

**Target Audience:**

Beginner Level players in the league who may have a little experience playing tennis but don't know the basic knowledge on how to score a match, rules and norms of a game. This course is also available to be reviewed by all players in the league if they want a refresher if it has been a while since they have played in the league and may want to review scoring rules and language.


**Objectives:**


- Identify the lines on both the doubles and singles court for scoring
- Demonstrate and understanding of scoring games, sets and a match
- Apply tennis etiquette and rules for non-umpired matches

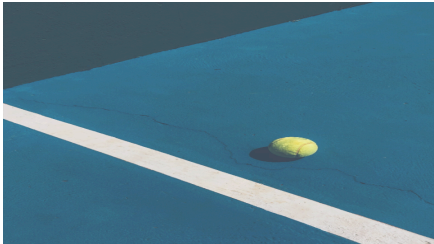
**Instructions on how to review and edit storyboard:**

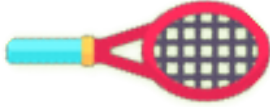
Place any comments for edits in the reviewer comments box. This is located to the right of the document.


**Tennis Rules and Scoring Storyboard**

Screen Title 1: Welcome			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>[1] Welcome to Tennis scoring and rules.</p> <p>Before we begin, if you'd like a tutorial [2] on how to navigate this course, select the [3] navigation button. If you're ready to get started click on the tennis ball.</p>	<p>Images appears at start of slide with the second image covering up the tennis ball.</p> <p>Header: Tennis Scoring and Rules</p> <p>Background Image</p>  <p><a href="#">Photo Link</a></p>	<p>When slide begins, show the course title, background image, and photo 2 that covers tennis ball and navigation button. Begin narration at the start of slide. Bring in/exit the items on the screen based on the triggers in the animation.</p> <p>Use a hotspot with hover feature over tennis ball to start the course.</p> <p>Hide the next and previous buttons as the learner will use the on-screen buttons to move forward.</p>	

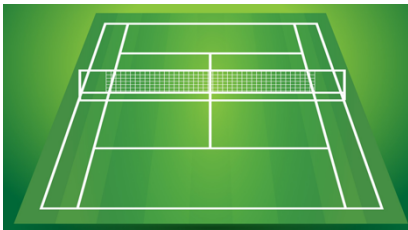
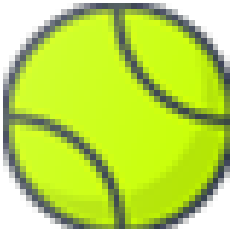
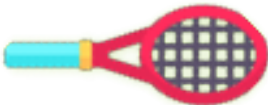
	<p>Photo 2</p>  <p>[1] Tennis Scoring and Rules [2] Photo 2 animates out [3] Navigation Button</p>		
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Screen Title 2: Navigation			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>To navigate through this course on tennis scoring and rules [1] use the menu bar to the left to navigate to a different part of the course. [2] Use the previous button to return to a previous part of the course and the [3] next button to move to the next slide. [4] The seek bar allows you to pause and play each slide. [5] Use the refresh button to restart a slide and to [6] adjust the volume use the volume button. Click the next button to continue.</p>	<p>Header: Course Navigation</p> <p>Image at the start of the slide that is slightly transparent to allow the learner to see the navigation icons as they are presented</p>  <p>Icon:</p>	<p>Icon of racket pointing at each navigation function with animation of each button and icon as it is read.</p> <p>[1] Menu bar [2] Previous [3] Next [4] Seek bar [5] Refresh [6] Volume</p> <p>All rackets except the next button racket disappear when the narrator says “click the next button to continue”. Learner will advance by clicking next.</p>	

			
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Screen Title 3: Course Objectives			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>This course will review how to score your games for league play and other standard tennis rules. It is helpful for new players in the league or anyone who would like to review their knowledge before the season starts, during the season, or during gameplay.</p> <p>After taking this course, you will be able to:</p> <p>[1] Identify the lines on both the doubles and singles court for scoring</p> <p>[2] Demonstrate and understanding of scoring games, sets and a match</p> <p>[3] Apply tennis etiquette and rules for non-umpired matches</p> <p>To continue click next.</p>	<p>Heading: Course objectives</p>  <p><b>After taking this course, YOU will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Identify the lines on both the doubles and singles court for scoring</li> <li>2. Demonstrate and understanding of scoring games, sets and a match</li> <li>3. Apply tennis etiquette and rules for non-umpired matches</li> </ol>	<p>Image is on screen at the start of the slide to the left with Course Objectives as the header</p> <p>Objectives will slide in on screen as they are read out loud on the right side of the screen.</p> <p>Learner advances by clicking next.</p>	


