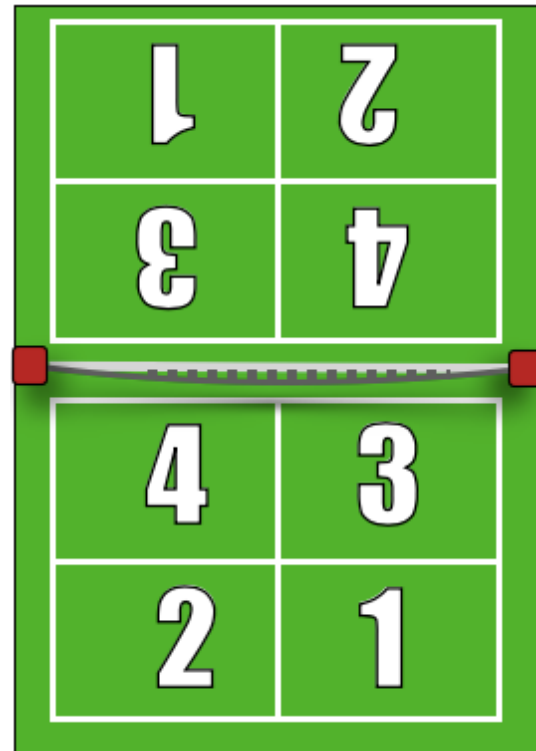


Special shots

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.



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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.

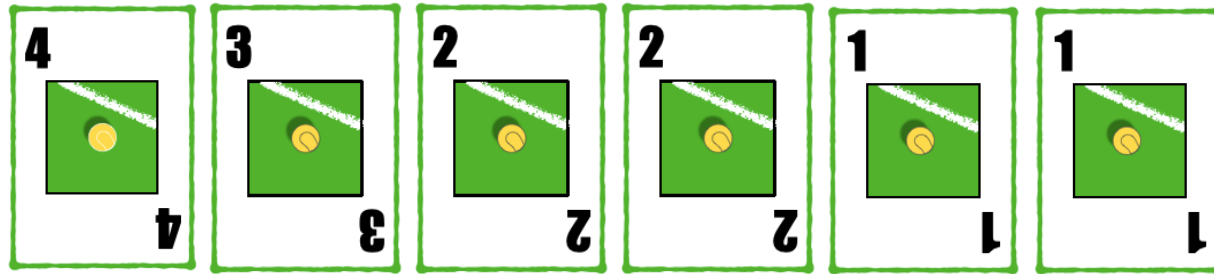
A game is made up of ‘points’. The winner of a game is the player who is two points clear after winning at least 4 points. Each point is labeled as follows: ‘15’, ‘30’, ‘40’, ‘Game’.

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’.

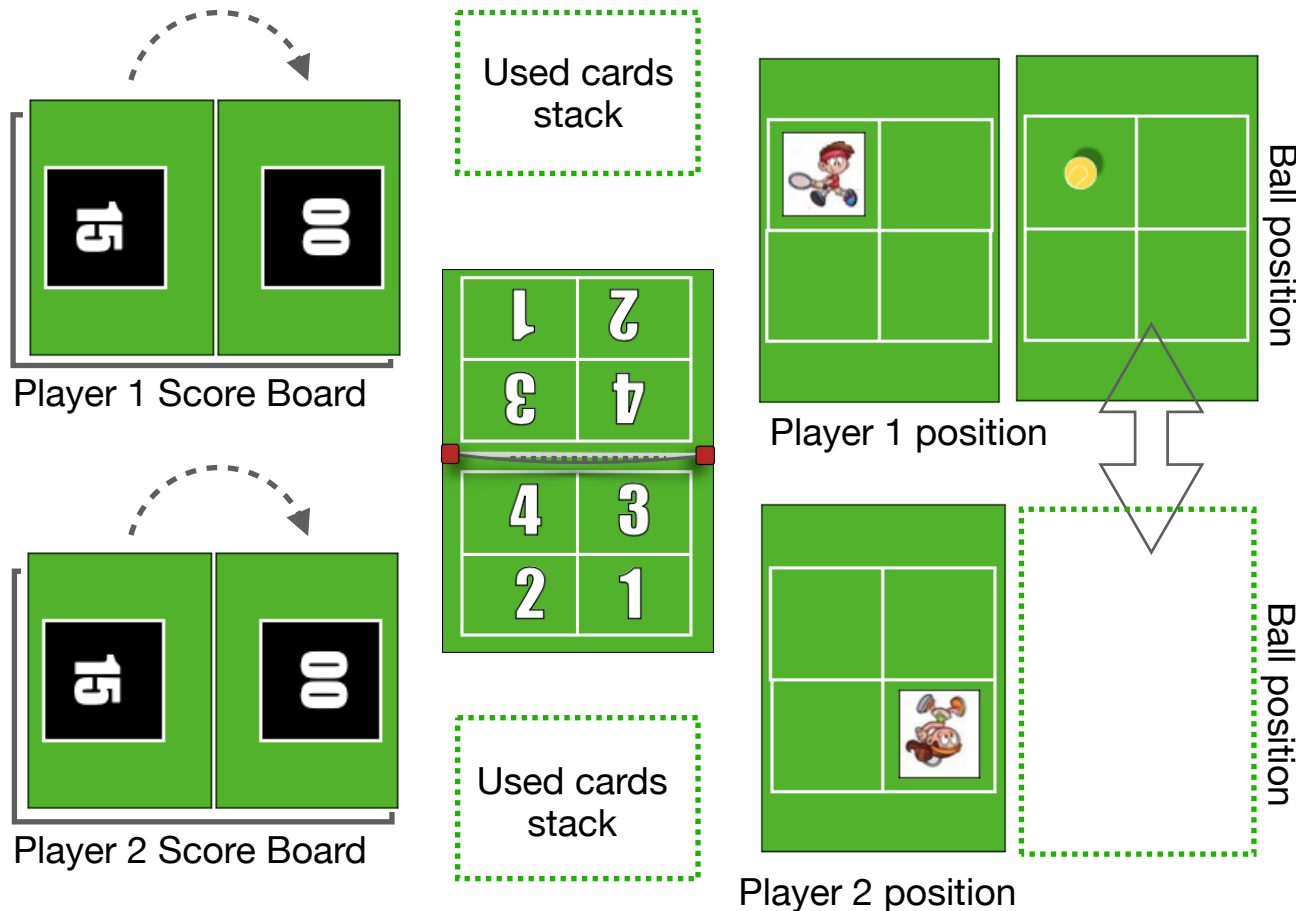
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Players keep track of their position on court and that of the ball by flipping and rotating their ‘player position’ card after moving and the ‘ball position’ card after hitting the ball.

