



AO COMPETITION RESOURCE



Welcome to 2021!

As the school year begins, we are excited that the Australian Open and the lead in events coincide with students being back at school.

This gives all teachers a great opportunity to harness the excitement of the AO as well as the chance to showcase the game of tennis whilst it's being broadcast worldwide for 3 weeks.

We have put together this resource to help you run some fun tennis activities during February and beyond!

The program first and foremost focuses on participation and providing opportunities for students to be involved in structured play. We appreciate that all schools are different, therefore the program can be tailored for your environment.

There are three main objectives of this resource:

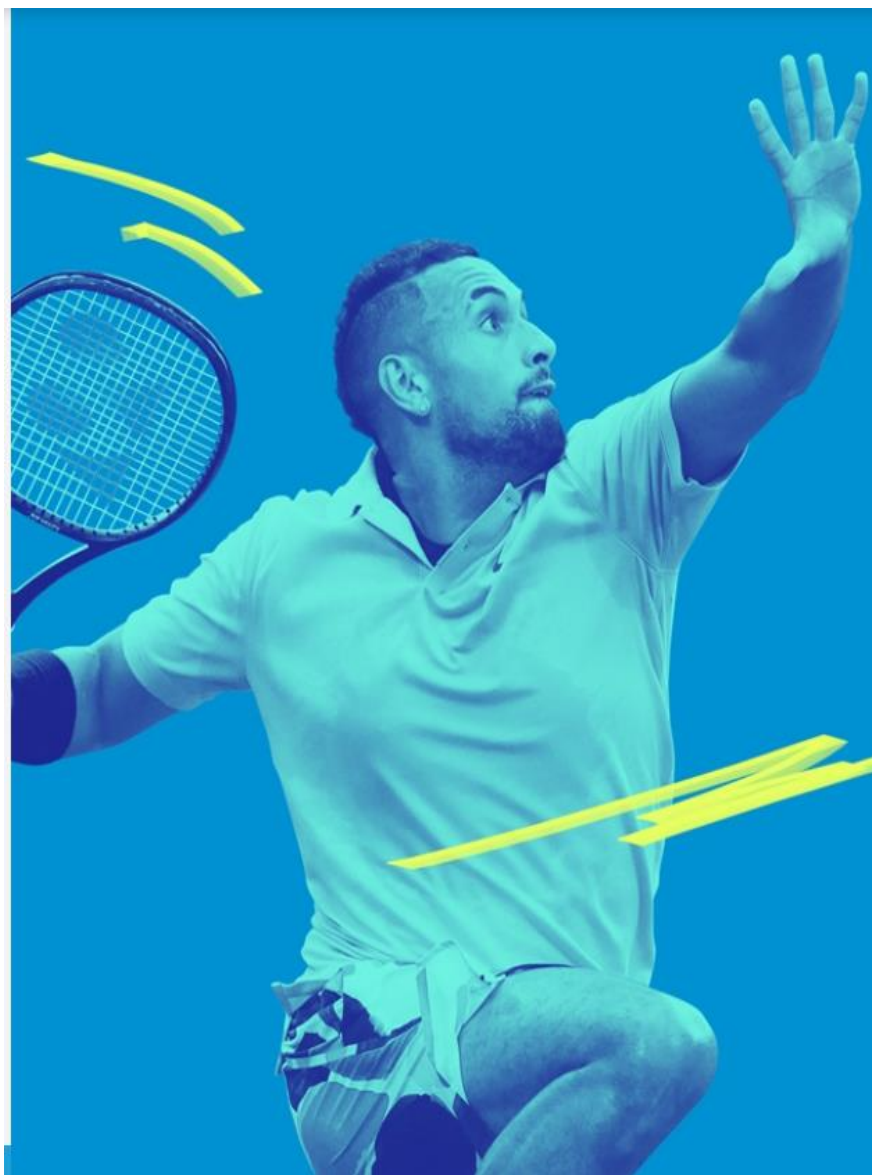
- Provide a fun & positive experience
- Make it simple and easy for students to play
- Create interest in the sport of tennis and encourage schools and students to interact with their local club.

This is a great opportunity to engage with your local coach and club. Invite them along to your school to participate in your sessions, ask them to donate a prize or work with the club to run family fun sessions, either at the club or at the school.

If you have other great ideas or have organized an activity, we would love to hear about it!

If you aren't sure who your local coach or club is, you can look this up at <https://www.tennis.com.au/play> or contact your School Development Coordinator.

To find your Schools Development Coordinator, simply visit <https://www.tennis.com.au/vic/schools/meet-the-schools-team>.



