

## HOW TO BE A “WINNERS” VOLUNTEER

(Fridays from 7 - 9PM @ the Uptown courts)

Thank you for signing up to help with our Winners program! Here's a tip sheet to help you through your shift. A junior instructor will be on site to help reinforce how the game is played.

The primary rules are:

- To play Winners, kids must meet one of the following criteria:
  - Attend any of the weekday group lessons at 10:45AM, 11:30AM or 12:15PM
  - Turn 10 years of age in this calendar year
- Everyone must wear proper tennis shoes/running shoes or they will not be allowed on court. This includes the volunteer feeders.

### Your duties:

1. Pick up the keys from the beach clubhouse on the day of your shift. There are keys for the lights and supply shed. Once Winners is over, turn off the lights and lock both the light box and shed.
2. In the shed you'll find two ball carts and some items you can use as safety markers. Place the safety markers well back of the baseline on each court.
3. Ask the kids to line up single file behind the safety marker. They shouldn't make two lines.
4. The next two in line are the next team of challengers. Sometimes kids try to juggle the line to play with their friends. We want them to learn to play with different kids. The next two in line go.
5. When the cart is empty, ask all the kids to help pick up balls. They can hold their place in line by leaving their racquets in their spot.

### How the game is played:

1. Two players start on the far side of the court. They are the current Winners.
2. The rest of the players form a single line behind the safety marker at the baseline on the opposite side of the court. These are the challengers.
3. The next two challengers in line will approach the baseline and take on the current Winners.
4. Each challenger team plays two points against the Winners.
5. The feeder, positioned at the net post facing the challengers, feeds a ball to the forehand of the challenger closest to them and the point is played out.
6. The other challenger is also fed a ball to their forehand and the second point is played out.
7. For the challengers to become the Winners they must either (a) hit a winner - meaning a ball that lands in the court and is not touched by either of the opposing players; or (b) win both points.
8. The feeder yells “winner” if either of the criteria in #7 are met so the kids know to run to the other side and become the new Winners. The feeder has final say on what constitutes a winner.
9. If the challengers become the Winners, they have to run to the Winners' position on the other side of the court while the feeder continues to feed the balls to the next team of challengers. The new Winners need to return the ball in time and keep the rally going. If they don't, the new challengers replace them, and so on.
10. The losing Winners join the end of the challenger line.
11. If the challengers lose, they simply return to the end of the line and a new pair of challengers play against the Winners.