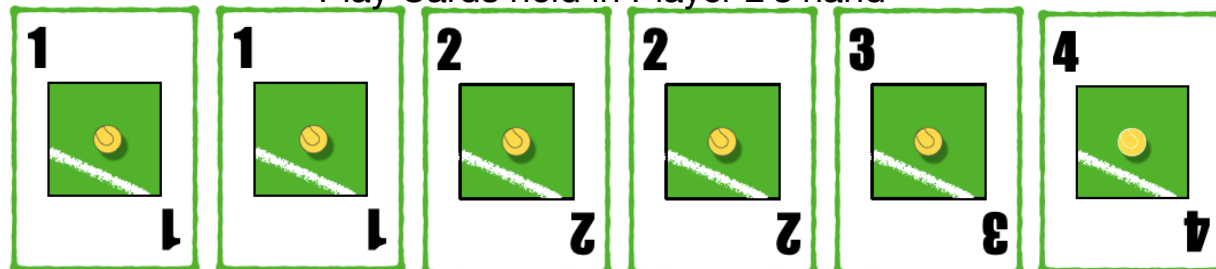
Set Up



Play Cards held in Player 1's hand



Play Cards held in Player 2's hand



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).

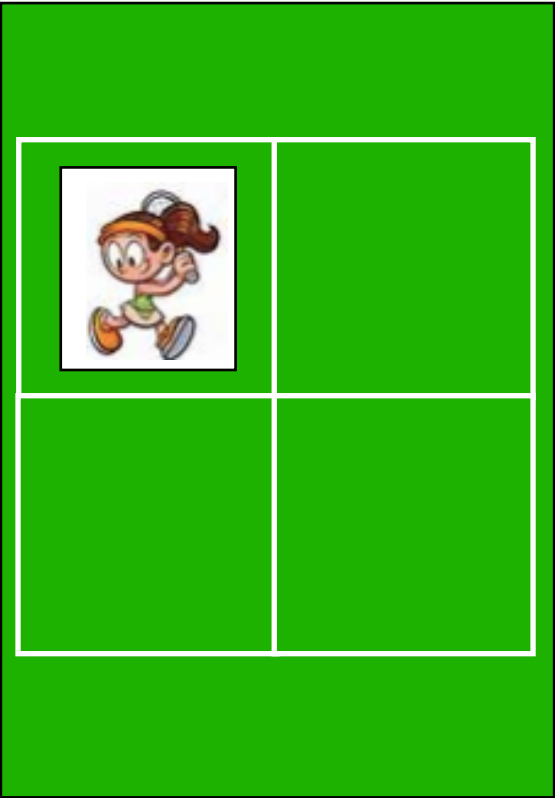
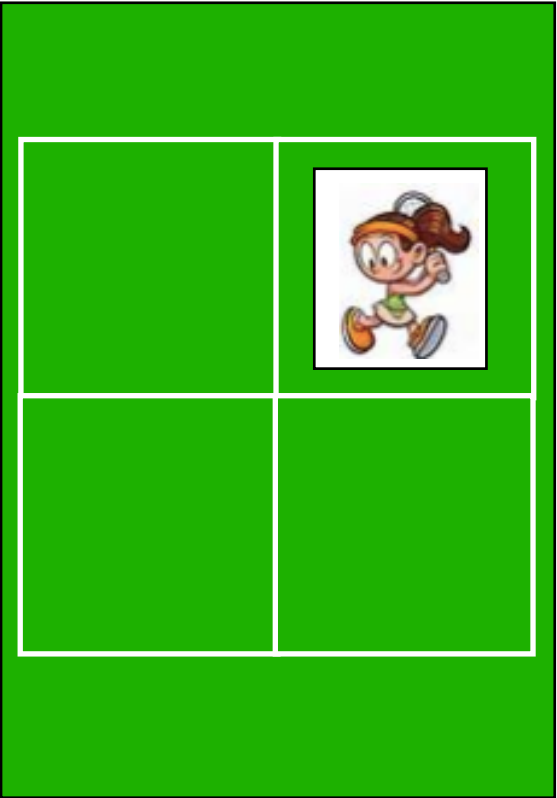
