

# 10U SCORE CARD

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**Players will play the best of 3 sets. The first to win 4 games wins a set.**

**For the third (tie break) set, the first player to win 10 points (by two) wins the match.**

- Players should greet one another and spin a racquet to determine first serve.
- Service begins from the deuce court (ride side) and the server is allowed two serves (if needed) per point.
- Traditional, no-ad tennis scoring applies. 15-30-40-game. On deuce points, the receiver chooses the side to receive.
- The first player to win 4 games wins the set. If the set is tied at 3-3, then a deciding game is played for the set.
- The first player to win 2 sets wins the match.

Date:	Team:	Team:
	Player:	Player:
Set 1		
Set 2		
Set 3		

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## 3<sup>RD</sup> SET TIE-BREAKER

(JTT, as well as junior tournaments, use the traditional 10 point tie-breaker format. Not the Coman style.)

- The first server is determined by continuing the service rotation of the current set.
- Start the serve for the first point on the deuce side (right).
- After the first point, the opposite team or player serves twice: the first on the ad (left) side followed by the second on the deuce (right) side.
- The rotation of servers continues with each server serving two points, the first point on ad side, and the second point on the deuce side.
- After 6 points are played, the players or teams switch ends of the court. Switching continues after every 6 points.
- The winner is the first player to reach 10 by two.
- The tie-break score is recorded, 1-0.

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