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Orindawoods Tennis News

Orindawoods Tennis Club: 925-254-1065; Office Hours: M-F 8:30 a.m.-6 p.m., Sat./Sun.: 8:30 a.m.-1 p.m., www.orindawoodstennis.com

"I like this place, and willingly could waste my time in it" – Celia, As You Like It, Act II, Scene IV

Know the Pool Code

Unlike the Code of Tennis below, the pool code is a simple number that allows you to get into the Orindawoods pool. The gate is locked at all times to protect our young non-swimmers. Recently we had to change the pool code, which has been the same for many years. We are sorry for any inconvenience this may have caused you (showing up and not being able to get in, for example).

You can get the new gate code by signing-in on the website and going to the pool page. There is a link to a "member-only" page that has the new gate code on it.

The front door code has not changed.

Know the Code

For those of you who don't know, The Code is the rules that govern tennis behavior in an unofficiated tennis match. In other words, virtually all the tennis any of us play, including our club pros. Matches that we see on TV with chair umpires and lines persons have slightly different rules in some cases. What follows are the rules we have to follow.

As players, we should know the Code backwards and forwards, inside and out, and yet, often situations come up in matches (league as well as social), where the answer is clearly laid out in the Code, but no one knows the Code, or the ones that do are not trusted by the ones that don't. The court bully should not decide. It is our responsibility as players to be informed.

I'm not going to publish the entire code here in the newsletter, but it is relatively short, and an interesting read, as are the more general tennis rules (how to score, all that). I would like to highlight some areas of the Code however, where problems often arise, and are clearly described and should really be no problem at all if players are informed. Highlights:

"Points played in good faith are counted." This means that if you start a game, and then realize after three points (say 15-30) that the players on the receiving team are on the wrong side, those three points still count (and the players switch back to their proper sides).

"Warm up is not practice." You owe your opponent a warm up, which means hitting the balls right to them, in a friendly manner, not slamming the balls all over the place to see if your "forehand is on." Or more deviously, so that they aren't ready to play.

"Warm up serves are taken before the match begins." Not before each person serves.

"Opponent gets the benefit of the doubt" If there is any doubt, the ball is good. A ball that is 99% out is 100% good.

"A ball that cannot be called out is good." If you are not sure, or didn't see it land, the ball is good.

"Out calls reversed." If you become unsure of your call, or reverse your

September Twilight Tennis

We have one more Twilight Tennis Party this year: Saturday, September 27th.

Twilight Tennis Parties consist of about two hours of round robin social tennis, followed by a BBQ dinner on the Club's wonderful deck. You have the choice of steak or chicken from Kinder's incredible meat counter. All the fixin's are included: salad, beans, rolls, and dessert. We do ask that you bring your own beverage, as tastes and budgets vary greatly in this area.

The September 27th Twilight begins with tennis from 4-6 p.m., and then dinner is served around 6:15 p.m.. With it getting darker a bit earlier this time of year, we start all the proceedings an hour earlier than in the summer.

The cost is \$20 per person, and to reserve a spot and place your meat order, contact Keith at the Club (orindawoodstc@sbcglobal.net). We can still fit you in if you sign up by Thursday, September 25th. Please tell Keith if you are playing tennis, and if you want steak or chicken. The first two twilights were a huge success, and we hope you can join us for this last summer event of the year.

Pleasant Hill Tennis Needs Help

Several of our members of Orindawoods, as well as friends of OWTC participate in the Pleasant Hill Tennis Club. PHTC is currently trying to get their courts rebuilt (they are in a sad state) and a PH member has donated a sum of money that would go a long ways towards paying these costs, but more funds are needed.

If you could help with a donation, please contact OWTC members Jim and Rita Utz. E-mail Jim at:

jns2sum@aol.com.

Several OWTC members have already contacted Jim and are able to help.

Thank you!

