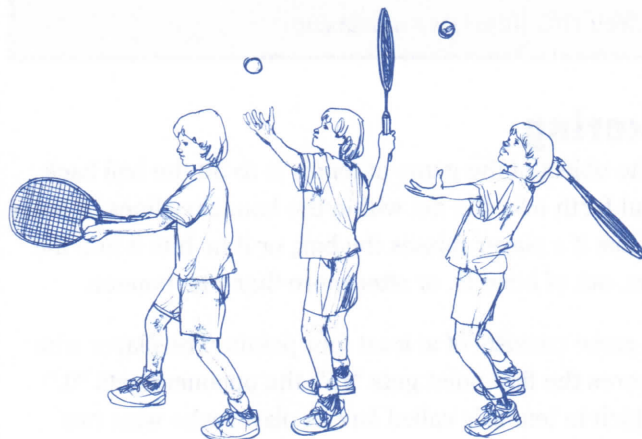
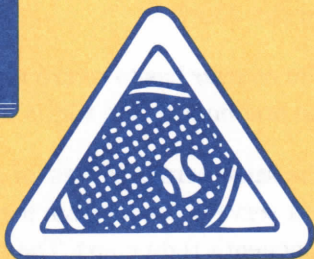


Cub Scout Sports: Tennis



REQUIREMENTS

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

Belt Loop

Complete these three requirements:

- _____ 1. Explain the rules of tennis to your leader or adult partner.
- _____ 2. Spend at least 30 minutes practicing tennis skills.
- _____ 3. Participate in a tennis game.

Sports Pin

Earn the Tennis belt loop and complete five of the following requirements:

- _____ 1. Compete in a pack or community tennis tournament.
- _____ 2. Demonstrate your knowledge of the use and care of the equipment needed to play tennis (rackets, balls, shoes, clothing, and court).
- _____ 3. Practice for 30 minutes in up to two practice sessions developing forehand techniques through forehand bump-ups with a bounce, partner bump-ups with a target, forehand alley

rally, forehand alley rally over a "net," drop-hit forehand bumps, drop-hit catch in pairs, and toss-hit catch in pairs.

- _____ 4. Practice developing serving skills for 30 minutes in up to two practice sessions.
- _____ 5. Explain to your leader or adult partner how to score in tennis.
- _____ 6. Accurately draw, label, and explain a tennis court layout.
- _____ 7. Play five games of tennis using U.S. Tennis Association rules.
- _____ 8. Participate in a tennis skills development clinic.
- _____ 9. Attend a high school, college, or professional tennis meet.
- _____ 10. Present to your den or family a report on the history of tennis.

Resources

U.S. Tennis Association

70 West Red Oak

White Plains, NY 10604

Phone: 914-696-7000; fax: 914-696-7167

Web site: <http://www.usta.com>

Scoring

The object of the game of tennis is to hit the ball back and forth over the net within the boundary lines. A point is lost if a player misses the ball, or if he hits it into the net, out of bounds, or after more than one bounce.

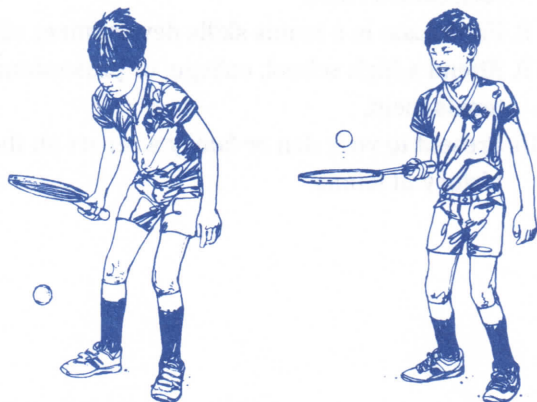
A game consists of at least four points. The player who scores the first point gets "15"; the opponent gets "0," which in tennis is called *love*. A player who wins two points receives a score of "30"; three points equal "40"; and four points equal "game."

Always say the server's score first (i.e., if the server scores the first point, the score is "15-love"; if the server loses the first point, the score is "love-15").

Deuce means the score is tied 40-40. When the server wins the point after deuce, it is called *advantage in*. When the receiver wins the point after deuce, it is called *advantage out*.

A set is complete when one player has won at least six games and is ahead by two games. If the game score reaches 6-6 (also called 6-all), a tiebreaker game may be played.

A *match* is complete when one of the players wins two out of three sets (or three out of five sets in men's championship play).



Bump-downs and bump-ups

Playing

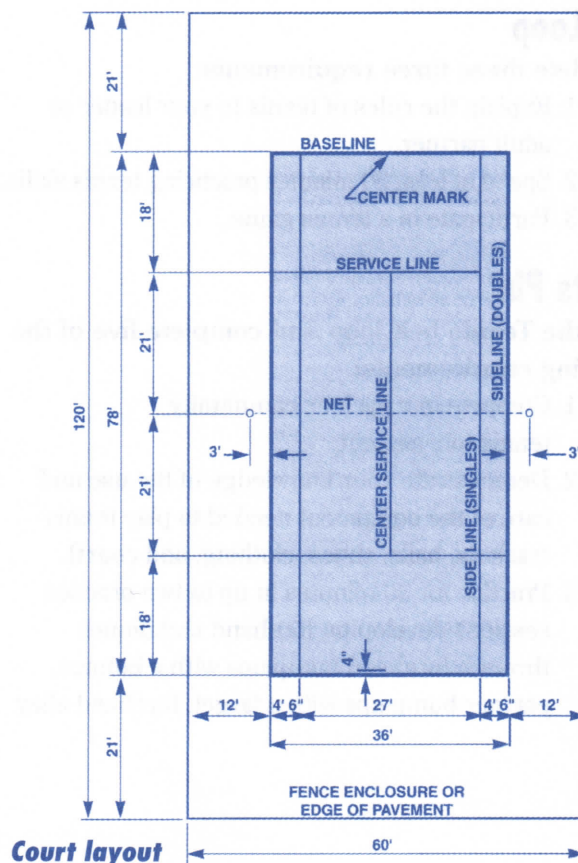
To start a game, the server stands behind the baseline (the line farthest from the net at either end of the court) and serves the ball into the opposite service court. (Service courts are the two marked-off boxes closest to the net on both sides of the net.) The server has two chances for each serve.

A *double fault* is the loss of a point if the server fails to put either of the two serves into the proper service court.

The *receiver* has to return the ball over the net on the first bounce and within the boundary lines.

The same person serves for an entire game. The first serve is always from the right court to the opponent's right court. The next serve is from the left court to the opponent's left court, and so on, alternating courts after each point.

Players change sides, from one side of the court to the other, whenever the game score adds up to an odd number so that neither player is favored by wind, sun, or other factors.



Court layout