**GETTING
STARTED**

Equipment for Primary Schools

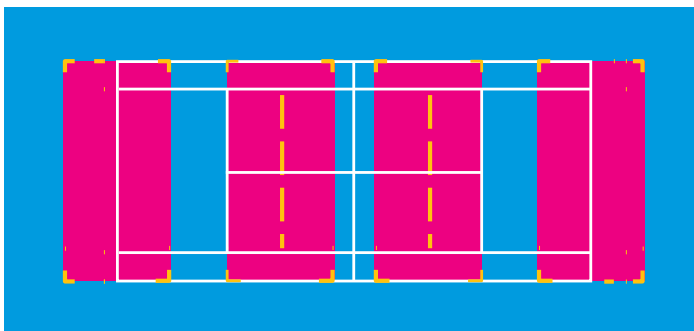
You will require the following equipment:

- 21-, 23- or 25-inch Tennis racquets
- Low compression (25%) red tennis balls
- 3m or 5.5m ANZ Tennis Hot Shots nets or equivalent (alternatively, barrier tape can be used)
- Drop down lines or chalk as required.

Court set up

The recommended court size is 5.5m x 11m (width x length), depending upon the area available.

Courts can be set up on basketball courts, asphalt area, mod grass oval or on tennis courts



Equipment for Secondary Schools

If you have a Secondary School Equipment pack with modified nets and balls, set courts up as outlined above and use your modified equipment, otherwise use full size tennis courts for your games.

Recording scores

Resources are available to make recording match scores simple and easy. INTennisCITY, the online schools platform, can digitally record match scores.

You can also access team score card templates on [Bounce](#), Tennis Australia's online resource centre.

Find out more about INTennisCITY and Bounce under the resource section.

When to play?

1. In your PE time
2. In your sport time – encourage classroom teachers to become involved!
3. At lunchtime - have your sports captains responsible for running an event. You could even create an AO trophy that can become a perpetual trophy.
4. Use a SEPEP model where you allocate jobs e.g. umpires, scorer, timekeeper, fixture creator, results recorder
5. Have a student vs teacher competition
6. After school – invite parents to come along and join in. Have your local club/coach involved to create a transition pathway for student who have enjoyed playing tennis.



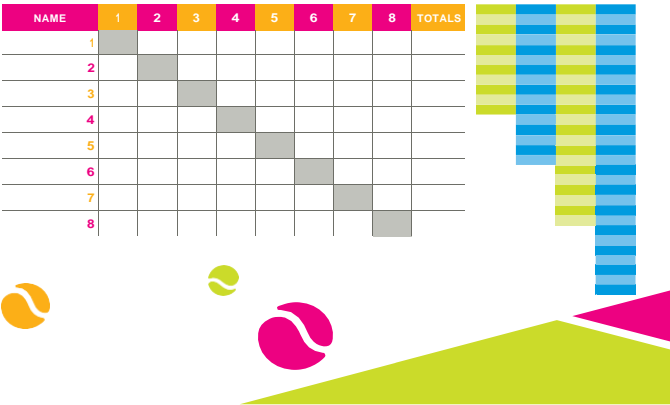
Formats

We recommend timed matches (e.g. 5-8 minutes per match and the scoring to consist of 1-0, 1-1 etc. with the student on the highest points at the end of the match declared the winner.

Round Robin

Each student/team plays each other. We recommend teams of 4/6/8 or 10 students. If you have lots of students/teams you can divide them into even pools. A variety of Round Robin templates are available on Bounce. Here's an example below:

NAME	1	2	3	4	5	6	7	8	TOTALS
1									
2									
3									
4									
5									
6									
7									
8									



Knock Out/Elimination

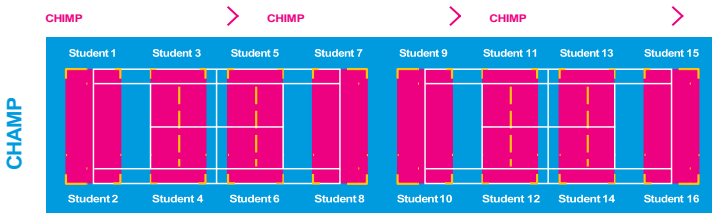
A student/team is eliminated from the competition after a loss.

Once eliminated you might have a round robin competition they go into so they can continue to improve their skills.

Champs and Chimps

Champ (winning) student moves up one court, chimp (defeated) student moves down. Red courts should be set up as per the diagram; depending on the number/type of courts available (tennis, basketball, netball etc.).

If not enough nets are available, barrier tape can be used to create additional courts.



CHAMP



Variations on formats:

1. The student that finishes at the top of the ladder starts at the bottom of the ladder next time you play.
2. Students score 1 point (house points) for each match won and the student with the most points during lunch is the overall CHAMP regardless of where they finish on the ladder.
3. Play as a doubles competition if there are lots of students wanting to play or limited space.
4. Choose particular days for different year levels/classes/houses/etc. if there is limited space.
5. Use the INTennisCITY app on school iPads for students to challenge each other to matches.