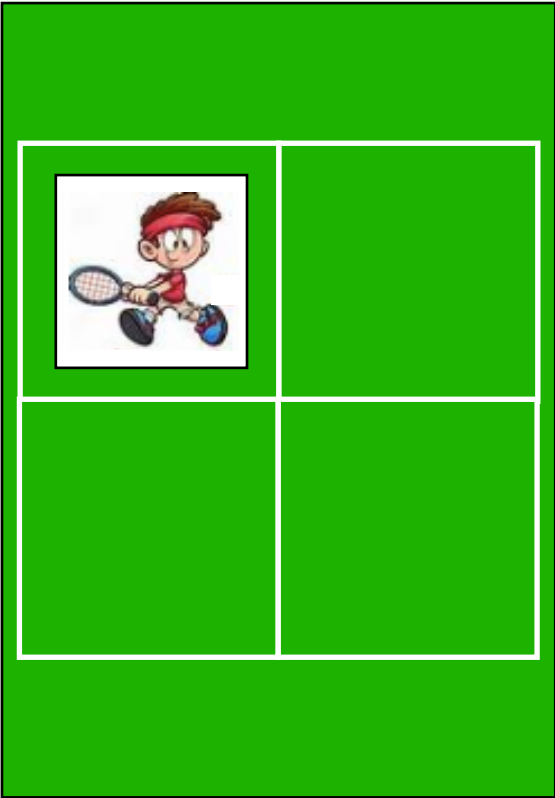
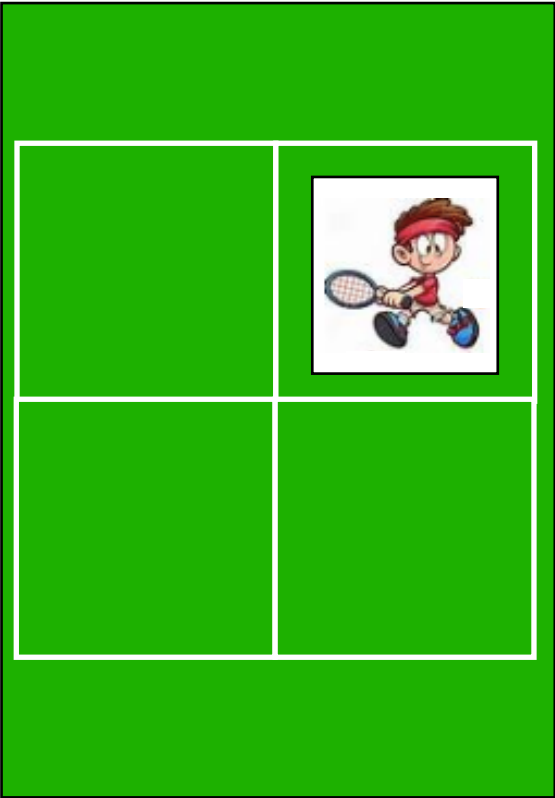
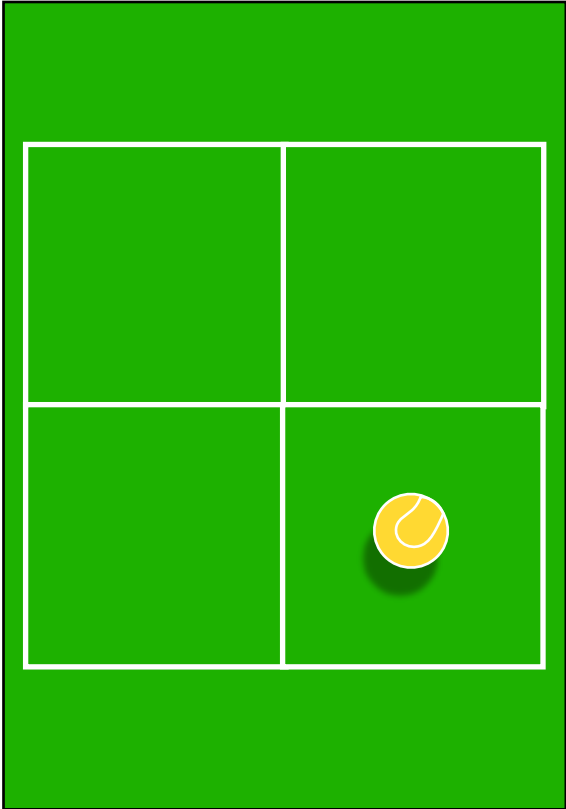
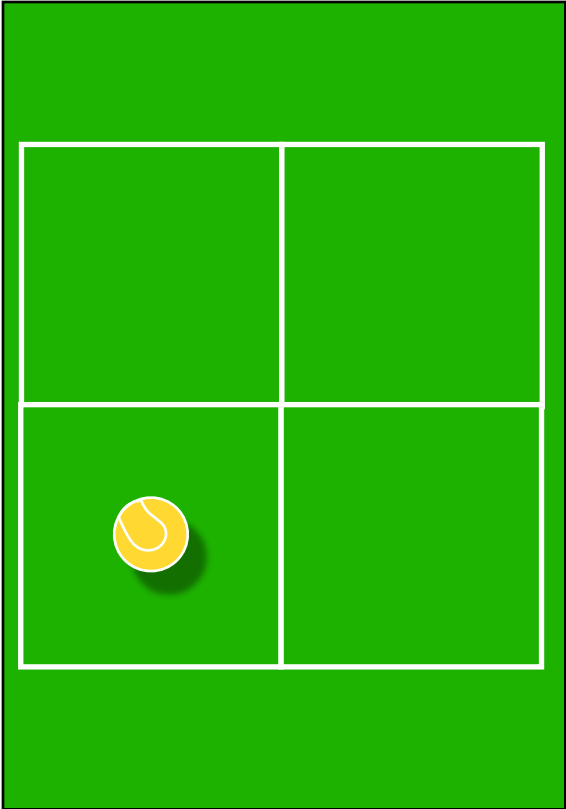
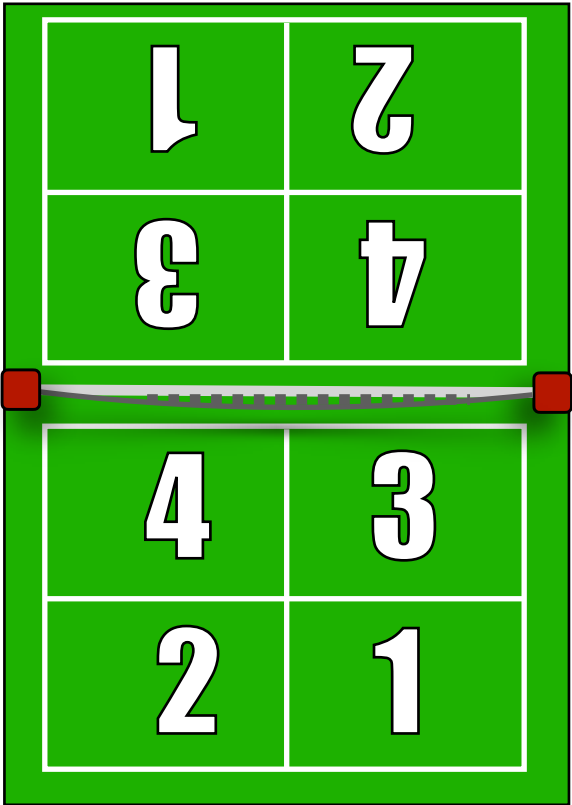
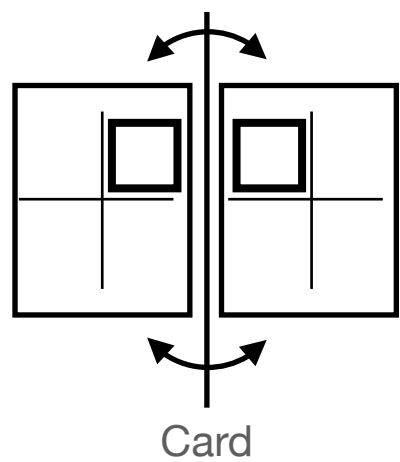
Rally: In the general run of play the Hitter will be