#### Screen Title 4: Court Lines (Base Layer)


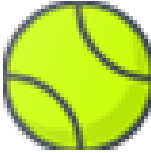
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>The lines on a tennis court define the area where the ball is allowed to land during the point [1]. [2] The baseline is at the end of the court and is the line that represents the furthest back a ball can land. [3] Click on each racket to learn more about the different lines on a tennis court.</p> <p>[4] Now that you have reviewed the lines of the tennis court click next to continue.</p>	<p>Heading: Lines of the Court</p> <p>Background Image</p>  <p>Tennis ball icon</p>  <p>Tennis racket icon</p> 	<p>Show tennis court and slide title at the beginning of the slide. [1] Animate out slide title to view lines on the court. Use this same background image for all slide layers</p> <p>[2] Use a motion path when describing the baseline and have tennis ball move along baseline.</p> <p>[3] Have rackets animate in where learner clicks on each to reveal the layers.</p> <p>Hide next button on base layer until user has visited each layer (doubles court, singles court and service box layers.</p> <p>[4] Play audio after all of the layers have been visited.</p>	

#### Screen Title: Doubles Court Layer



Audio:	On-screen text and Graphics	Notes	Reviewer comments:
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<p>[1] The doubles sidelines are the are the outermost lines [2] on the sides of the court and mark the limits of the court for a game of doubles. The court is extended to reflect the presence of two additional players.</p>	<p>Heading Doubles Court</p> <p>Tennis Player Icons</p> 	<p>At the start of the layer use background image of tennis court from base layer and heading. Include the two icons of tennis players for a total of 4 on the court to represent a doubles match.</p> <p>[1] Have heading disappear as text is read aloud</p> <p>[2] Highlight the doubles sidelines of the court on screen as the text is read aloud.</p> <p>Return to base layer after timeline ends on this slide so that learner may select other layer buttons</p>	
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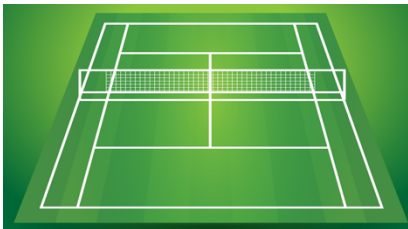

Screen Title: Singles Court Layer			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>The singles sidelines [1] mark the outer limits of the side of the court during a game of singles [2]. Anything which lands outside these lines is said to be 'out,' and the player who hit the errant shot loses the point, regardless of whether it was within the area marked out by the double's sidelines. The strips along each side of the court between the singles and doubles sidelines are sometimes called the 'tramlines.'</p>	<p>Singles Layer Heading: Singles Court</p> <p>Tennis Player Icons</p> 	<p>At the start of the layer use background image of tennis court from base layer. Include the two icon of tennis players for a total of 2 on the court to represent a singles match. [1] Heading should appear on screen and animate out as narration begins</p> <p>[2] Highlight the singles sidelines of the court on screen as the text is read aloud.</p> <p>Return to base layer after timeline ends on this slide so that learner may select other layer buttons</p>	

Screen Title: Service Area Layer			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>The service boxes [1] are the areas between the net and the service lines to the edge of the singles court lines and separated into left and right boxes by the center service line. There are 4 service boxes two on each side of the net.</p> <p>There is a small line called the center mark at the [2] mid-point of each baseline, and this is used when a player is serving,</p> <p>[3] When serving, a player has to stand behind the baseline and hit the ball, so it lands in the service box diagonally opposite the side of the court they are standing in. If it does not land in the correct box, it is a 'fault.' Two faults result in a point awarded to the opposing player.</p>	<p>Singles Layer Heading: Singles Court</p> <p>Tennis Player Icons</p>  <p>Tennis ball icon</p> 	<p>At the start of the layer use background image of tennis court from base layer. [1] Heading should appear on screen and animate out as narration begins</p> <p>[2] Use an arrow to show the mid-point of baseline</p> <p>Include the two icon of tennis players for a total of 2 on the court to represent a serve.</p> <p>[3] Have tennis player appear at bottom of screen show a serve into the other players side with [4] tennis icon using a motion path.</p> <p>Return to base layer after timeline ends on this slide so that learner may select other layer buttons (if any left).</p>	