- call, then the opponent wins the point (the point is not replayed). This rule alone is broken every day.
- "Player calls his own shots."* If you see that your shot was out, but the opponents called it good, it is your responsibility to say the ball was out. The goal is accuracy, not personal gain. Exception: 1st serves.
- "Partners disagree on a call."* If partners disagree on a call, the ball is good. It is your duty to get the call right, even if it means overruling your partner and losing the point. Getting the call right is what is important, not deferring to your partner. (There are tactful ways to do this -- good luck with that).
- "Server's request for the third ball."* If the server wants all three balls to decide which two to play with, the receiver must provide the third ball.
- "Service calls in doubles."* The Receiver's partner should call the service line, the receiver the center and sidelines. Either player can call any shot, but go by the above unless there is clearly a mistake.
- "Service let calls."* Any of the four players in doubles can call a let.
- "Receiver Readiness."* The receiver is supposed to play to the reasonable pace of the server. If the receiver is not ready when the serve is made, they should make no attempt to play it. Any attempt, and they are considered ready.
- "Delays during service."* When a person's service motion is interrupted by a ball coming on the court, the player gets two serves. If the interruption happens between first and second serves, the receiving team decides whether the interruption was long enough to warrant playing a let (two serves) or not (one serve).
- "Scoring Disputes."* If there is a disagreement about the score, it is resolved in the following order of choice:
1. Count all points and games agreed on by the players, and only replay the points in question.
 2. Play from a score mutually agreeable to all players
 3. Spin the racquet.
- "Claiming a hindrance."* If you feel you are being hindered, you must stop immediately. You can't miss the shot, and then claim you were hindered.
- "Talking while the ball is in play."*
1. Singles players should not talk
 2. Doubles partners can talk when the ball is coming towards them.
 3. Doubles partners should not talk when the ball is moving towards their opponents
 4. When talking interferes with a player's ability to play a ball, it is a hindrance.
- "Grunting."* Players should not grunt or make loud noises that disturb other players.
- "Retrieving stray balls."* A player should honor their opponent's request to move a ball that is on their own side. Players should wait until the point is over on an adjacent court before either getting the ball, or asking for it to be returned.

There is much more in the Code, but hopefully this summary can help you avoid problems and unfriendly interactions in your tennis matches. To find all the rules of tennis, in addition to the code, search for "Friend At Court" on the web, it's the official rule book of tennis used by USTA officials. I have a PDF on my desktop.

Tennis Tip:

Playground Tennis: Four Square, Two Square

When I was in elementary school, we used to play a game called Four Square, where a big playground ball was passed back and forth between players, each of whom stood and defended their square. The ball couldn't bounce a second time after bouncing in your square or you would be out.

While tennis is a much more complicated game, played on a much larger court, it is pretty easy to imagine dividing your side of the net into four squares. Just imagine that the center service line extends all the way back to the baseline, rather than stopping in the middle of the court at the service line. In doubles then, each

team has four squares on their side of the court (see diagram on page 4), but in this case, only two people to defend them with. This starts to seem like an impossible task, especially since a tennis ball is much smaller and moves much faster than a Four-Square ball. Once again, the ball cannot bounce twice after being "in" on your side. Fortunately, tennis players can sometimes cover

Quote of the Month

"They say nothing is impossible, but I do nothing every day."

-- Winnie the Pooh



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more than one square, and your opponent can't hit into each of the four squares with equal effectiveness.

For example, if you are standing in the left service box ("A" in diagram below), you are not only covering balls that land in that box, but potentially balls that fly through that air space on the way to landing in the back, left-hand side of the court ("C". Of course lobs might not be possible to get, where a groundstroke to "C" would be easier to intercept).

This four square concept is not a bad way to look at defending the court (see diagram below). When your opponent goes to hit a ball, you decide 1) which squares can they effectively hit into, and 2) which squares should I stand in? And when you go to hit a ball, you observe which squares your opponent is defending, and even more importantly, which ones you can reasonably hit into? (It is amazing how often the second question is overlooked, leading to many errors from hitting low percentage or impossible shots).

Let's look at this system in action (while referring to diagram on page 4). If you were serving in the deuce court, and hit a hard serve down the middle to your opponent's backhand, it is easiest for them to hit in (or through) your left service box ("A", where your partner is standing), or to the back left side ("C"), or perhaps to the right back side of the court ("D"). It is nearly impossible to intentionally hit to the right service box ("B", a drop shot or sharp angled backhand off a hard middle serve). So your net person covers the left half of the court for drives ("A" & "C"), while the server looks for balls deep in the right side of the court ("D"). The server also covers the slow moving lob to the left side of the court ("C"). Your team leaves the right service box (B) unguarded, hoping that your opponent is foolish enough to try a shot they can only make one or two times out of twenty.