attempting to hit the ball into a quadrant from where the Receiver cannot return the ball. The Receiver will be attempting to move in to the quadrant to which the ball has been hit. If the receiver is successful the roles are reversed. The 'Receiver' becomes the 'Hitter' and the process is repeated. This is called a Rally and continues until a point is scored. If a player runs out of cards and the ball is their side of the net they lose the point.

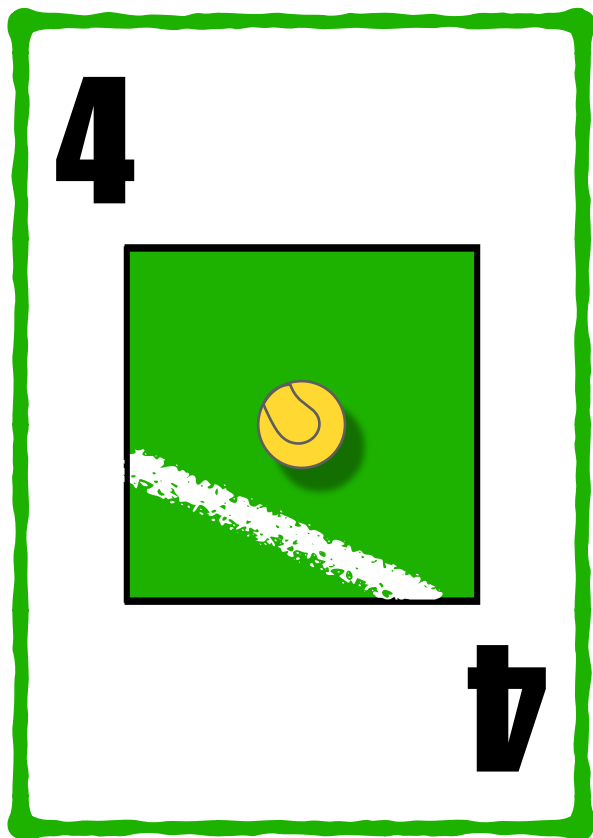
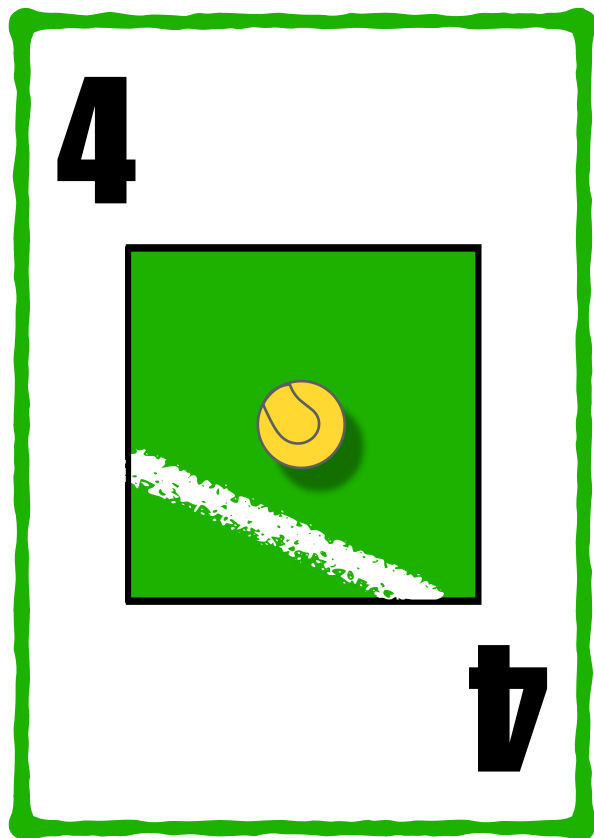
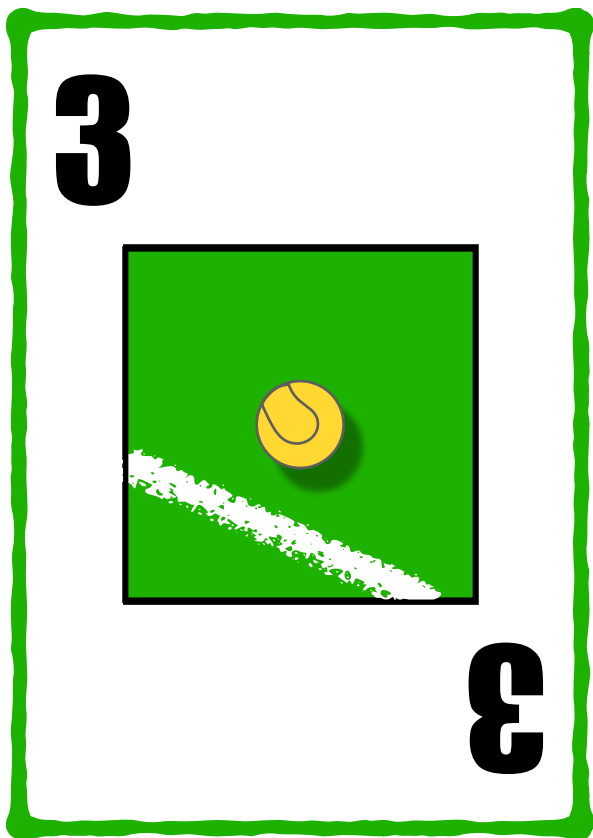
