

Serving Contest Instructions

Goal: To get the maximum number of points in **5 Serves** by each team member.

Rules:

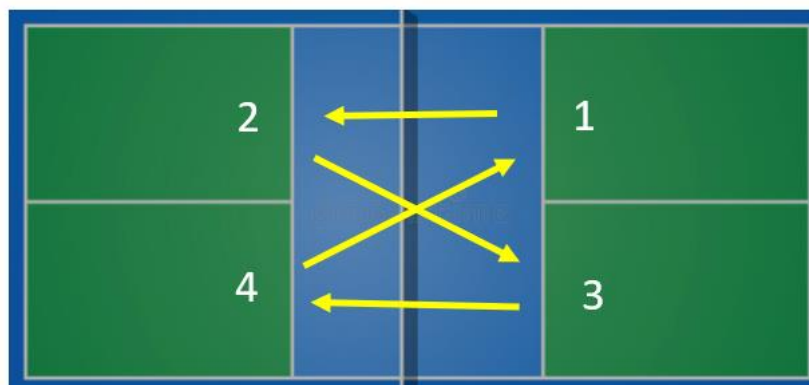
- Each player will **serve 5 balls**, the serving player can choose the court side and serving side.
- A serve is scored as **1 point** if it lands in the correct court behind the 3' tape.
- A serve is **2 points** if it lands in the hula hoop
- A serve is **3 points** if it lands in the bucket

Dinking Contest Instructions

Goal: To get the most continuous dinks within the non-volley zone in a **2-minute period**.

Rules:

- **Two team members** on one side of the court and **two team members** on the other side of the court at the non-volley (kitchen) line.
- At the starting whistle, **play starts with player 1**. Each player must dink the ball in order – **player 1 to 2, player 2 to 3, player 3 to 4, and player 4 to 1**.
- **A legal dink** is counted each time the **ball hits the court** (not each time the ball connects with the paddle) within the non-volley zone, **including the white line**.
- **A dink that lands outside the non-volley zone/kitchen line or is hit by the wrong player stops the count and the team starts over.**
- At the end of 2 minutes, the timer will blow the whistle and play stops.
- **The team score is the highest number of continuous dinks landing in the non-volley zone (on the line counts) in an individual set, not the total number of dinks throughout the two minutes.**
- The Team Captain for the waiting team will fill out and turn in the score sheets to the Team Captain on the playing team.



3rd Shot Drop Contest Instructions

Goal: To get the maximum number of points in **10 drop shots**, by landing a drop shot in the non-volley zone.

Rules:

- Each team member does **5 drop shots from mid-court** with their **backhand in their opposing kitchen**.
- Each team member does **5 shots cross-court from the baseline** with **their forehand**
- The player chooses the side they wish to use.
- **The player “feeds” their own ball by bouncing it once, then doing a drop shot.**
- A **drop shot** is scored as **1 point** if it lands within the **non-volley zone/kitchen line, including the line**
- The Team Captain for the waiting team will fill out and turn in the score sheets to the Team Captain on the playing team.

Relay Instructions

Goal: To play a pickleball game with rally scoring alternating players between each hit to win the relay with a fun challenge!

Rules:

- **Rally scoring, first team to 11 points, win by one.**
- Players hit the ball in order – (**player 1 on one team to player 1 on the other team, then player 2 to player 2, then player 3 to player 3, then player 4 to player 4, and back to player 1**).
- Teams incur a **fault** if their players are **out of order**. If a player **misses a ball**, they **rotate to the next player without hitting the ball**.
- If a player hits a ball out of play, the next person serves the next ball.
- **All serves are served from our start serve court.**
- Teams lose the serve after a fault (no second serve for a team).
- When a team reaches **3 points**, they **lose a paddle**, i.e. **4 players play with 3 paddles**; when they **reach 6 points**, they **lose another paddle**; and at **9 points they lose a third paddle**.
- To accommodate for wind and sun, teams switch sides when one team reaches 6 points.