Screen Title 5: Start A Game			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:

<p>You have arrived at the courts ready to play your opponent.</p> <p>Who serves first and which side of the court should you be on to start?</p> <p>Click on each icon to see different idea on how to determine who serves first to start the game.</p> <p>Layer 1: Coin Flip</p> <p>In professional games a coin flip is used to start the game. One player calls heads or tails, and the winner of the coin toss decides if they would like to serve, receive or defer.</p> <p>Layer 2: Spin a Racket</p> <p>A second common way to determine who serves first is the racket spin. Each racket has a logo, letter, or drawing on the bottom of the grip. Make sure to determine which side is up and which is down before spinning. [1] For example a Wilson racket has a W in the up position shown. [2] To spin the racket one player spins the racket while the other calls up or down. When the racket falls to the ground the outcome of the spin will determine who wins it and they may serve, receive or defer.</p> <p>Base Layer Audio (after both layers are clicked by the learner).</p>	<p>Header: Starting a Game</p>  <ol style="list-style-type: none"> <li>1. Flip a Coin</li> <li>2. Spin a racket</li> </ol> <p>Layer 1: Flip a coin</p>  <p>Layer 2: Spin a Racket</p> <p>[1]</p> 	<p>Image shown on the screen at the start of the slide</p> <p>Use two icons that the learner will click on to reveal each layer</p> <p>Text animates in at times noted with audio and photos</p> <p>Layers return to base layer after audio ends on slide.</p> <p>[1] Show picture of what an up looks like on a racket. Animate racket spinning [2] on Spin a racket layer.</p> <p>Resume audio on base slide after learner has clicked both boxes/layers.</p> <p>Slide will auto advance after audio ends, remove next button.</p>	
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Once the coin flip or racket spin has been decided, if the winner chooses to serve the other player will decide which side of the court to start on and vice versa. These rules apply to both singles and doubles matches.	 [2]		
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Screen Title 6: Drag and Drop Ad/Deuce Sides			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>Now that you are ready to play and determined who is serving first [1] it is important to know that all games start from the deuce side of the court. [2] The deuce side is the right side when you are facing the net. [3] The ad side of the court is the left side. After playing your first point on the deuce side you switch and serve from the ad side. You will continue to switch sides from deuce to ad until the game is over.</p> <p>[4] Place each player in the correct position to start the</p>	<p>Heading: Ad and Deuce Sides of Court</p>  <p>[2] Deuce side is the right side of the court when you are facing the net.</p> <p>[3] Ad side is the left side of the court when you are facing the net.</p> <p>[4]</p> 	<p>Background image appears at the start of the slide Have heading animate out at [1] Text boxes animate in with audio at time noted and leaves at the end before the player animate in.</p> <p>Animate player on to court and have the learner place them in the correct positions to start the game with the player at the bottom of the screen serving first. Have two drop boxes on each side of the screen with the correct responses on the right side for the player at the bottom and the player at the top diagonal to start.</p> <p>Learner will click submit to move to the next slide once they have played the players in the correct placement.</p>	

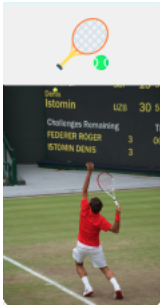


game. The player at the bottom of the screen is serving first. Then click submit to see if you placed the players on the correct side of the court to start the game.			
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#### Screen Title 7: Scoring a Set

Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>Tennis has a different point system than most sports, here is your guide to scoring a game: Turn the dial to hear about how to score each point.</p> <p>[1] At the beginning of the game the score is love, love. The server will announce the score before each serve in a set and their score is said first then their opponents is said second.</p> <p>[2] In order to win the game, a player must win at least four points. If a player is up 40-30, 40-15 or 40-love, and wins one more point, they win the game. [3] If the score is tied in a game or set, you use the term “<b>all</b>” when announcing the score. For example, if you and your opponent have both won two points in the game, the score would be 30-all.</p> <p>The only time this is different is when</p>	<p>Heading: Scoring a Set</p> <p>Image:</p>  <ul style="list-style-type: none"> <li>• 0 points= Love [1]</li> <li>• 1 point = 15 [2]</li> <li>• 2 points= 30</li> <li>• 3 points= 40</li> <li>• Tied score= All [3]</li> <li>• 40-40 = Deuce [4]</li> <li>• Server wins deuce point = Ad-In</li> <li>• Receiver wins deuce point = Ad-Out</li> </ul>	<p>Image shown on the screen at the start of the slide. Text boxes on scoring text will animate in as each is read aloud.</p> <p>Learner will advance by clicking next.</p>	

<p>both you and your opponent have won three points each and the score is [4] 40-40. This is called <b>deuce</b>. When the score reaches deuce, one player or team will need to win at least two points in a row to win the game.</p> <p>Click next to review some questions on scoring a tennis game.</p>			
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Screen Title 8: Scoreboard			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>You may have noticed that in tennis the scoring is not equal for each point earned. While there are different theories as to why this occurred the one that seems the most reasonable is this. Click on each picture below to learn more, then click next when you are finished to review some questions on scoring a tennis game.</p> <p>Layer 1:</p> <p>One explanation behind tennis' strange scoring system is that players used to use a clock to keep track of the score. Instead of counting the points as 1, 2, and 3, counting them as 15, 30, and 40 was a better fit for how clocks are structured.</p>	<p>Heading: Scoring a Set</p> <p>Example graphic:</p>  <p>Layer 1 Text: A clock was used to keep track of the score and 15, 30, 40 is a better fit for a clock structure.</p> <p>Layer 2 Text: 15, 30, 45 scoring would mean that when a player reached 60, the new hour would indicate a player won a game.</p>	<p>Images will appear in a timeline interaction as vertical columns with each icon appearing above a picture. Example is given and include 3 more.</p> <p>Learner will click on each icon to view an explanation of the tennis scoring system and use a layer so that text appears on screen.</p> <p>Learner will click next to continue</p>	

<p>Layer 2:</p> <p>This theory explains that originally the scoring was actually counted as 15, 30, and 45 – which meant that after every point the clock’s minute head would advance one quarter. After the 4th point was won, the minute head would reach 60 – which would cause the hour head to advance to the number 1, equivalent to 1 game.</p> <p>Layer 3</p> <p>However, since in tennis a player needs to win a game by a margin of 2 points, players realized that if they counted the third point as 45, if the next point would reach 60 there would be no way of “bringing the score back”, as a game would already have been scored as won by that player.</p> <p>Layer 4:</p> <p>For that reason, 40 was chosen as the official score. This way, once players tied at 40×40, the player who won the next point would have a score of 50 (also known as Ad or Advantage), and the next point would finally win the game (60). If the player’s opponent</p>	<p>Layer 3 Text:</p> <p>A player must win by 2 points so this caused an issue as the there was no way to bring the score “back” from 60.</p> <p>Layer 4 Text:</p> <p>Once players tied, the player who won the next point would have 50. If the player’s opponent won the point, the score could be easily brought back to 40×40</p>		
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won the point, however, the score could be easily brought back to 40×40			
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## Assessment

Screen Title 9: Knowledge Check 1			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
Now we are going to have a knowledge check based on what we have learned on scoring a tennis match. These questions are ungraded and you will have two attempts to answer correctly. Click submit when you have decided on your answer to see your results.	<p>Heading: Multiple Choice</p> <p>If you are serving, what is the score if you've won one point, and your opponent has won two points?</p> <p>A: 30-15 B: 1-2 C: 15-30 * D: 2-1</p>	<p>[1] Delay question appearance until the directions are read.</p> <p>Correct Answer: C</p> <p>Learner clicks submit to continue</p>	


Screen Title 10: Knowledge Check 2			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
	If you are serving, and loosing add-out, and you just won the point, what is the score:	Learner clicks submit button to move onto the next question.	

