The Strategy

Real Tennis is a physical game of strategy. As the court is asymmetric in shape, players have different opportunities of shots from each end of the court.

The Service End provides more outright winning opportunities than the Hazard End; thus, it is strategically important to play from the Service End as much as possible.

How does one get to the Service End? A Chase must be created! To stay at the Service End, one must prevent further chases from occurring.



Champagne Pol Roger

Champagne Pol Roger has been producing exceptional champagne for 170 years. The house remains small, family-owned, fiercely independent and unrivalled in its reputation for quality. The Maison owns 92 hectares of vineyards in prime sites across the Vallée de la Marne, Montagne de Reims and Côte des Blancs. The cellars run for 7km and the deepest, known as the 'cave de prise de mousse', is at 34m below street level where the temperature is 9°C or less, thus prolonging fermentation and contributing to the unmistakeable quality and style of the wines and their famously fine bubbles.



POL ROGER



A Short Guide to Real Tennis

Produced by Pol Roger

The History of Real Tennis

Real Tennis, often called 'the Game of Kings', is the original racquet sport from which the modern game of Lawn Tennis is derived.



The term 'Real Tennis' was first used in the early 20th century by journalists, who wanted to distinguish the game from the modern 'Lawn Tennis'. The game evolved over four centuries, starting in the 12th century with a ball game played in Italy, which involved hitting a ball with a bare hand, and later with a glove. By the 16th century, the glove had become a racquet and the game was played in an enclosed area.

The Game of Kings

The Game of Kings: Henry VIII had the biggest impact on the sport; he played the game at Hampton Court, as a young monarch, on a court he had built in 1530. Following the burgeoning popularity of the sport, King Charles IX of France granted a constitution to the Corporation of Tennis Professionals in 1571, which established three levels of professionals; apprentice, associate and master. The first rules of Real Tennis were written and published by a professional named Forbet in 1599.

Real Tennis is still played throughout the world and has the longest line of consecutive world Champions of any sport in the world, dating from 1760.

Champagne Pol Roger has been a long-standing supporter of Real Tennis, from grass roots tournaments to Open and World Championships.



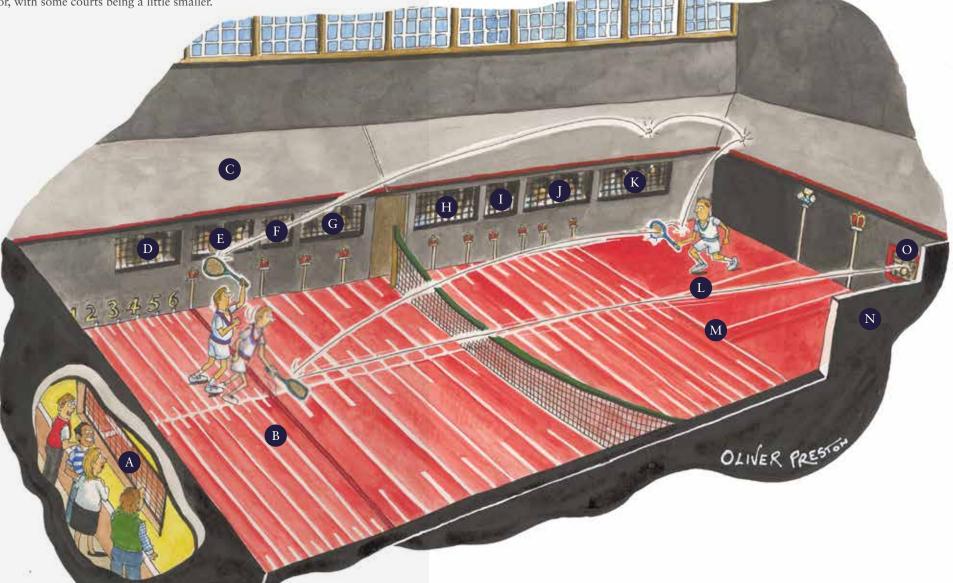
The Real Tennis Court

The Real Tennis court is enclosed by walls and divided in two by the net. One end is the 'Service End' the other the 'Hazard End', this is distinguished in each end being a different shape from the other. The left and right side of the court also differ, one being a solid wall and the other being a viewing area.

The out of court area is high up above the black walls. Most courts are 110 by 39 feet (34m by 12 m) above the penthouses, and 96 by 32 feet (29.3m by 9.8m) on the playing floor, with some courts being a little smaller.

Around the court are noticeable features:

A. Dedans F. The Door Gallery K. Winning Gallery
B. Service End G. First Gallery L. Hazard End
C. Penthouse H. First Gallery Hazard M. Service Line
D. Last Gallery I. The Door Gallery Hazard N. Tambour
E. Second Gallery J. Second Gallery Hazard O. Grille



How to Play Real Tennis:

To put the ball in play, the Server stands anywhere behind the second Gallery line at the service end of the court, the ball should then be struck on to the side penthouse so that the ball will land in the green area of floor, outlined by white lines, the service box.

The scoring system (15, 30, 40, Deuce, Advantage) is the same as the modern game of Lawn Tennis. There are three outcomes to a rally; point won, point lost or a 'Chase'.

If the second-floor bounce of the ball lands in the green area of floor, or enters one of the winning openings, it would result in a point to the player who struck the shot. If the ball is struck into the net or out of court the point is lost. If the ball were to land in the red area, a Chase is created.

A set is won by the first player to reach six games.



The Chase

A chase is the measurement of the second bounce of the ball on the floor. It is measured by markings 1, 2, 3 and so on. The chase brings the rally to a halt and the position of the second bounce is measured. Now a chase has been created, no one has won or lost that point. The players continue to play as normal, until the second chase is laid or until someone gets to game point i.e. 40 - 15. At this point, the opponents change ends. The player who laid the chase, must now defend the quality of the chase. Their opponent will be looking to better their second bounce on the floor to win the point. The closer that the second bounce of the ball is to the back wall, the better the chase.

