



BALANCE PLAY

Sometimes you or your partner will have different levels of tennis experience - that's OK! There are lots of ways to modify tennis to make things more even and more fun.

Stronger Player

- 1 serve
- 1 bounce only on their side (add bounces as you wish). Basically serve/return and volley.
- Only backhands/forehands allowed. Or must alternate.
- Only 3/2 hits allowed - if point is not won after their 3rd/2nd hit, point goes to opponent.
- Game Point Fail - every "Game Point" for the stronger player has to be won or they go back to Love.

Less Strong Player

- Doubles alleys are "in"
- Serve: throw in, scoot up
- Start 30 Love (no add: 2 points to win vs 4 points to win)
- Bonus Ball - 1 ball, used anytime at player discretion, is worth 2 points if the point is won. Player must alert their opponent before they use it.
- Game Over - any time the least strong player hits a specific, agreed upon court area, (between the service line and baseline for example) they win the game.
- Any combination of the above