	A: Add-in B: Deuce C: 50-40 D: 40-50	Correct Answer: B	
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#### Screen Title 11: Knowledge Check 3

Audio:	On-screen text and Graphics	Notes	Reviewer comments:
	<p>If you won the 40-40 point, and you're serving, what is the score?</p> <p>A: Add-in B: 50-40 C: Add-out D: 40-50</p>	<p>Learner clicks submit button to move onto the next questions.</p> <p>Correct Answer: A</p>	

#### Screen Title 12: Switching Ends


Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>[1] Players or teams switch ends of the court on odd games. This means that [2] after the first game is complete, they switch sides, [3] as well as every two games after that.</p>	<p>Heading: Switching Ends</p> <p>Image</p> 	<p>Image appears at the start of the slide.</p> <p>Disable next buttons as slide will auto advance after audio ends</p>	

	Text: <ul style="list-style-type: none"> <li>• Switch ends of the court on odd games [1]</li> <li>• After the first game is complete switch sides [2]</li> <li>• Switch sides every two games after that [3]</li> </ul>		
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Screen Title 13: Scoring a Set			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>Matches are played until one player or players wins two out of three sets. To learn more about scoring sets click on each tennis ball icon.</p> <p>Audio Layer 1:</p> <p>[1] A set is completed when one player wins 6 games by a margin of 2 games.</p> <p>Audio Layer 2:</p> <p>[2] If the set score reaches 6-6, a 12-point tiebreaker is played to determine the winner of that set.</p> <p>Audio Layer 3:</p>	<p>Heading: Scoring a Set</p> <p>Image:</p>  <p>Icons:</p>	<p>Image appears to the right half of the screen with all text to the left side of the screen.</p> <p>Text animates in with audio</p> <p>Learner will click on each tennis ball icon to bring up text on how to score a tennis match with audio.</p> <p>Learner advances by clicking next</p>	.

<p>The player whose turn it is to serve will be the server for the first point. The opponent will then serve the second and third points. Players will continue serving alternately for two consecutive points until one player reaches seven points by a margin of 2 points.</p> <p>Audio Layer 4</p> <p>Players change ends after every 6 points and at the end of the tie-break set. For example, when the score reaches 4-2, the players will switch sides.</p>	<div data-bbox="506 161 712 365" data-label="Image"> </div> <p>Text: Layer 1</p> <p>[1] Winning a Set</p> <p>One player wins 6 games by a margin of 2 games</p> <p>Text: Layer 2:</p> <p>[2] Tie-break Set</p> <p>A 12-point tie-break is played at 6-all in each set</p> <p>Text Layer 3:</p> <p>[3] Scoring a Tie-break set</p> <p>The first player to reach 7 points by a margin of 2 wins.</p> <p>Text Layer 4:</p> <p>[4] Changing Ends</p> <p>Players change ends after every 6 points</p>		
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## Screen Title 14: Unwritten Rules

Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>Tennis should be fun for everyone playing and we don't want to let bad calls or scoring disputes ruin that enjoyment. Here are some unwritten rules of tennis to encourage cooperation and courtesy during match play. [1]Click on the slider to learn more on how to be a champion of fair play. Then click next to continue.</p> <p>Layer 1: [1] Tennis is a game that requires cooperation and courtesy.</p> <p>[2] All points played in good faith are counted. For example, if after losing a point, a player discovered that the net was four inches too high, the point stands.</p> <p>Layer 2: [3] A player calls all shots landing on, or aimed at, the player's side of the net.</p> <p>[4] Opponent gets benefit of doubt.</p>	<p>Heading: Image:</p>  <p>Layer 1 Principles Courtesy is expected [1] Points are played in good faith [2]</p> <p>Layer 2 Making Calls Player makes call on own side of net [3] Opponent gets benefit of doubt [4] Ball touching any part of the line is good [5] A ball that cannot be called out is good [6]</p> <p>Layer 3 Making Calls Either partner may make calls in doubles [7] All points are treated the same [8]</p>	<p>Image appears at the start of slide [1] Slider appears on screen Each slider move will bring up a layer describing some of these unwritten rules.</p> <p>Text animates with audio</p> <p>Enable next button once all layers have been viewed by the learner. Learner will click next to continue.</p>	



