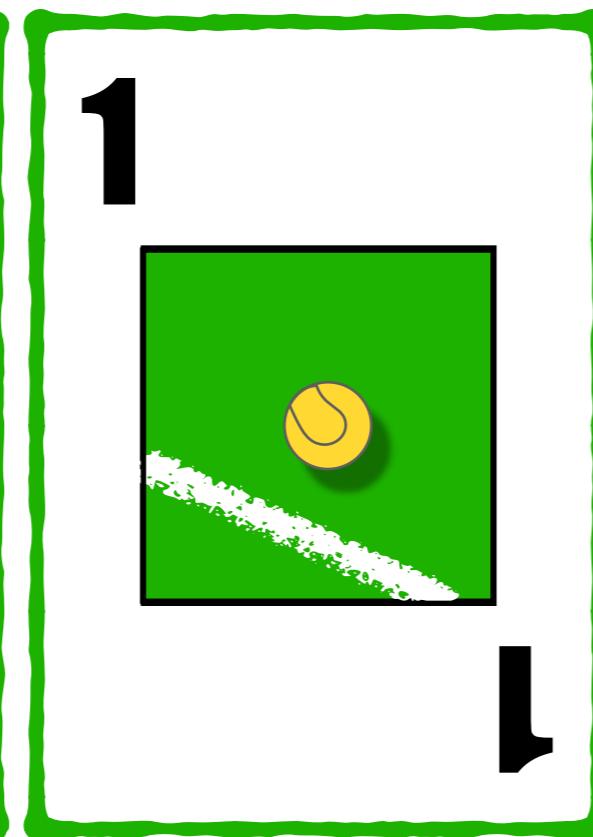
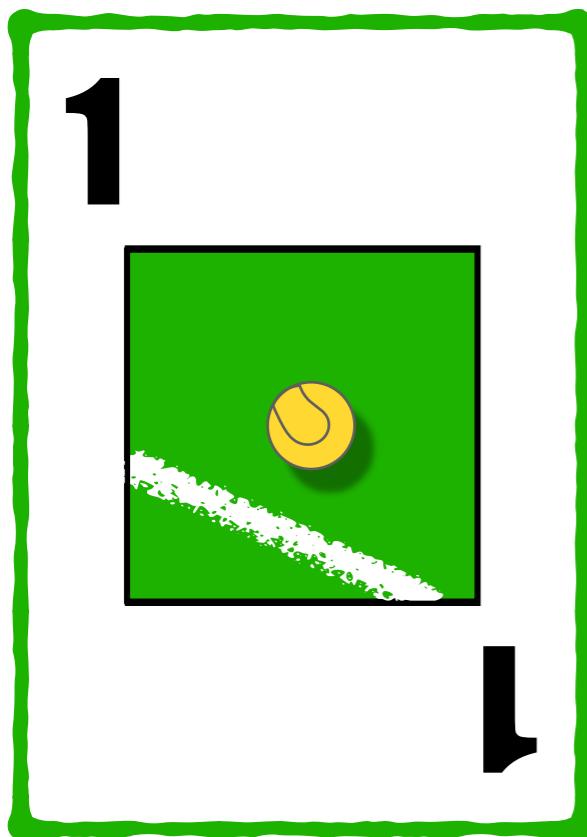


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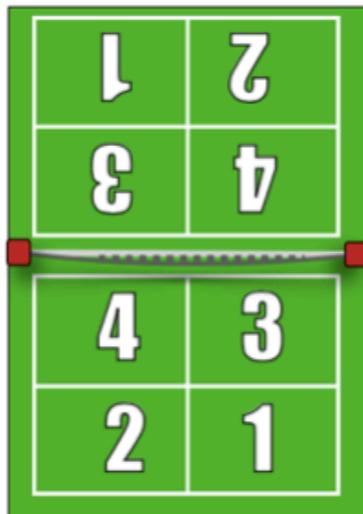
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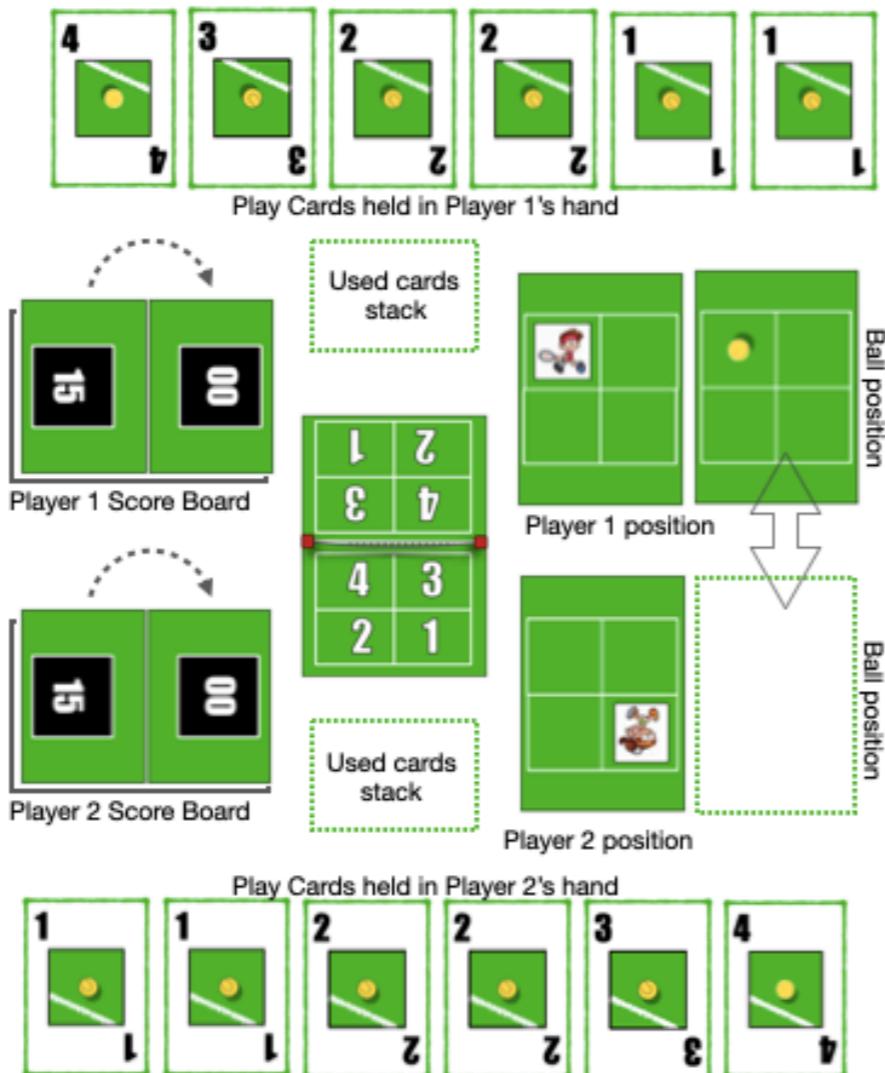
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