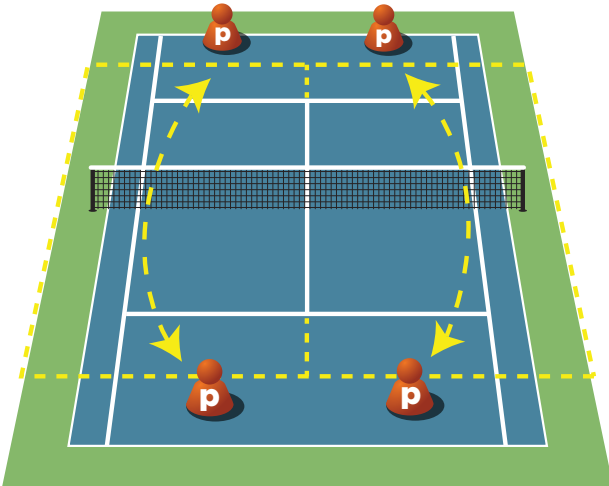
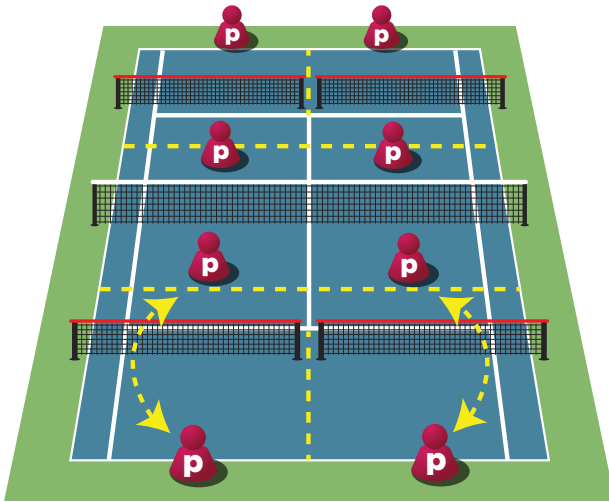


Stop Tennis**TACTIC:**

being more consistent than the opponent.

ACTIVITY:

Players in pairs competing with regular point play. Players spin for serve and must alternate serve every 2 points. All games start when instructor yells, "GO". First player to reach a target Point (5,7 or 9) shouts, "STOP" to stop all matches.

In every match, the player who is leading when "STOP" is shouted gets a win. If matches are a draw, both players gain a win. Rotate players and play again.

Fundamental Teaching Points:

During play, instructor can evaluate the fundamental teaching points and give feedback when needed while maintain flow and fun of play during these games.

LESS CHALLENGING:

1. Allow players to drop, bounce & hit the serve.
2. Allow players to self rally.
3. Allow players to use smaller playing area.

MORE CHALLENGING:

1. Encourage players to serve to their opponent's backhand.
2. Encourage players to win points from the net.