<p>[5] A ball touching any part of line is good. A ball 99% out is still 100% good.</p> <p>[6] Any ball that cannot be called out is considered to be good. A player may not claim a let on the basis of not seeing a ball. Remember, it is each player's responsibility to call all balls landing on, the player's side of the net. If a ball cannot be called out with certainty, it is good.</p> <p>Layer 3:</p> <p>[7] Either partner may make calls in doubles</p> <p>[8] All points are treated same regardless of their importance. There is no justification for considering a match point differently from a first point.</p> <p>[9] When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.</p> <p>[10] If one partner calls the ball out and the other partner sees the ball good, the ball is good. It is more important to give opponents the benefit of the doubt than to avoid possibly hurting a partner's feelings.</p>	<p>Requesting an opponent's help [9] Partner's disagreement on calls [10]</p> <p>Layer 4 Player Concedes Point A ball in play touched that player [11] That player touched the net or opponent's court while a ball is in play [12] That player hits a ball before it crosses the net [13] That player carries or double hits a ball [14] A ball bounces more than once in that player court [15]</p> <p>Layer 5 Service Calls Two service attempts [16] Avoid foot faults [17] Obvious faults [18] Receiver readiness [19] Server announces the score [20]</p> <p>Layer 6 Scoring</p>		
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<p>Layer 4</p> <p>A player will concede a point to their opponent when: [11] An in-play ball touches that player, [12] a player touches the net or opponent's court while a ball is in play, [13] a player hits a ball before it crosses their side of the net, [14] a player carried or double hits a ball, [15] or a ball bounces more than once in their own court.</p> <p>Layer 5</p> <p>[16] The player who is serving has two attempts to put the ball into play in the service box. If the second attempt results in a fault the opponent is awarded a point.</p> <p>[17] When serving, a foot fault is if the server's foot is on the baseline and should be avoided.</p> <p>[18] A player should not return or put into play an obvious fault, to do so gives the impression that the ball is in play and should continue.</p> <p>[19] The receiver shall play to the reasonable pace of the server but should not make an effort to return a serve if they obviously appear not ready.</p>			
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[20]Lastly the server should announce the score before serving each point to ensure the correct score is in agreement.			
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Screen Title 15: Knowledge Check 4			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
Time for one last knowledge check. Choose the correct answer for each question and then click submit.	<p>How many serves does the server have each point?</p> <p>A. 1 B. 2 C. 5 D. 10</p>	<p>Learner clicks submit button to move onto the next questions.</p> <p>Correct Answer: B</p>	

Screen Title 16: Knowledge Check 5			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
	<p>In doubles the receiving partner is hit by the serve before it lands. What is the call?</p> <p>A. A let is played B. Receivers win the point C. Servers win the point D. Both teams win a point</p>	<p>Learner clicks submit button to move onto the next questions.</p> <p>Correct Answer: C</p>	

### Screen Title 17: Knowledge Check 6

Audio:	On-screen text and Graphics	Notes	Reviewer comments:
	<p>When it is your advantage, how many points do you need to win the game?</p> <p>A. 1 B. 2 C. 5 D. 10</p>	<p>Learner clicks submit button to move onto the next questions.</p> <p>Correct Answer: A</p>	


### Screen Title 18: Knowledge Check 7

Audio:	On-screen text and Graphics	Notes	Reviewer comments:
	<p>When do you normally change ends in a set of tennis?</p> <p>A. Whenever you feel like it B. After each point C. After each game D. When the games add to an odd number</p>	<p>Learner clicks submit button to move onto the next questions.</p> <p>Correct Answer: D</p>	

### Screen Title 19: Knowledge Check 8

Audio:	On-screen text and Graphics	Notes	Reviewer comments:
	<p>When one player or a doubles paring win 3 points in a tie-breaker, what is their score?</p> <p>A. 40</p>	<p>Learner clicks submit button to move onto the next questions.</p> <p>Correct Answer: D</p>	

	B. 45 C. 60 D. 3		
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Screen Title 20: Course Completion			
Audio:	On-screen text and Graphics	Notes	Reviewer comments:
<p>Congratulations!</p> <p>[1] You have now completed Tennis Scoring and Rules. If you would like to replay this course again, click the replay button, if not click exit. [2] Have a great season and remember no matter the outcome of each match go out there and have fun!</p>	<p>Heading: Congratulations! [1]</p> <p>Image</p>  <p>[2] Have a great season and remember no matter the outcome of each match go out there and have fun!</p> <p>Restart Button Exit Button</p>	<p>Image and header appear at the start of the slide.</p> <p>Text animates with audio.</p> <p>Disable next button and have replay button link to the course starting again.</p>	