**History of Tennis (Lawn Tennis)**

Tennis was originally called Lawn Tennis. It was created by a British man, Major Walter C. Wingfield, who introduced the game to Britain in 1873. There were versions of the game played in ancient Greece and France in the 1400's.

Tennis can be played in singles (one vs. one) or doubles (two vs. two) or mixed doubles (one male and one female partner vs. one male and one female partner)

**Serving**

The game begins with a SERVE. One person serves the whole GAME. Serving starts from the right hand side of the court and the serve must land in the diagonal service box. After a point is scored, the server moves to the other side to serve. The receiving team cannot change sides.

**Fault**- The serve does not land in the correct service box. The server get two chances to serve correctly.

**Double Fault**- Two faults in a row, results in the receiving team earning a point.

**Let**- The ball hits the net and lands in the opposite service box. It doesn't count as anything. The server serves again.

**Game Play**

- During play, the ball may bounce once on your side before returning it to the other side. However, the ball does not have to bounce. It can be volleyed (hit before it bounces). The serve does have to bounce before it is returned.
- Your racket or body may not touch the net
- A ball hitting the net and going over during play is live and playable.
- When playing doubles, partners do not have to alternate shots.
- A ball that hits the line is IN!

**Shots**

**Forehand drive**- one of the two main ground-strokes used for returning the ball after it bounces. This is used when the ball approaches the player's racket hand side.

**Backhand drive**- The other main ground-stroke used to return the ball after it bounces. This is used when the ball approaches the non-dominant side of the body.
**Volley**- Hitting the ball before it bounces. Often used at the net, can be forehand or backhand.

**Lob**- A high arcing shot used to put the ball over the opponent’s head and land in the back of the court.

**Smash**- A shot used to return a high ball quickly and forcefully downward. It resembles a serve.

**Serve**- the hit that begins a game. It is taken on the right side of the court, behind the baseline, and served over the net to the opposite and diagonal service box.

**Scoring in tennis uses special terms:** **Love, 15, 30, 40 and Game**
The server must announce the score before they serve, stating their score first. For example: 30-40. (This server is losing 2 points to 3)

- **Love**= zero
- **15**= the first point
- **30**= the second point
- **40**= the third point
- **Game**= the fourth point, the game is over.

If the score becomes tied at 40-40, **Deuce** is the term to describe the tie. When two teams reach Deuce the score is tied and one player or team must win two points in a row to win the game. **Advantage** is the first point after DEUCE. It is **AD-IN** if the team serving scores. **AD-OUT** is the receiving team scores. The next point is **GAME** if the same team scores another point. Or the score goes back to deuce if the other team wins it.

**Set**- A set of games in which the team (or single player), wins 6 GAMES. The team must win by two games. 6 games to 2 games is considered a SET. It is announced as 6-2.

Most tennis matches are the best 2 out of 3 sets.
1. Center service line
2. Baseline
3. Right service court
4. Left service court
5. Net
6. Doubles alley
7. Singles sideline
8. Doubles sideline
9. Center mark