



TENNIS
CARDS



REGRAS



Vence o jogo quem fechar o número de games ou sets determinados.

1 - Jogadores recebem 5 cartas e o restante fica na mesa. Separar as cartas de Saque.

2 - Sorteia-se o jogador que inicia o game de saque. Este deve ter as cartas de saque e iniciar os pontos tirando sempre a primeira carta do grupo de cartas saque.

3 - Ganha o ponto :

a) Quem conseguir eliminar todas suas cartas primeiro de acordo com sequência lógica de jogadas, rebatendo de acordo com o lado e golpe que a jogada pede.

b) Fechando a jogada sem que o oponente tenha resposta.

c) Utilizando o golpe Winner.

d) Utilizando a carta Let, volta o ponto.

e) A carta Challenge é a bola duvidosa. Sorteia-se de alguma forma e quem vencer ganha o ponto. (par ou impar, moeda)

4- Cada jogador pode pegar até duas cartas da mesa caso não tenha resposta para a jogada. Se um dos jogadores vencer o ponto eliminando suas cartas deve pegar 5 cartas novamente para iniciar o próximo ponto.

5- Ao terminar o ponto os jogadores podem descartar as cartas da mão e pegar novamente 5 cartas ou apenas completar até 5 cartas para reiniciar o novo ponto.

Obs- Cartas de golpes de fundo (FH,BH, Approach) podem ser utilizadas para rebater Drop Shot.

Cartas de Lob podem rebater golpes de fundo como se fossem bolas altas.

Baralho composto por 75 cartas

8 Forehands (FH) (4X-cruzada, 2//-paralela, 2 central)

8 Backhands (BH) (4X-cruzada, 2//-paralela, 2 central)

12 Saques (3 aberto, 3 fechado, 2 central, 2 aces, 2 duplas faltas)

8 Winners (2 FH, 2 BH, 2 FH inside out, 2 FH inside in)

5 Approach (1 FH X, 1 FH //, 1 BH X, 1 BH //, BH C)

4 Voleios (1X, 1//, 1 FH drop , 1 BH drop)

4 Smash (2X, 1//, 1 central)

4 Lob (2X, 2//)

4 Dropshot (curtinha)(2 FH ,2 BH)

4 Let (interrupção ao ponto)

4 Challenge (desafio, marcação duvidosa)

10 cartas com placar do game (00, 15, 30, 40, AD, Game)

Legendas das cartas

X = golpe cruzado // = golpe paralela C = golpe central
FH = Forehand BH= Backhand



RULES



The winner is one who closes the number of games or sets determined.

1 - Players are dealt 5 cards and the rest are left on the table. Separate the Serve cards.

2 - The player who starts the service game is drawn. He must have the drawing cards and start the points by choosing the first card of the group of cards serve.

3 - Get the point:

a) Whoever manages to eliminate all his cards first according to a logical sequence of moves, respecting the direction and the kind of stroke necessary to the play.

b) Closing the play without the opponent having an answer.

c) Using the Winner card.

d) When placing the Let card, the point returns.

e) The Challenge card is a doubtful ball. Draw and whoever wins wins the point. Use a coin or even or odd.

4- Each player can take up to two cards from the table if there is no response to the move. If one of the players wins the point by eliminating his cards, he must take 5 cards again to start the next point.

Obs- The ground stroke cards (FH, BH, Approach) can be used to hit Drop Shot.

Lob cards can be used to hit groundstrokes like high balls.

Deck consisting of 75 cards

8 Forehands (FH) (4X-cross court, 2// - down the line, 2 central)

8 Backhands (BH) (4X-cross court, 2 // - down the line, 2 central)

12 Serves (3 open, 3 closed, 2 central, 2 aces, 2 double faults)

8 Winners (2 FH, 2 BH, 2 FH inside out, 2 FH inside in)

5 Approach (1 FH X, 1 FH //, 1 BH X, 1 BH //, BH C)

4 Volleys (1X, 1 //, 1 FH drop, 1 BH drop)

4 Smash (2X, 1 //, 1 center)

4 Lob (2X, 2 //)

4 Dropshot (short) (2 FH, 2 BH)

4 Let (interruption to the point)

4 Challenge (challenge, doubtful marking)

10 Score Cards (00, 15, 30, 40, AD, Game)

Cards subtitles

X = crosscourt

// = down the line

C = centre

FH = Forehand

BH= Backhand

COMO JOGAR

Após sortear quem começa sacando, os jogadores pegam 5 cartas de golpes para cada e iniciam a disputa do ponto.

O sacador coloca a carta de saque sorteada na mesa.

O devolvedor deve ter uma carta que responda ao tipo de saque colocado de acordo com o lado. Atenção para o placar do jogo e lado da quadra. Caso contrário pode pegar até duas cartas da mesa ate obter uma resposta para a devolução.

Segue o ponto até que um dos jogadores elimine suas cartas, utilize um golpe winner ou tenha um golpe que o adversário não tenha resposta mesmo após pegar duas cartas da mesa.