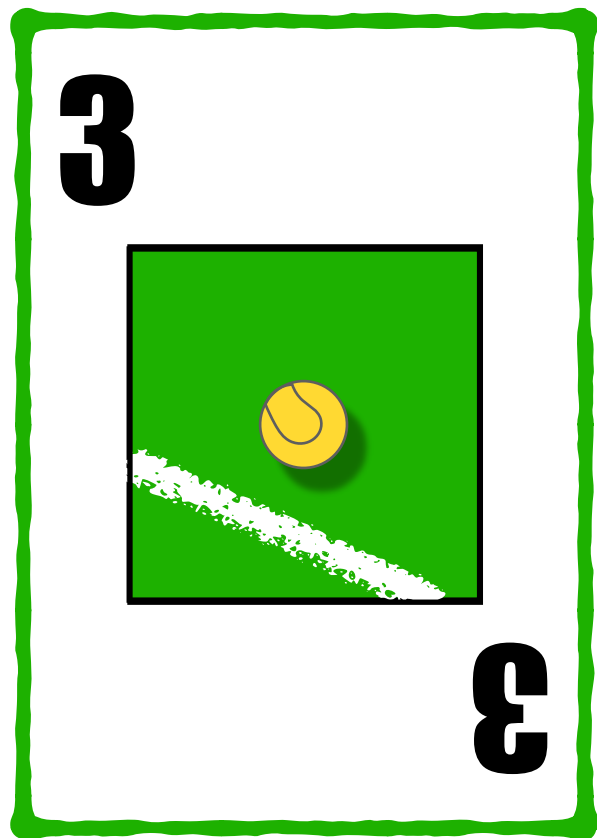
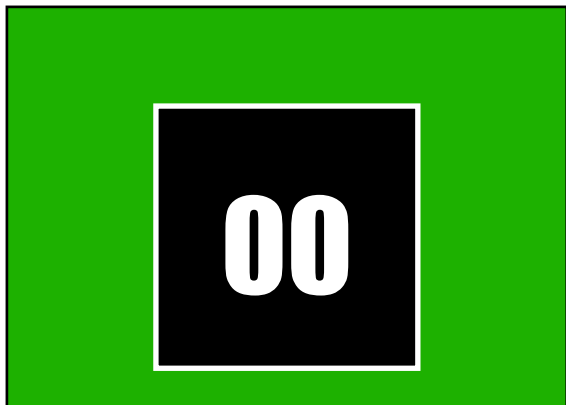
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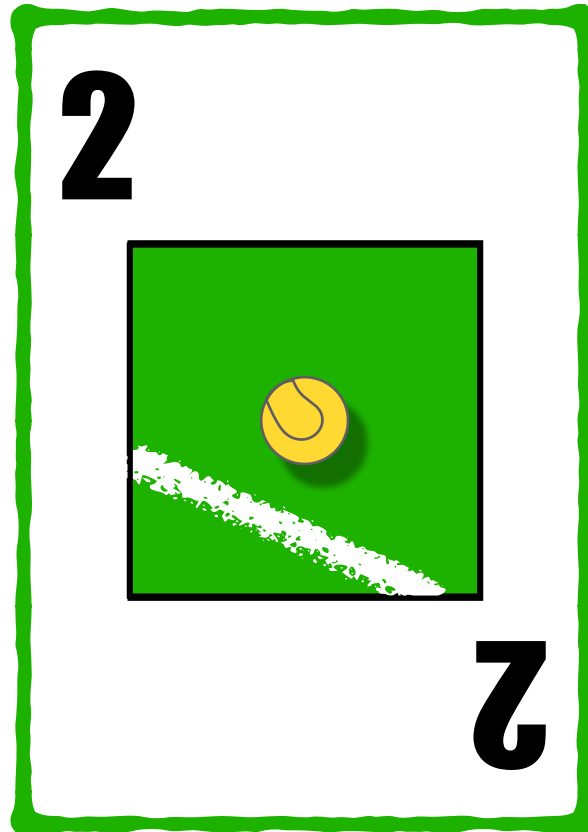
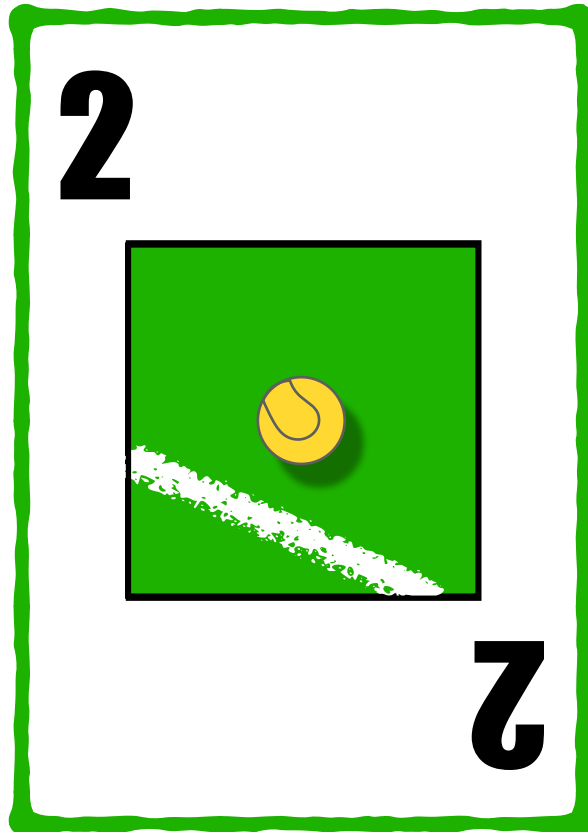
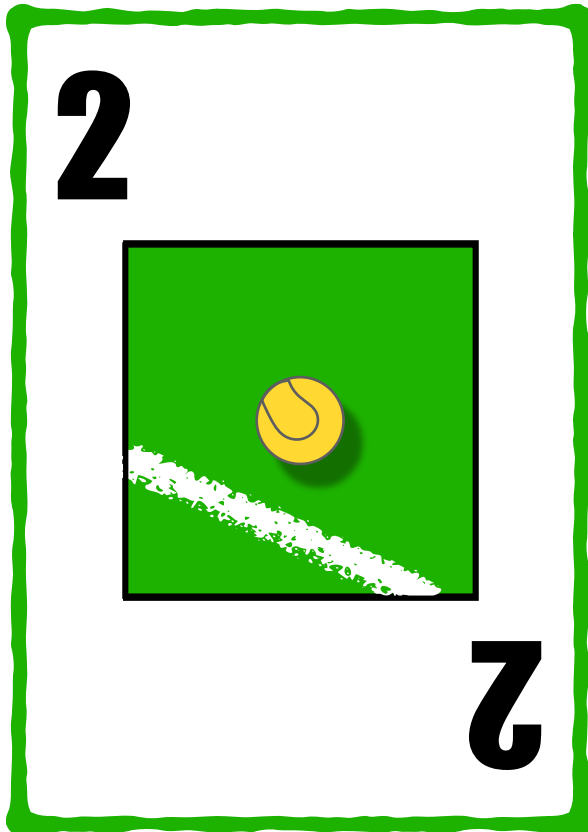
