

Used Lasagna Tennis

The sport of tennis done Used Lasagna style!

Requirements: One 10 sided die and two standard six sided dice, the Used Lasagna charts and four tokens to keep track of the score.

The Game: Roll the two six sided dice to determine who will serve first. Roll all three dice and read the result from the 1st Serve Chart to start the match.

The letters used in the 1st Serve Chart are:

A – Ace – Point to the server

I – In – Refer to the Return / Volley chart

N – The ball hit the net and went over. Replay the serve.

U – Umpire – Roll the two six sided dice and read the result from the Umpire Chart. All In results here are considered to be Aces.

F – Fault – Bad Serve – Roll the dice again and read the result from the 2nd serve chart.

In the 2nd Serve Chart, the letters remain the same, except all faults score a point for the player receiving serve. If an Umpire Chart result is Out on the 2nd serve, then that is considered a Fault and a point is scored for the player receiving serve.

Return / Volley – All In Results on a serve send the play to the Return / Volley Chart. Roll the three dice and read the result from this chart.

The letters used in the Return / Volley Chart are:

W – Win – The player making the shot wins the point

R – Return – The ball has been returned. Continue using the Return / Volley Chart

L – Lob - The ball has been lobbed. Roll the three dice and subtract three from the Return / Volley Chart on the next shot. All results that will end up in lower than 1-1 on the chart are considered to be Out.

S – Smash – The ball has been hit hard – Roll the three dice and subtract five from the Return / Volley Chart on the next shot. All results that will end up in lower than 1-1 on the chart are converted to Win.

Scoring: Used Lasagna Tennis uses the traditional Love – 15 – 30 – 40 method of scoring a game. All games must be won by two points, therefore, any game tied at 40-all is considered to be at deuce. A player winning a point at 40-all is considered to be at advantage, however, if he/she loses the next point, the score reverts to 40-all.

Sets are won by winning 6 games, or 7 if the score is tied at 5 games each. If the score is tied at 6 games each, then a tiebreaker is implemented. Tiebreakers are played to 7 points, but the player must win by 2.

Typically, a player winning 2 out of 3 sets or 3 out of 5 sets wins the match, however, you may decide to play a single set.

Serve: Players alternate serve for each game during a set, except during the tiebreaker. In the tiebreaker, serve starts with the player that is supposed to serve the next game doing so for one point. The serve then alternates between the players for two points each.

Variation: If you are familiar with Team Tennis, then you may want to try this variation of playing the game. All N results in the charts are converted to A results since it is unlikely that a player receiving serve will anticipate a ball hitting the net and dropping over. The Team Tennis method of scoring does not require a player to win a game by two points or a set by two games, therefore, a 40-all score means that the next point wins the game and a 5-5 set means that the next game wins the set.

Team Tennis uses a 5 set system for a contest, with each game won counting towards the team's score, with each match consisting of one set. The fifth set counts double.

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