HOW TO PLAY

After raffling who starts by drawing, players take 5 strokes cards for each and start the point dispute.

The server places the drawing serve card on the table.

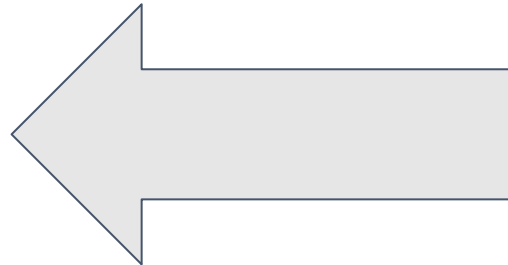
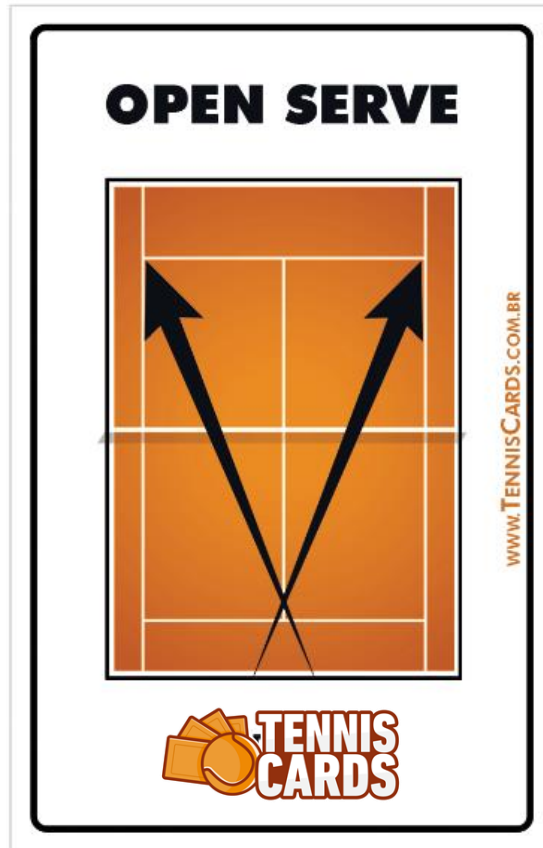
The returner must have a card that responds to the type of withdrawal placed, otherwise he can take up to two cards from the table until he gets a response for the return.

Follow the point until one of the players eliminates his cards, uses a winner card or has a move that the opponent has no answer to even after taking two cards from the table.

EXEMPLO DE JOGO (GAME EXAMPLE)

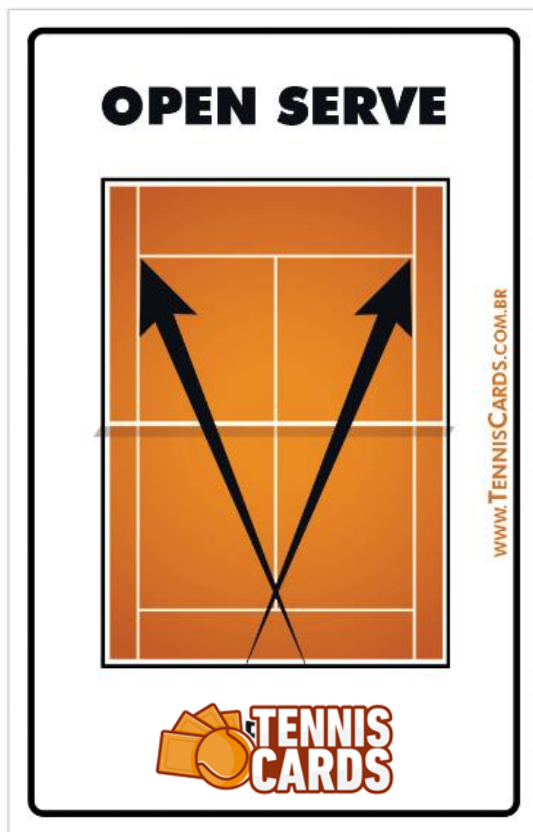
JOGADOR 1 (PLAYER 1)

JOGADOR 2 (PLAYER 2)

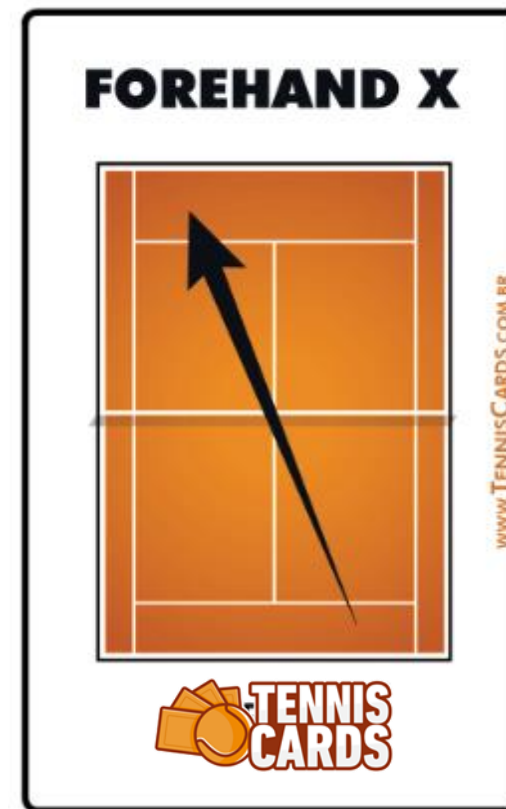


EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)