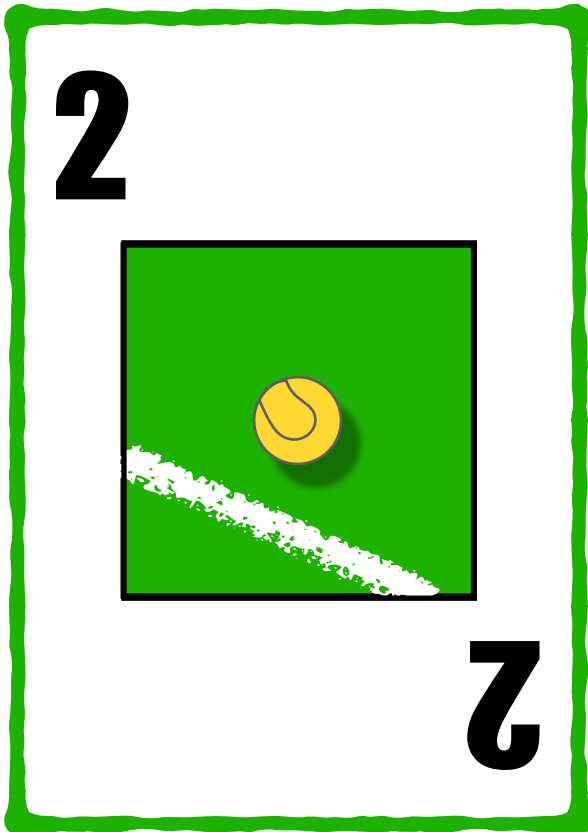
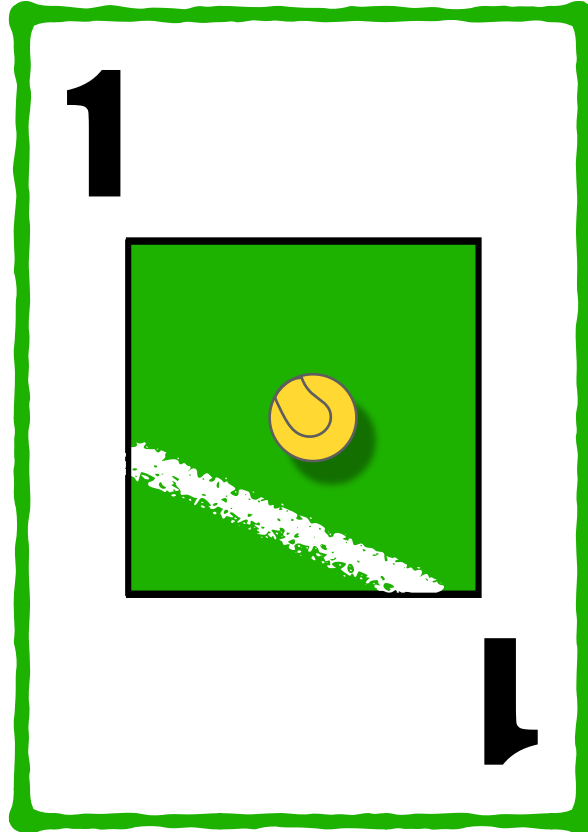
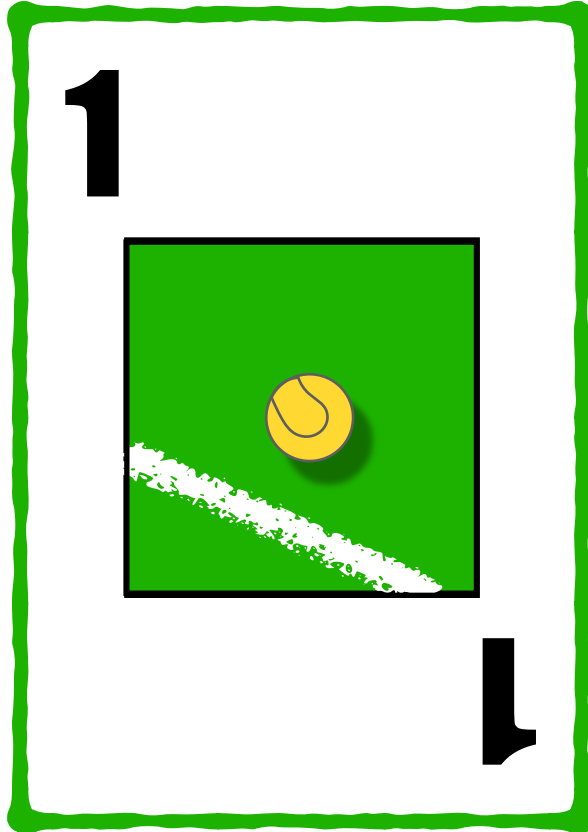
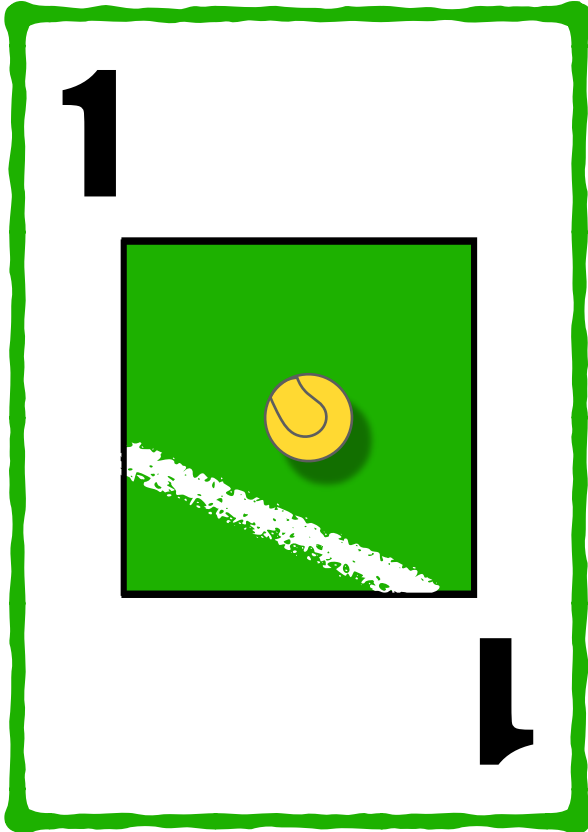
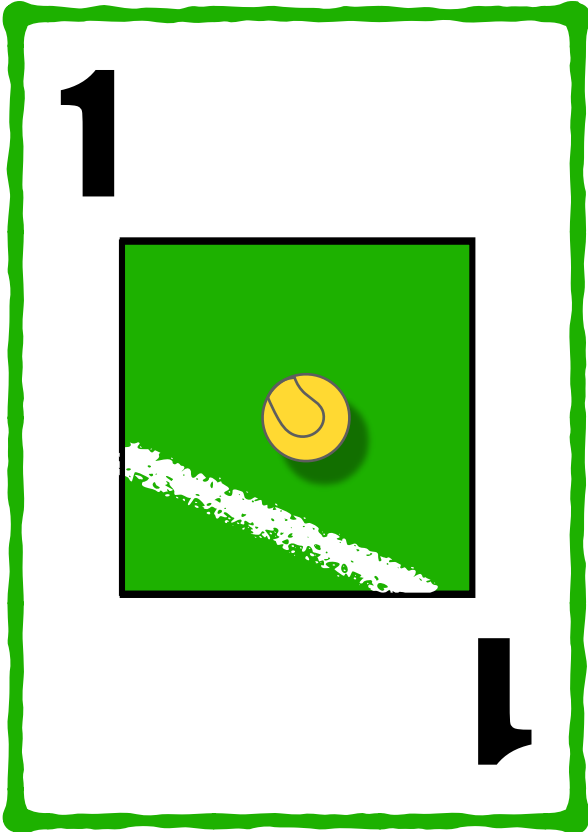
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Mount the player cards for each player