

DRAMA CHART

If you roll a "1" during the SET BY SET game, you may be brought to this DRAMA CHART!

Roll 2d6 - Read as "1" and "4" = "14" not "5"



- 11 Match is suspended due to weather! The Match cannot be resumed and is deemed over with the winner being the player that was leading when the Match stopped!
- 12 **A Foul is called on the player rolled! Their Coach is guilty of giving instructions at an inappropriate time! Check the Foul Chart! Opponent now Serves!**
- 13 If this is not a Serve, the player rolled for lands a delicate touch that barely clears the net, forcing the opponent to sprint but fail to reach it! IF this is a Serve, the Server gets an Ace!
- 14 The Player rolled for clips the line on the shot creating a dramatic "chalk dust" moment! The ball is not returned! If this is a Serve it is an Ace!
- 15 The player rolled for makes an amazing shot! If the receiving player has a Return Rating of 11 or higher, the shot is returned. If their Rating is 10 or lower, the shot is not Returned! If this is a Serve, the Server gets an Ace!
- 16 The Player rolled for gets very upset and distracted by an Umpire's call! Lower all of the player's Ratings by "2" for the rest of the Match!
- 21 **A Foul is called on the player rolled for slamming their racket on the ground after disputing a call! Check the Foul Chart! Opponent now Serves!**
- 22 The player rolled for lands a Winning point off a net cord dribbler. The ball barely trickles over and the receiving player cannot get to it!
- 23 The player rolled for clips the net and it still lands in, catching the opponent off guard. If the receiving player's Return Rating is 10 or better, they make a successful Return. If the Return Rating is 9 or lower, the ball falls in with the receiving player not being able to get to it!
- 24 The player rolled for makes a great shot and gets a hot streak going! Increase all of their Ratings by "1" for the rest of this Match!
- 25 The player rolled for lays in a beautiful Drop Shot! If the receiving player has a Return Rating of 12 or higher, the shot is returned! If Return Rating is 11 or less the shot is not returned!
- 26 **A Foul is called on the player rolled for! In a moment of frustration, the player is called for Unsportsmanlike conduct! Check the Foul Chart! The Opponent now Serves!**
- 31 The player rolled for becomes distracted by outside events unknown to others. Lower all of their Ratings by "1" for the rest of this Match!
- 32 **A Foul is called on the player rolled for when the Umpire declares that the player is guilty of a Delay of game Violation for stalling! Check Foul Chart! The Opponent now Serves!**
- 33 The player rolled for hits a ball that struck the net post but still lands in! The opponent is caught off guard. If the receiving player's Return Rating is 12 or better, they make a successful Return. If the Return Rating is 11 or lower, the receiving player is not able to get to it!
- 34 The player rolled for makes a crushing forehand cross-court shot that leaves no chance for recovery!
- 35 The player rolled for gets the shot over the net and the receiving player slips chasing down the ball and is unable to return the shot!
- 36 The player rolled for makes an amazing shot! If the receiving player has a Return Rating of 9 or lower the shot is not returned! If Return Rating is 10 or higher, the shot is returned!
- 41 The player rolled for delivers a blistering Shot that the opponent cannot return!
- 42 **If this is a Serve, a Foul is called on the player rolled for when the Umpire declares that the player is guilty of a Time Violation of exceeding the 20-25 second limit between points! Check the Foul Chart! If not a Serve, the player rolled for cannot return the shot! No Foul.**
- 43 The player rolled for makes an amazing shot! If the receiving player has a Return Rating of 11 or higher, the shot is returned. If their Rating is 10 or lower, the shot is not Returned! If this is a Serve, the Server gets an Ace!
- 44 The player rolled for lands a Winning point off a net cord dribbler. The ball barely trickles over and the receiving player cannot get to it!
- 45 The game is halted so that Officials can deal with Spectator Drama! Due to the breaking of the rhythm of the Match, lower each player's SERVE and RETURN Rating by "1" for the rest of this game and the next game! Return their Rating to normal after the second game.
- 46 The player rolled for becomes distracted by outside events unknown to others. Lower all of their Ratings by "1" for the rest of this Match!
- 51 The player rolled for hits an amazing lob shot! If the receiving player has a Return Rating of 12 or higher, they make an awesome Backhand Overhead Smash Shot! If Return Rating is 11 or less, the shot is not returned!