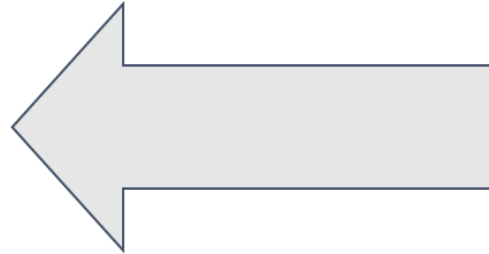
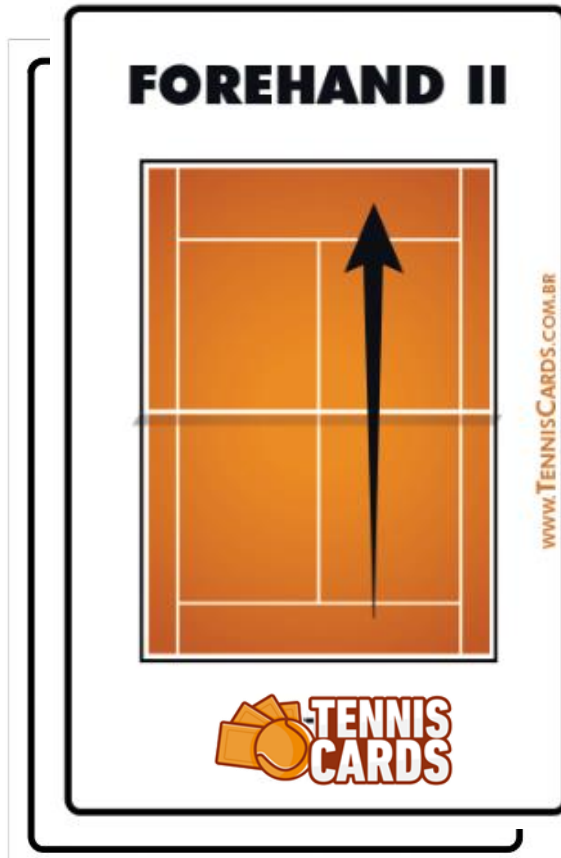


JOGADOR 2 (PLAYER 2)

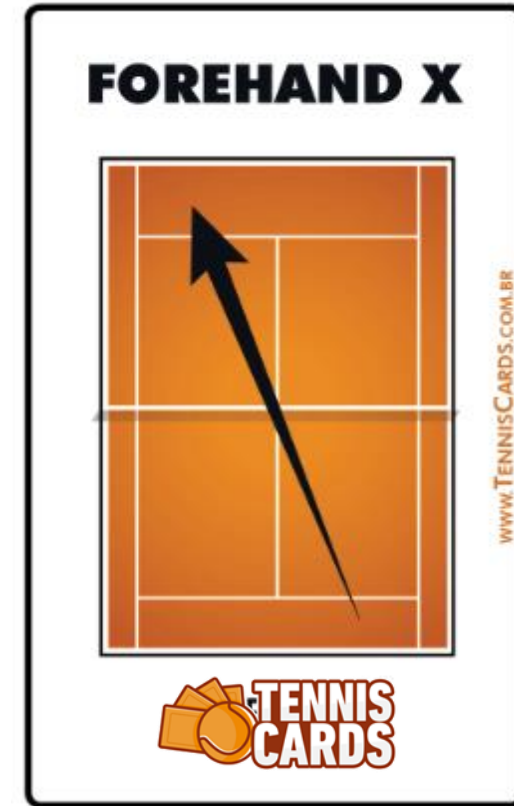


EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)