on a single card so that the player images are back to back. Do the same for the ball card.

This enables the flipping to work







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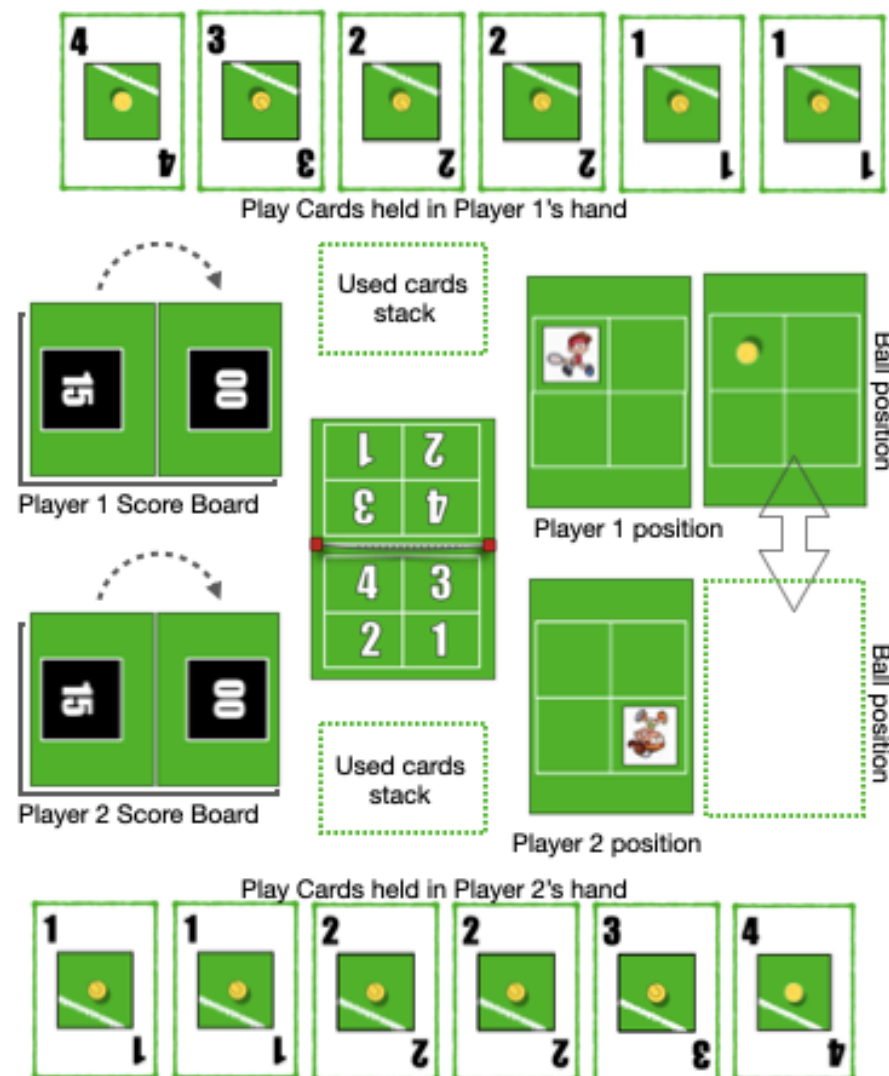
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