



### 13) Serving Eliminator:

Two teams of at least 3 players start at the baseline in a single file line. One team in position to serve into the deuce court and the other team in position to serve into the ad court.

The ball cart is located in no-man's land. Each team has a pile of 7-10 balls in their alley about as far back as no-man's land.

The object of the game is to eliminate your pile of balls before the other team does. The game starts with the players, serving one at a time, take turns serving.

If the player **makes** the serve in to the proper box (or smaller target area for better players) they get to run forward to their **pile** and get a ball for the next team mate in line.

If the server **misses** the serve, they must run forward and get a ball out of the regular cart. Either way, the person that just served must get a ball for their team mate who is next in line. The team that eliminates all their balls first is declared the winner.

V= If you are getting people that just "poke" the serve in, make a rule that the second bounce on the serve must be past the baseline.

V= For advanced players, you may want to have them hit to a smaller designated target area in order to have it count.