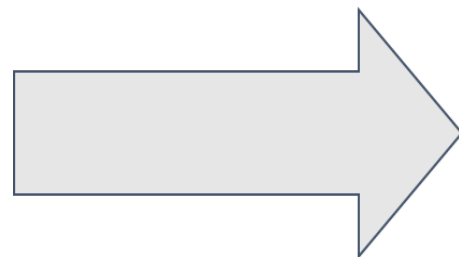
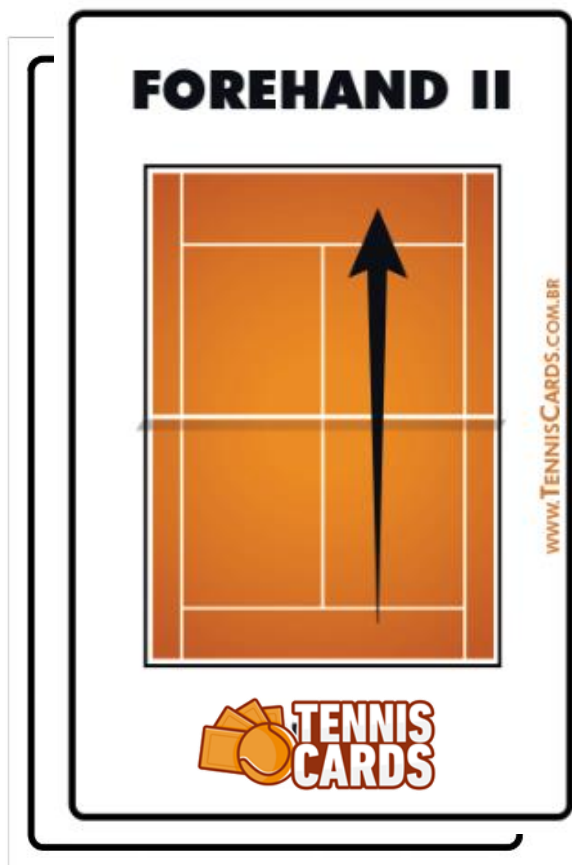


JOGADOR 2 (PLAYER 2)

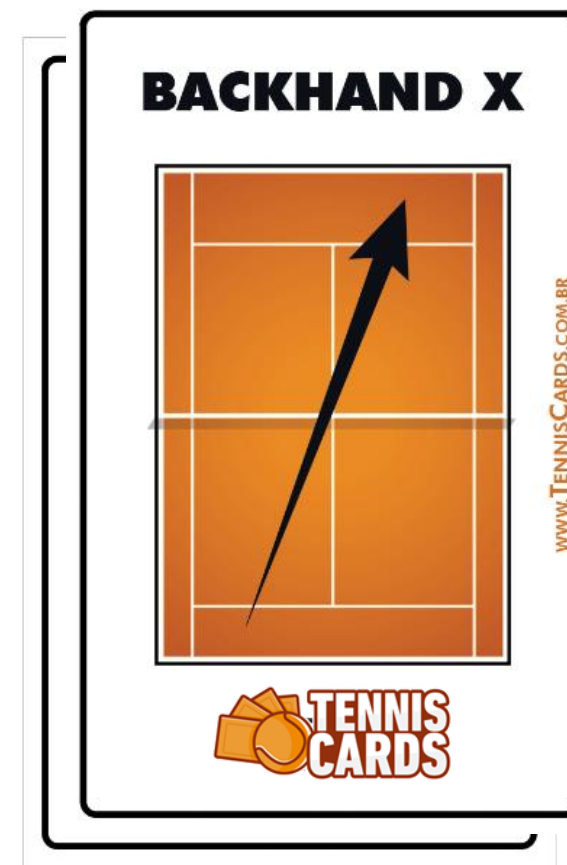


EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)

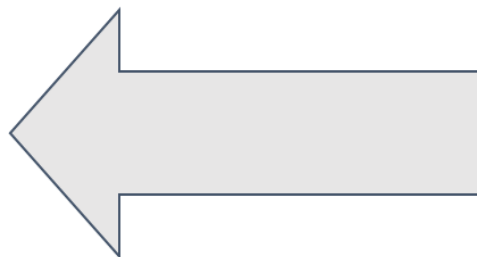
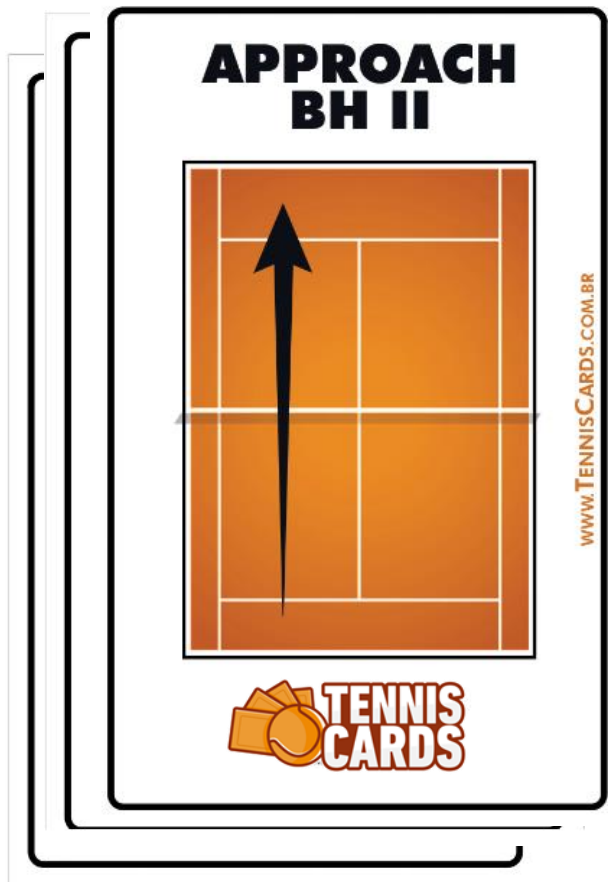


