

PebbleCreek Ghost Doubles

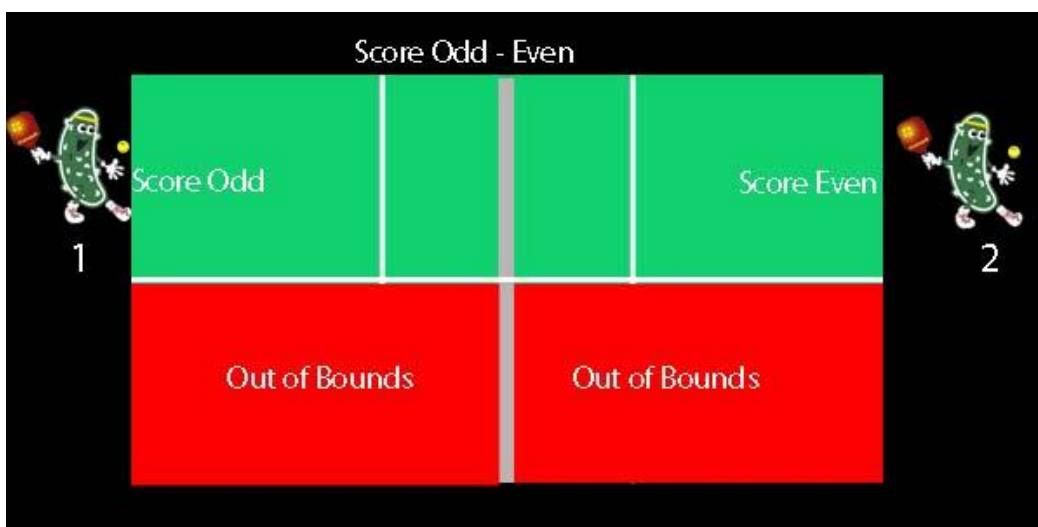
PebbleCreek ghost doubles uses one half of the court and is a great tool for improving your game or playing a fun game if there are only two players. When testing for advancement to 3.0 and 3.5, three rally score skinny singles games to 11 (win by 1) are played.

If a player's score is even, that player is always in their even or right court. If a player's score is odd, that player is always in their odd or left court.

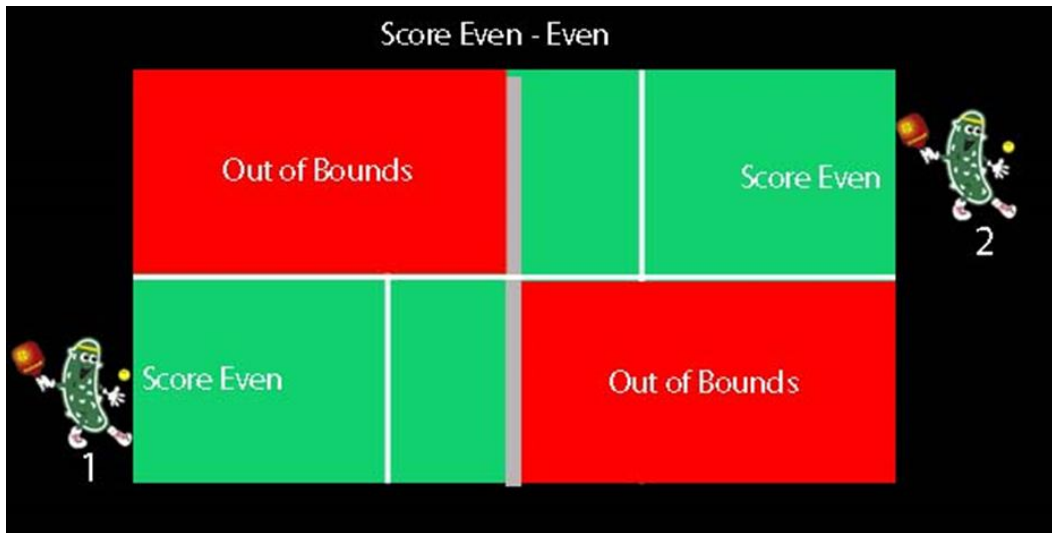
Game begins with a 'normal' cross court serve, score is 0-0, so both players are in their even or right side of the court. All balls must land in the green or they are called out.



In a rally score game, when a player scores a point, that player moves, the other player stays. If player 1 wins the point, player 1 moves to the odd or left side and serves to player 2 who stays. Score is 1-0. Notice you will need to serve down the line or straight across.



If player 1 wins the next point that player will move to the right-side court, player 2 does not move, score is 2-0.



If player 2 wins the next point, player 2 moves to the left side court, player 1 does not move, score is 1-2.



Just remember these rules:

1. If you score a point, you move.
2. If you do not score a point, you don't move.
3. If your score is even, you should be in the right side of your court.
4. If your score is odd, you should be in the left side of your court.