- 52 **A Foul is called on the player rolled for when arguing with the Umpire over a close call! The player uses obscenities and offensive language! Check the Foul Chart! The Opponent now Serves!**
- 53 The player rolled for clips the line on the shot creating a dramatic “chalk dust” moment! The ball is not returned!
- 54 The player rolled for makes an amazing shot! If the receiving player has a Return Rating of 12 or higher, they make the return shot. If their Return Rating is 11 or lower, the shot is not returned!
- 55 The player rolled for hits a shot that clips the net and still lands in! If the receiving player’s Return Rating is 10 or better, they make a successful Return. If the Return Rating is 9 or lower, the ball falls in with the receiving player not being able to get to it!
- 56 The player rolled for makes a crushing forehand down the line that leaves no chance for recovery!
- 61 The player rolled for makes a great shot and gets a hot streak going! Increase all of their Ratings by “1” for the rest of this Match!
- 62 The player rolled for lays in a beautiful Drop Shot! If the receiving player has a Return Rating of 11 or higher, the shot is returned! If Return Rating is 10 or less the shot is not returned!
- 63 **A Foul is called on the player rolled for! In a moment of frustration, the player makes insulting remarks to their opponent! Check the Foul Chart! The Opponent now Serves!**
- 64 **A Foul is called on the player rolled for! After a fan yells from the stands, in a moment of frustration, the player makes obscene gestures at the fan! Check the Foul Chart! The Opponent now Serves!**
- 65 The player rolled for makes a great shot! If the receiving player has a Return Rating of 10 or lower, the shot is not returned! If Return Rating is 11 or higher, the shot is returned!
- 66 The player rolled for has aggravated a previous nagging injury and has to forfeit the Match! The opponent gets the victory!

FOUL CHART: Serve Faults are not counted as Fouls!

A Player's First Foul Offense of the Match → Warning

A Player's Third Foul Offense of the Match → Game Penalty

A Player's Second Foul Offense of the Match → Point Penalty

A Player's Fourth Foul Offense of the Match → Disqualification (Opponent is given the Match Victory!)

SERVE FAULTS:

If you want to know what happened when the player’s Serve was not successful, roll 1d20 on the Serve Faults Chart

A roll of 1- 10 = Ball hits the net and doesn’t go into the service box.

A roll of 11- 18 = Ball lands outside the correct service box.

A roll of 19 – 20 = Server’s foot touches the baseline or court before striking the ball.

Consequence:

First Serve Fault: No consequences for first Serve Fault. Reroll for second attempt.

Double Fault: Two consecutive Faults on serve - Opponent gets point and takes over Serve!

CONSISTENCY CHART

If CONSISTENCY Chart is Rolled, the player rolled for fails to make the Serve, if Serving, or fails to Return the shot if they are the Receiving player. Mark the Point down for the Opponent even if this was the First Serve!

Also, when this happens, check the Opponent's CONSISTENCY Rating. Roll 1d6 to see if the Opponent goes on a "Hot Streak" and wins back to back Points! If the Streak goes further than the current game, continue the Streak to the next game! Once the "Streak" is over, continue as normal.

CONSISTENCY RATING

1d6	1	2	3	4	5	6	7	8	9	10
1	0	0	0	1	1	2	2	3	3	4
2	0	0	1	1	2	2	3	3	4	4
3	0	1	1	2	2	3	3	4	4	5
4	1	1	2	2	3	3	4	4	5	5
5	1	2	2	3	3	4	4	5	5	6
6	2	2	3	3	4	4	5	5	6	6

The number in the box is the number of consecutive Points won!