JOGADOR 2 (PLAYER 2)

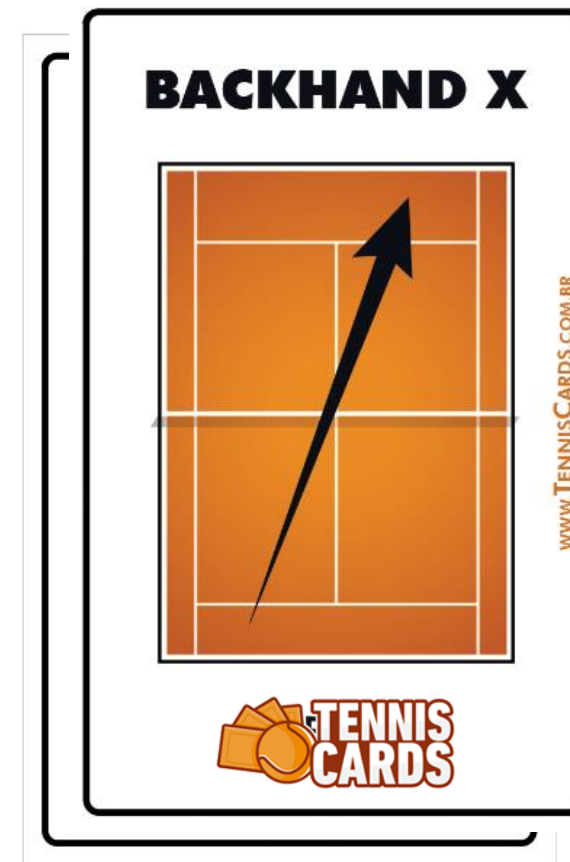


EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)

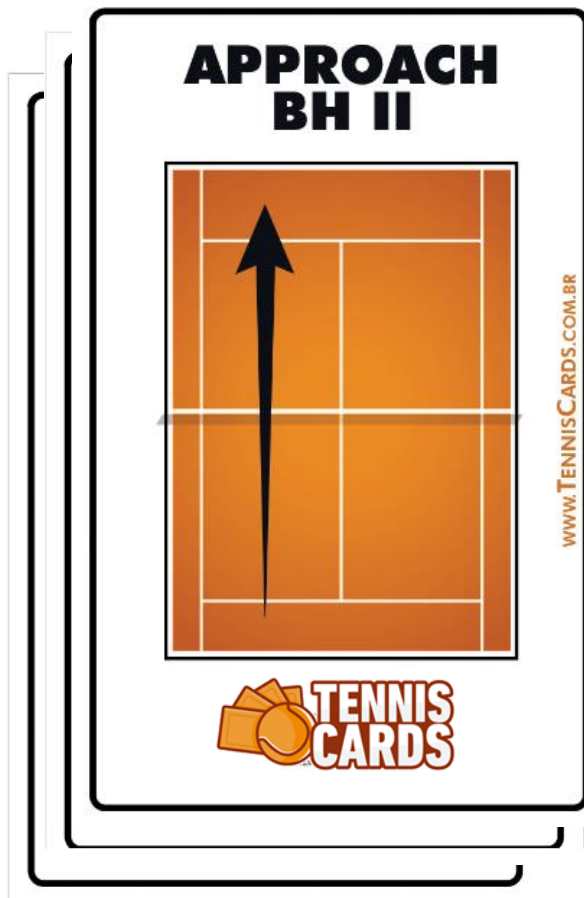


JOGADOR 2 (PLAYER 2)