Game Rules

Instructions:

1. In pairs, students go to the nominated court standing opposite the net from their opponent.
2. To start a match, students perform paper/scissors/rock and the winner chooses to serve or receive. Hold the ball above your head to show you are ready.
3. Wait for the siren to sound to begin play
4. First and second serves to be a drop and hit serve over the net with the receiver allowing the ball to bounce once before returning.
5. Student serves for 2 points each then change ends every 10 points
6. Matches are to be scored numerically 1-0, 1-1, 1-2, 2-2 etc (pegs may be used and moved up the net to assist with scoring).
7. The point continues until the ball bounces twice before being hit, the ball lands outside the court or a ball is hit into the net. Encourage students to call the ball (in or out) and the score after every point.
8. Matches are timed (usually 5-8 mins). When the siren sounds to end the match, students finish the rally then shake hands, confirm scores and sit down on their court. If the match is tied, play next point wins!



Alternative Scoring

FAST4

4 Game sets

First to 4 games wins the set.

Play lets

If the ball hits the net cord on a serve and bounces in the correct service box, play will continue. In doubles, either of the receiving pair can play the let. For example, the receiver's partner can move across and return the serve.

No advantage scoring

At deuce its 'next point wins' the game. Receiver chooses which side the point is played to.

Tiebreaker at 3 games all

FAST4 Tiebreaker:

- a) First to 5 points
- b) 2 points serving each (starting deuce/forehand side)
- c) Change ends once only after 4 points
- d) If tiebreaker reaches 4-4 it's 'next point wins' the set, with the student who is currently serving, receiving another serve. However the receiver(s) choose which side the point is played to.

Example:

- Student A – 2 points serving
- Student B – 2 points serving
- Change ends
- Student A (or Student C in doubles) – 2 points serving
- Student B (or Student D in doubles) – 2 points serving
- If tiebreaker reaches 4-4 student who is currently serving, receives another serve. Receiver(s) choose which side the point is played to.

RESOURCES & SUPPORT

INTennisCITY

Developed in conjunction with the Australian Sports Commission, INTennisCITY is an online platform that supports schools in facilitating structured play.

INTennisCITY allows you to manage your students and classes, create events/competitions with a variety of formats and scoring options, track your students' progress...and much more!

Visit [Intenniscity.com.au](https://intenniscity.com.au) to register and sign up your school.

INTennisCITY App

The INTennisCITY app not only allows you to set up your events but also allows students to challenge classmates and keep track of matches, stats and awards. Students can create their own personalised avatar, improve their game by watching videos from Milos Raonic and win achievement awards and badges along their way.

The INTennisCITY app can be downloaded on any iOS device. Search INTennisCITY on the App Store.

Bounce

Bounce is Tennis Australia's online professional resource platform for tennis deliverers and provides access to school tutorials, videos, competition templates and resource content.

Register for free by visiting bounce.tennis.com.au

Use your education email to sign up and allow 3 days to be approved. Please reach out if you have any issues

SCORE CARD – 8 PLAYERS SINGLES/DOUBLES

	ROUND:		COURT:	
TEAM NAMES:		Team 1 Score		Team 2 Score
Singles 1 v 1				
Singles 2 v 2				
Singles 3 v 3				
Singles 4 v 4				
Singles 5 v 5				
Singles 6 v 6				
Singles 7 v 7				
Singles 8 v 8				
Doubles 1 & 2				
Doubles 3 & 4				
Doubles 5 & 6				
Doubles 7 & 8				
TOTAL SETS				

SCORE CARD – 8 PLAYERS DOUBLES

	ROUND:		COURT:	
TEAM NAMES:		Team 1 Score		Team 2 Score
Doubles 1 (Pair 1 v Pair 1)				
Doubles 2 (Pair 2 v Pair 2)				
Doubles 3 (Pair 3 v Pair 3)				
Doubles 4 (Pair 4 v Pair 4)				
Reverse Doubles 1 (Pair 1 v Pair 2)				
Reverse Doubles 2 (Pair 2 v Pair 1)				
Reverse Doubles 3 (Pair 3 v Pair 4)				
Reverse Doubles 4 (Pair 4 v Pair 3)				
TOTAL SETS				



Professional learning

As a teacher we understand just how important it is for you to feel confident with delivering the sport. Tennis Australia has developed a series of practical workshops as well as online tutorials that will assist you.

To find out more, visit:

www.tennis.com.au/schools/professional-learning

or request a professional learning session

<https://tennisvic.wufoo.com/forms/tennis-professional-development/>







Contact us

For further assistance, please contact your local School Development Coordinator

Michelle Barry (Metro East) mbarry@tennis.com.au

Helen Owies (Metro North West) howies@tennis.com.au

Al Doherty (Country East) adoherty@tennis.com.au

Sarah Green (Country West) sgreen@tennis.com.au