Ideally, you would get a situation where you can hit a shot so strong that they can only hit the ball into one half of the court ("A" or "C", drive or lob). Then Four Square becomes Two Square, and you place your two players on that side of the court. This is called stacking, and is seen often in top-level doubles, and you can use it too. There are many instances when really only two squares (sometimes only one) is available to your opponent as a reasonable target. For example, it is very hard to lob a powerful serve, so a net player in A, is really covering everything when a huge serve is hit down the middle (example above). This is why good servers like good net players, and visa versa.

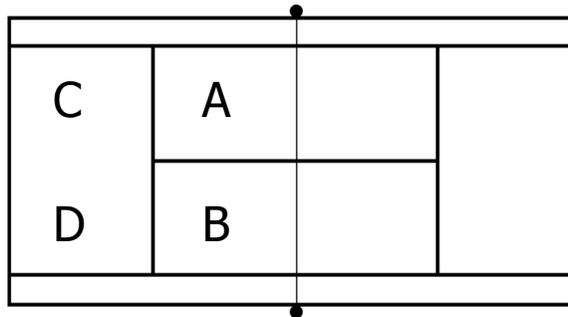
A second example is serving out wide to the backhand on the ad court. If the serve is strong enough, very few people can return that backhand down the line ("B" or "D", drive or lob). So the server's net person pinches towards the middle (covering the drive into "C"), and the server covers the left half of the backcourt "C" for lobs, while ready to move forward for short angles that land in "A").

Obviously, someone with a very good serve (or return of serve) can convert Four Square into Two Square and be very successful. Especially if they are teamed with a partner who understands his opponents' limitations as well and covers the court properly. They may even call a "play" in advance.

Will you be wrong from time to time? Of course. Will your opponent hit an amazing shot to an unexpected target from time to time? Of course. If you enjoy winning, you will ignore these relatively rare experiences, and focus your efforts on what is likely to happen most of the time.

And if you are hitting the ball, the wise player knows that he is much more likely to win the point by hitting the ball where he can make the shot, even if it is covered by his opponents, than trying to make a very difficult shot to a square that is not covered (where he can't reasonably hit the ball).

On almost every shot situation, there are two squares that the vast majority of shots will end up in. If all the players understand where the ball can go (top level tennis), and what areas to cover, then tennis becomes a game of rallying and execution (shot making), much more than a game of trickery, avoidance and winners. In other words, unforced errors decide the match, just like in the pros. Good luck out there!



Fall Junior Tennis At Orindawoods

The 2014 Fall Junior Clinics began the week of September 1st, and will continue thru the week of December 8th. There are no classes the week of November 24-28. The 14-week program will be run by Head Pro Patric Hermanson and Assistant Pro Anna Marie Gamboa. There is still space available in some of the classes (we will pro rate the price for the remainder of the session).

We have a four-level program designed to make your junior the best player she can be, and have a lot of fun doing it! The level 1 and II Classes will be taught using aspects of the USTA 10 and under Development Program.

We hope to see you this fall at Orindawoods! Make sure to sign up early!

Clinic Schedule:

Level	Class	Time (s)	One day / wk	Two days / wk
I	Lil' Ones	Tues / Thurs 3:15-4pm	\$155*	\$245*
	The Lil' Ones class is for the always adorable 4-6 year olds. We will be developing the coordination and balance of these young players as well as giving them an introduction to tennis using age appropriate balls and court size.			
II	Future Stars Group	Tuesdays 4-5:30pm	\$310*	n/a
	The Future Stars Group is for our 7 to 10 year old players. The players will be working with 10 and under balls on 36', 60' and full courts. Stroke instruction, tennis games and match play are all part of the curriculum as we work our way up to green dot balls and the full court.			
III	Tennis Development	Thursdays 4-5:30pm	\$310*	n/a
	In the Tennis Development Group we will work on refining technique, improving footwork and developing strategic awareness for successful match play. This class is for beginning through intermediate players ages 11 thru 14.			
IV	Tournament Training	Wednesdays 4:30-6:30pm	\$400*	n/a
	The Tournament Training Group is an invitation only class. Contact Patric about setting up a try-out.			

***Non-members should add \$25 (Lil' Ones, only \$15).**

Pricing: We have factored into the cost of the clinics, the potential of two weeks of missed classes due to rain, illness, vacations, etc.

Special Discount: 10% discount off the cost of second sibling. Discounts taken off the lower of the two costs

Inclement Weather: In the case of questionable weather (rain), please call the Pro Shop or check the club website for a court condition update.

Tennis shoes required (no marking, black soled shoes). n

Contact Info: Head Pro Patric Hermanson: patric.owtc@yahoo.com;