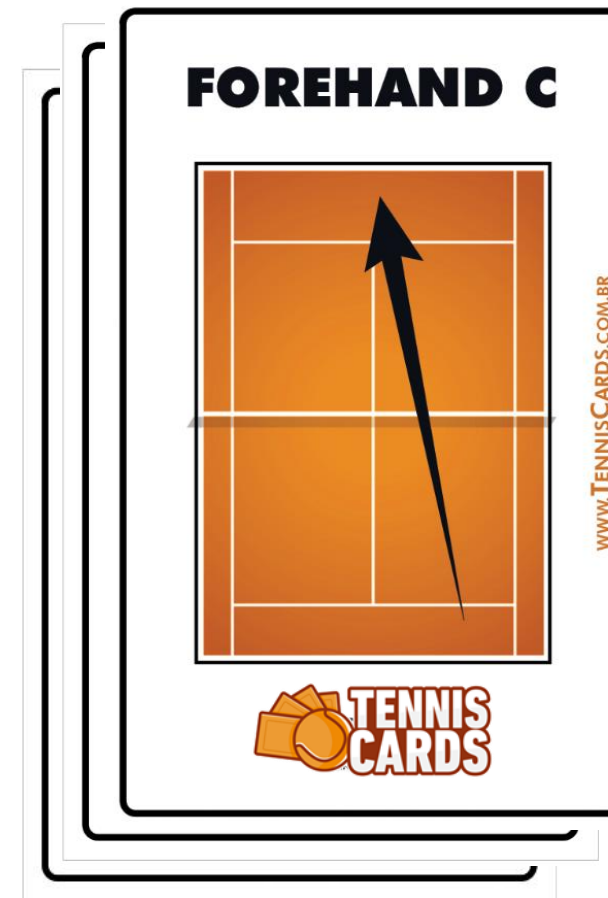


EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)

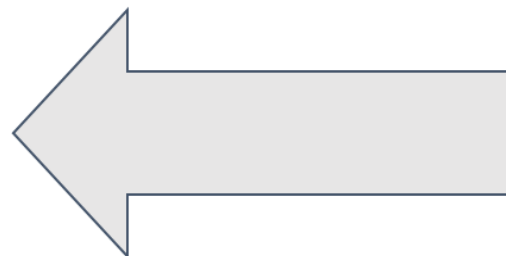
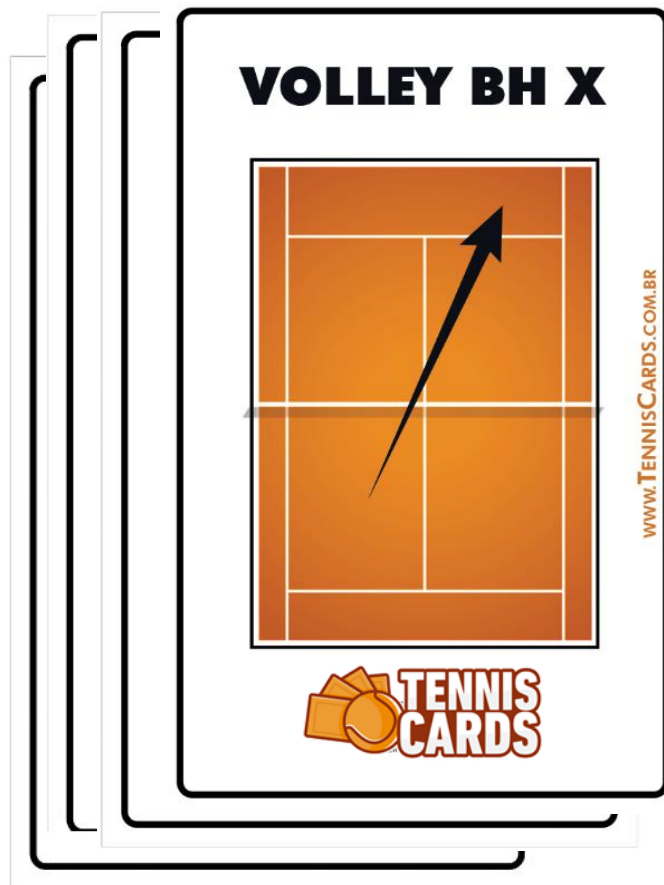


JOGADOR 2 (PLAYER 2)

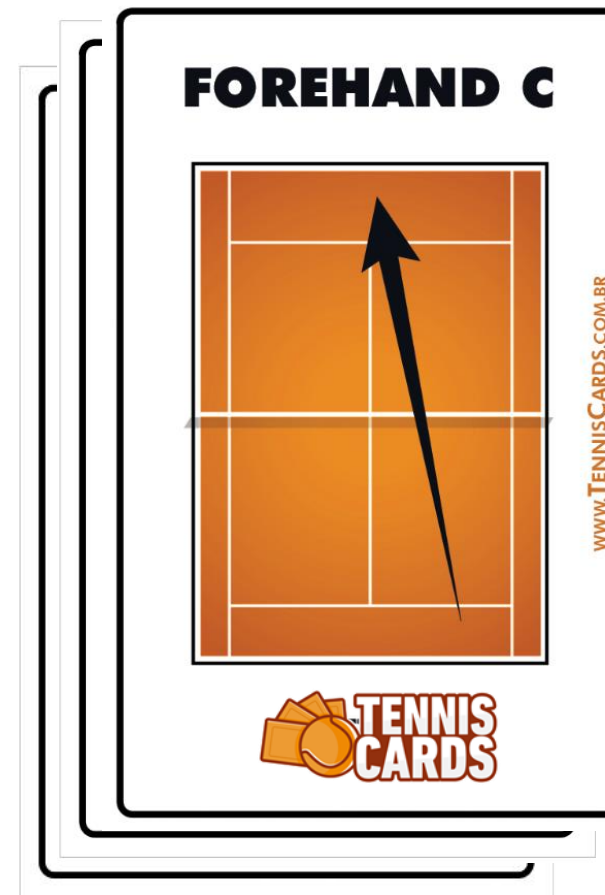


EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)

