

# Team Skills Competition

## Directions and Scoring

Saturday, October 1<sup>st</sup> will be the team skills competition portion of the tournament. There will only be a morning session this year. All 120 players will be on the courts at the same time. Please encourage your players to carpool and bring chairs to hang out at lunch and for the afternoon dink round robins.

Warm up and organization will begin at 8:00am. The skills competition will begin promptly at 8:30am. Each team will have a group of 3 players minimum or 4 players maximum for each of our 8 courts. So we will have between 14-16 players on each court. I would like a captain or co-captain on each court. Fireball captain and co-captain will start on courts 16 & 17, Dinking Buddies Captain and co-captain on courts 18 & 19, Blue Dragons captain and co-captain will start on courts 20 & 21 and Captain Morgan captain and co-captain will start on courts 22 & 23. You will be responsible for explaining the skill, running the skill and writing the scores on the scoresheet as you rotate through the skills. You are in charge of each court as you rotate through the skills. You will also be competing on each skill. Each court will have a different skill on it. Every player must rotate through the skill on the court that they are on. There will be no starting order. Just rotate through the skill as a group. It doesn't matter if you are first, last or in the middle. There are directions for each skill for each court. Each player **MUST COMPLETE EACH SKILL**. The highest score for **EACH PLAYER** will be written on the score sheet. Your fellow competitors can help you keep track of your points as you complete the skill. You may only include the score for the first try through the skill. Each person will have one minute to complete the skill. Even though you are competing against other teams on your court, please show good sportsmanship by collecting balls, keeping scores and cheering on everyone and keeping things moving. Half the group get in line to do the skill and the other half collect balls and get them back to the next competing player. Then just switch it up.

Each individual skill session will last 20 minutes. That will give enough time to get to the court, review the skill and directions and complete the skill....1 minute for each player. There will be an 8 minute break between skill sessions

## Skills Description and guidelines

### Deep Serve Court 16

There will be 6 balls on the court. Each player has one minute to serve the 6 balls in a row. The serves must land past the line on the court for 1 point. If the ball lands in the other designated spots, you get those points instead. Each player adds his points for their 6 balls. Players should remember their scores. One of the captains or co captains will have a clipboard with the scoresheet on it. All players will cycle through serving. Pay attention to the diagram on where the server is placed on the court. It will be important to have players get the balls back to the next server as fast as possible.

### **Deep Return Court 17**

This will be pretty much the same as the Deep Serve skill, however you will have someone feeding the ball to your players so they can get a deep return. Return 6 balls in a row. There will be a spot on the court for the feeder to stand and feed balls. All points values will be written on the court. You can use the same feeder or switch it up. Remember the feeder must also participate equally in the skill. One minute per player to return the 6 balls. Add your total score for the 6 balls and put on the scoresheet.

### **3<sup>rd</sup> Shot Drop Courts 18**

There will be a feeder and a player hitting 3<sup>rd</sup> shot drops. You will have 6 balls in a row and the point values are on the court. Each player has one minute. Add your total score for the 6 balls and put on the score sheet.

### **Pickleball Skee Ball Court 19**

Player stands at the kitchen line and can either bounce the ball or volley the ball into the containers on the other side of the net. Each player will hit 8 balls in a row. Each player has one minute to complete the 8 balls. Add your total score for the 8 balls and put on the scoresheet.

### **Lob from the Kitchen Court 20**

You will have a feeder at the kitchen line to dink balls to the player at the opposite kitchen line. The player must lob the ball over the high obstacle into the back court for 1 point. If they get it in the circle, they get 10 points. You will have 6 balls in a row. The ball **MUST GO OVER** the high obstacle to count. No redo if it doesn't go over. Make the best of the 6 balls you have. Add your total score and put on the score sheet.

### **Kitchen Line Volley Court 21**

You must compete with a team partner on this skill. Each pair of players will be directly across from one another and will volley the ball back and forth as many times as they can in **TWO** minutes counting each volley as a point. You must stay in your box on the court. Play ends when the ball hits the net, ground, goes out of bounds or you had to move from your designated box. Each player puts their top score on the scoresheet after the two minutes. If your team only has 3 players on this skill, a teammate will have to go twice, but only their first score counts for the scoresheet.

### **Cross Court Drive Court 22**

A feeder will feed 8 balls in a row to each player. The competing player will need to drive the ball cross court through the hoop at the net and have the ball land inside the playing surface for 1 point. Each player has one minute to complete the skill. Count your total points and put on the scoresheet.

### **3<sup>rd</sup> Shot Drive Court 23**

A feeder will feed 8 balls in a row to each player. The competing player will need to drive the ball through the hoop at the net and have the ball land inside the playing surface for 1 point. Each player has one minute to complete the skill. Count your total points and put on the scoresheet.