# SIMULATION: *Tennis Ball Transfer*

MATERIALS:

Two lengths of 10-15 ft of ¼ diameter small rope, per team of 6-8 people
8-10 tennis balls per team
A pen and paper for scorekeeping
Bucket or open top receptacle that can hold 8-10 tennis balls
Large open area with point lines (see following page)
Rope or tape to make point lines

TIME NEEDED: 15-30 minutes based on group size

INSTRUCTIONS:

- *Overview:* In the allotted time, work together to score as many points as possible by getting balls into the receptacle.

1) First, divide the materials so each team has 8-10 tennis balls in a bucket/receptacle and set the point lines.
2) Next, divide the whole group into sub-teams of 6-8.
3) Demonstrate the process for moving the balls. Essentially, two members of the team hold the lengths of rope; one holds the very ends, the other holds the rope about 2ft away, creating a track on which a tennis ball can roll. The ball is rolled along the track until it is over the receptacle, then allowed to drop into the receptacle by widening the track. *Continued...*

A | Rolling the ball

Extra length of the rope
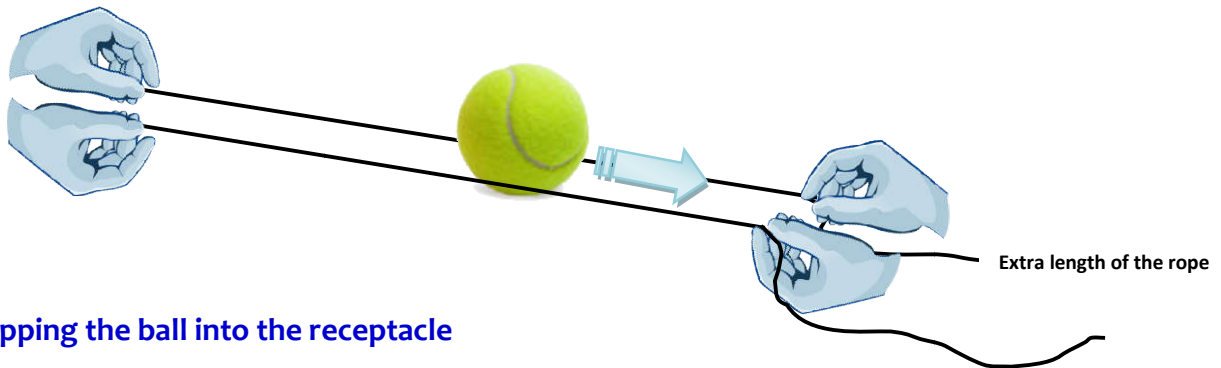
B | Dropping the ball into the receptacle

Extra length of the rope
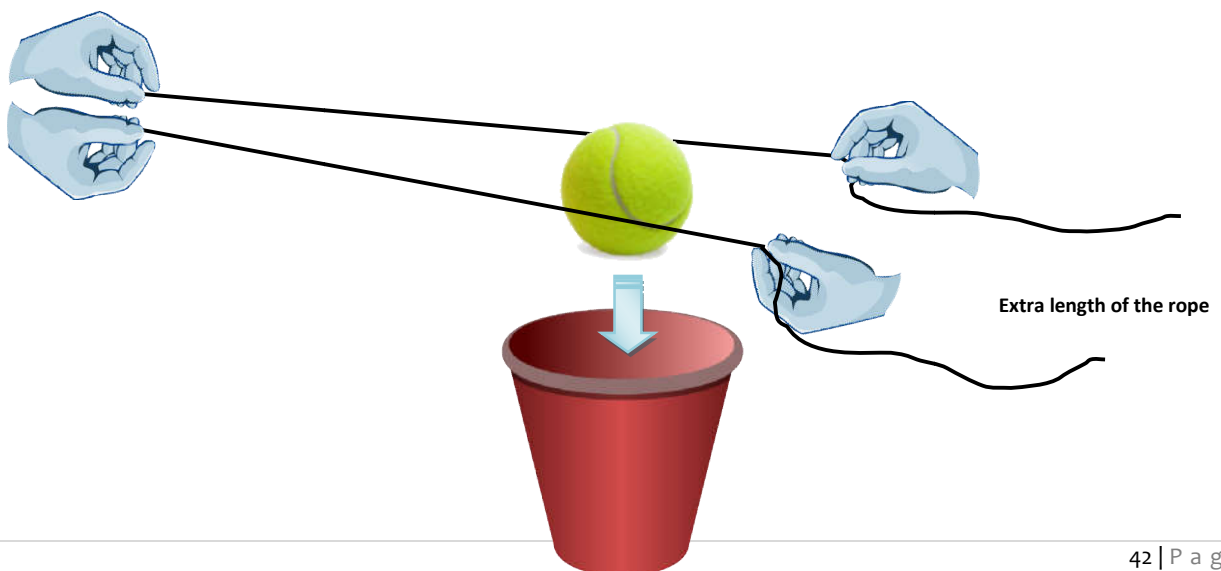
4) Play is as follows.
   a. Each round has a crew: *two rope handlers, a ball handler, and a score keeper.* For each round, only these folks can touch the ropes or the ball. After each round, the crew **must** change (rotate) to new people (two new rope handlers, a ball handler, and score keeper) and someone on the team moves the receptacle. A round completes only **after** the ball is successfully dropped into the receptacle.
   b. Points are scored each time a ball is dropped into a receptacle.
   c. The further away the ball is dropped from the start line, the more points can be scored (see setup). The teams move their bucket to the next scoring line after each round. There will always be a rope holder standing at the start line.
   d. If a ball falls to the ground before it goes into the receptacle, it is 'dead' and cannot be used again (note, if the ball falls from the rope tracks and the ball handler catches it before it hits the ground, it is still in play (you could modify this to not allow catches).
   e. Give the teams 5-7 minutes to plan; *during planning time they cannot practice the method with a ball.* Remind teams to set up their crews and crew rotations – if they do not rotate, the ball comes out of the receptacle and they have to start again.
   f. Once you say 'Go!' all teams begin – have as many teams playing simultaneously as your playing area allows. At 'Go!'' the game clock begins. Choose the amount of time that will challenge the teams while allowing for success (based on skill, age level etc). This ranges between 5 and 10 minutes.
   g. Remind them to have integrity with their process (dead balls are dead, scores are kept honestly, team crews are rotated).
5) Once the time is up, call 'Freeze!' This gets the attention and let's participants know the time has ended. Have each team bring you their scorecard. Even though there may be a winner, its more about the process. Don't put too much focus on the scores other than acknowledgments of the team process you observed.

Start Line

10 point line

20 point line

30 point line

Distance between lines is 2-3ft depending on your playing area and lengths of rope.