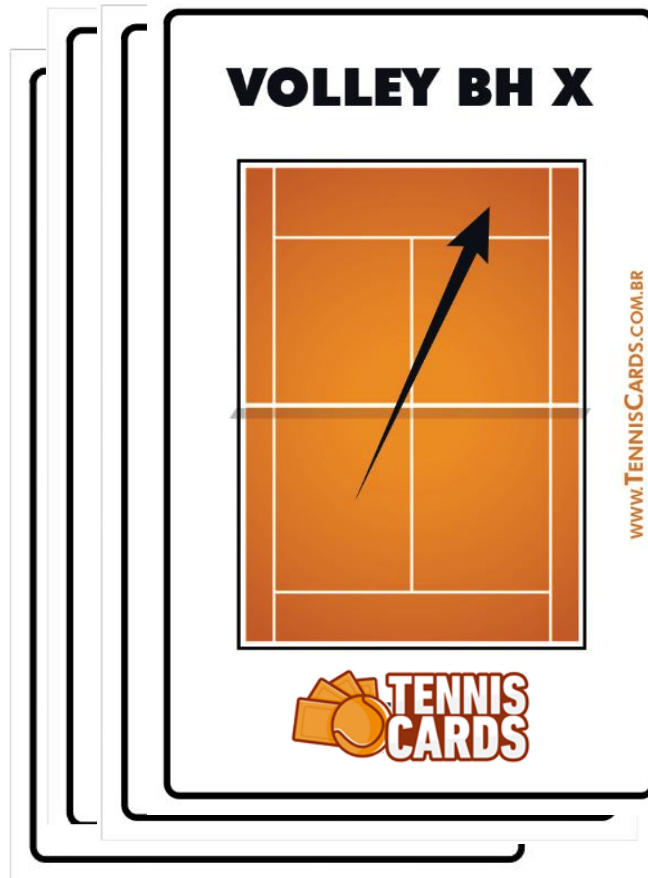


JOGADOR 2 (PLAYER 2)



EXEMPLO DE JOGO (GAME EXAMPLE)

JOGADOR 1 (PLAYER 1)



JOGADOR 2 (PLAYER 2)

SEM CARTAS PARA ESTE
GOLPE.

PONTO JOGADOR 1

NO CARDS TO THIS STROKE
PLAYER 1 WINS THE POINT

15 00

A LÓGICA DO JOGO (THE LOGICAL OF THE GAME)

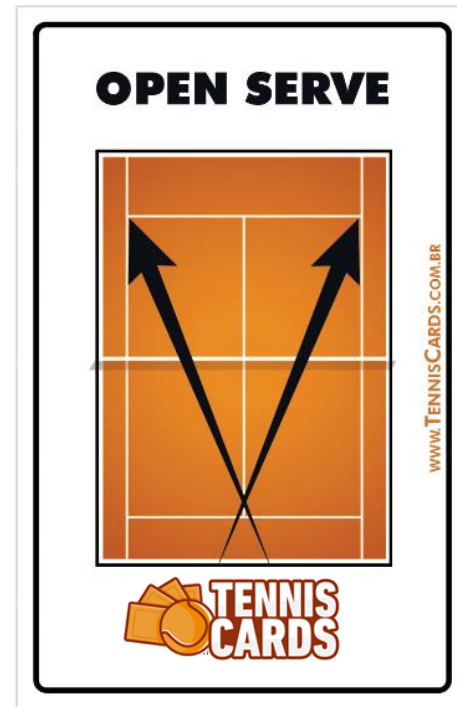
O TENNIS CARDS segue a LÓGICA DO JOGO DE TÊNIS onde a rebatida depende da posição da bola e do placar.

Ao sortear as cartas iniciais você só pode DEVOLVER o SAQUE se tiver o golpe do lado em que a bola é DIRECIONADA.

Por exemplo, um SAQUE ABERTO no 15 15 só pode ser DEVOLVIDO com uma carta de:

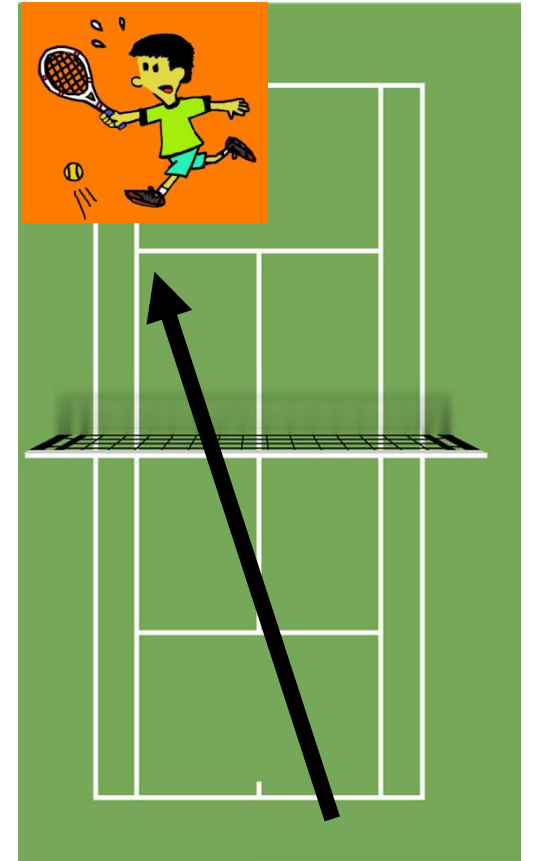
- FOREHAND CRUZADO
- FOREHAND PARALELO
- FOREHAND CENTRAL
- WINNER DE FOREHAND CRUZADO
- WINNER FOREHAND PARALELO

