



## **GAMES TO GET YOU STARTED**

Here are a few games you can play to get started:

### **Warm Up Game - Dink**

- Starts with one player holding the ball on net and letting it fall to the opponent's side of court (the serve). Short court play ensues within the service boxes. Count by ones. First to four. Alternate "serves" each point.

### **Pressure Point**

- Start a point with any type of serve or drop hit. Count the number of times the ball crosses the net (barrier, line). Whoever "wins" the point, they add that number to their score. Play to 30/40/50/100.

### **Thinking Outside the Box**

- Play a game to 21, starting the point with a drop feed. When a player hits the ball within the service box, they automatically lose the point. The opposing player then gets two points added to their score for this error, one point for an error outside regular court boundaries.

## GAMES FOR MORE THAN TWO

### **King/Queen of the Court**

- Have all players line up on one side of the court, then designate one "King/Queen of the Court" to go stand alone on the other side. The first player up feeds a ball to the K/Q of the court and they play out the point. If the king/queen of the court wins the point, the K/Q earns a point and gets to stay to face the next challenger. If the challenger in line wins, this player does not earn a point but does replace the K/Q of the court on the other side. Players keep track of their points and the first player to 11 wins. Adapt by making challengers win two points in a row to earn their place on the K/Q side or play doubles K/Q of the court if you have more friends with you.

### **Dingles**

- To start, each opposite pair plays out a half-width singles point. When the first singles point ends, that pair yells "DINGLES." This turns the 2nd ball into a doubles point. If the same team wins both points, a team point is awarded. You can keep score like a normal game, like a tie-breaker, or however you prefer!

### **Triples**

- Three players on each side, one at net and two at the baseline. The net player is the only one allowed to volley and the baseline players are the only ones allowed to hit off a bounce. Drop hit to start the point and play until 11, then change up the teams.