

## Secondary PE I Tennis - Study Guide

Tennis originated in England in 1873. It was created by Major Walter Clopton Wingfield. The first world tennis championship tournament was the Wimbledon Tournament of 1877.

The most common tennis court surface is cement, followed by asphalt. Clubhouses usually have clay courts, which are the slowest of surfaces. Grass, or lawn, courts are also used. The fastest court surface is wood and is found indoors. The terms, "fast" and "slow" refer to the rebound and ball reaction. The approximate height of the net is four feet.

### Terminology

**FAULT** - a served ball that does not strike the proper court, or is not properly served

**FOOT FAULT** - position or movements of the feet before, or during, the service

**GAME** - the unit of scoring next higher than the "point;" scored when either side has won four points, unless the other side has in the meantime won three points; in that case the first side gaining a lead of two points wins

**IN PLAY** - a ball is "in play" from the moment it is served until the point is decided

**LET** - a served ball that touches the net and goes into the proper service court; this serve is replayed; also, any stroke that does not count and is played over

**POINT** - the smallest unit of scoring; four points scored win a game, unless both sides have won three points, when the score is "deuce" and one side must gain a lead of two points to win the game

**READY POSITION** - the player has the head of the racket up and is "ready to play."

**SET** - the unit of scoring next higher than "game;" scored when either side has won six games, unless the other side has in the meantime won five games; in that case the side first gaining a lead of two games wins

**VOLLEY** - a stroke made by hitting the ball before it has touched the ground; you cannot volley a serve

## Scoring

### 1. POINT - the first phase in scoring

<u>POINTS</u>	<u>NAME</u>
• 1	fifteen
• 2	thirty
• 3	forty
• 4	game (unless the opponent has gained three points)

### 2. DEUCE - each player has won three points

3. ADVANTAGE - next point after deuce; if the serving side wins the point it is "advantage in"; if the receiving side wins the point it is "advantage out"; the score returns to deuce when the second point after deuce is won by the player who is one point behind; two points in succession by the same player after deuce results in a game for that player

4. The server's score is always called before the receiver's; i.e. if the server has two points and the receiver one point, the score called is "30 to 15"

5. LOVE - this means "no point"; i.e. if the server has no points and the receiver has three points, the score called is "love - 40"

6. ALL - used as the score when the server and the receiver each have one point, or if they each have two points; i.e. "15 - all" or "30 - all"