Assim cada jogada ocorre de acordo com as cartas que cada jogador recebeu no início, podendo pegar até duas cartas da mesa para obter a RESPOSTA ADEQUADA.



15 15

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FOREHAND

A LÓGICA DO JOGO (THE LOGICAL OF THE GAME)

TENNISCARDS FOLLOWS THE LOGIC OF THE TENNIS GAME WHERE THE HIT DEPENDS DEPENDS ON THE POSITION OF THE BALL AND SCOREBOARD.

BY LUCKING THE INITIAL CARDS, YOU CAN ONLY RETURN THE SERVICE IF YOU HAVE BEAT THE SIDE OF THE SQUARE AT WHICH THE BALL IS DIRECTED.

FOR EXAMPLE, AN OPEN SERVE ON 15 15 CAN ONLY BE RETURNED WITH A LETTER OF:

CROSSCOURT FOREHAND

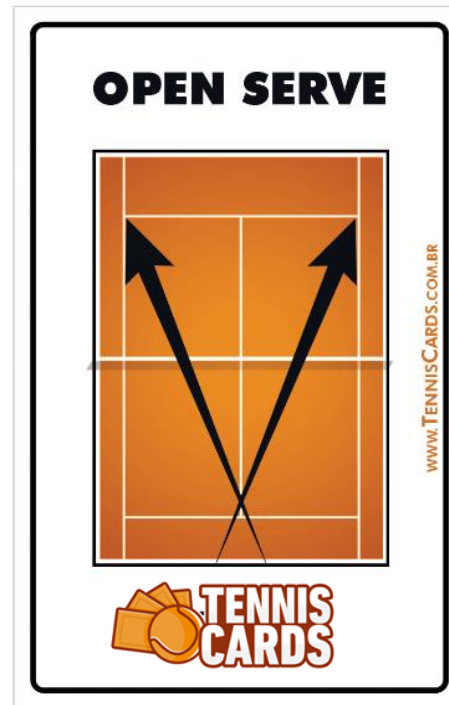
DOWN THE LINE FOREHAND

CENTRAL FOREHAND

CROSSCOURT FOREHAND WINNER

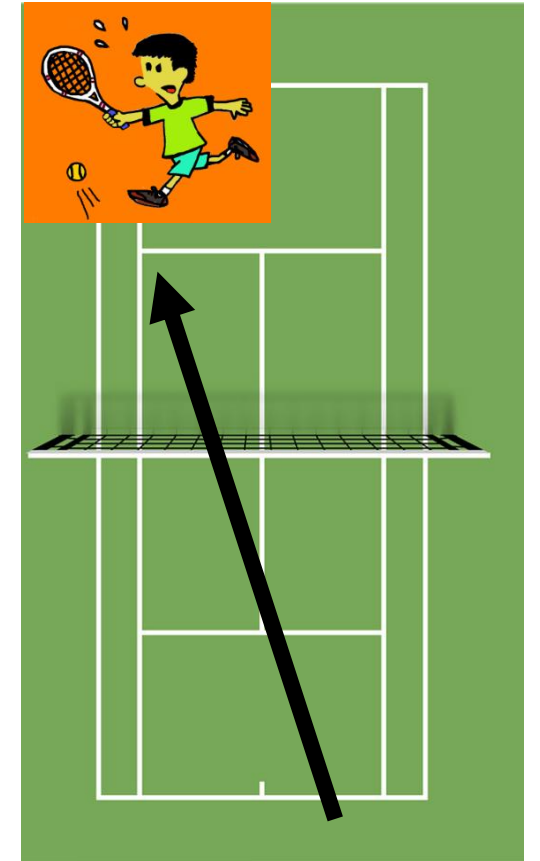
DOWN THE LINE WINNER FOREHAND

SO EACH GAME OCCURS ACCORDING TO THE CARDS THAT EVERY PLAYER RECEIVED AT THE BEGINNING, YOU CAN GET UP TO TWO MORE CARDS FROM THE TABLE TO OBTAIN THE APPROPRIATE RESPONSE.



15 15

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FOREHAND



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