

GROUP COMPETITIONS



MISSION POSSIBLE

(Presented by Mike Barrell, Great Britain)

DESCRIPTION

Mission Possible is a timed, round robin format where players are given a mission to perform in each of their matches. Players earn points for completing their mission!

| TIME | PLAYERS / COURTS | SINGLES / DOUBLES |
|------------|-----------------------|--------------------|
| 1 hour | 4-8 players per court | Singles or Doubles |
| AGES | TEAM / INDIVIDUAL | OBJECTIVE |
| 7-14 years | Individual | Learning |

ORGANISATION

COURTS AND PLAYERS: Works best in a lesson but can have any number of players so long as enough courts are available.

SCORING: Players play timed matches using counting scoring (1,2,3 etc). Players also have their 'Mission Card' this tells players their mission (eg hit a backhand beyond the service line) players earn 1 point every time they perform their mission. Players may need help scoring or recording scores.

SCORESHEETS: Match scores are not recorded but at the end of each match, each player writes down the number of times they successfully performed their mission, earning 1 point for each.

ACTIVITY

ORDER OF PLAY: Divide players into the round robin boxes (see next page). Give each player an envelope with a 'Mission Card' (see page 3). Follow the order of play on the Round Robin box. After each round record player's mission scores on the round robin box.

AT THE END: The player with the most points for 'mission's completed' is the winner. Present awards for 'best effort', 'best sportsperson', 'most improved player' etc.

(You can easily change this format from singles to doubles, players work in pairs to complete their mission rather than alone)

ADAPT THE FORMAT

Many formats can easily be adapted to suit players aged under 10, mixed ages, teams and to be a more or less competitive event.

Download 'ADAPTING COMPETITION' for a quick and easy guide to adapting this format to suit your needs.

THEMES

Many competitions are more fun and easier to promote if they have a theme such as Davis Cup, Olympics or Family Day attached.

Download 'ADDING THEMES' for ideas.

GROUP COMPETITIONS



MISSION POSSIBLE

(Presented by Mike Barrell, Great Britain)

SAMPLE SCORESHEET (For 6 players or pairs)

1. Fill in players names
2. Follow order of play
3. Enter player's 'mission complete' points for each match
4. Add up total points for each player

If you have fewer than 6 players per box, delete the lower letters from the box and revise the order of play.

| | A | B | C | D | E | F | Total Mission Points |
|---------------|---|---|---|---|---|---|----------------------|
| A Tommy | | 4 | 5 | 3 | 5 | 2 | 19 |
| B Paradorn | 6 | | 8 | 2 | 4 | 3 | 23 |
| C Nicholas | 3 | 4 | | 1 | 6 | 3 | 17 |
| D Carlos | 5 | 5 | 4 | | 6 | 4 | 23 |
| E James | 2 | 3 | 1 | 4 | | 6 | 16 |
| F Fernando | 3 | 4 | 2 | 3 | 6 | | 19 |

BLANK SCORESHEET

| | A | B | C | D | E | F | Total Mission Points |
|---|---|---|---|---|---|---|----------------------|
| A | | | | | | | |
| B | | | | | | | |
| C | | | | | | | |
| D | | | | | | | |
| E | | | | | | | |
| F | | | | | | | |

ORDER OF PLAY

| | | | |
|---------|-------|-------|-------|
| ROUND 1 | A V B | C V D | E V F |
| ROUND 2 | A V C | B V E | D V F |
| ROUND 3 | A V D | B V F | C V E |
| ROUND 4 | A V E | B V D | C V F |
| ROUND 5 | A V F | B V C | D V E |

GROUP COMPETITIONS



MISSION POSSIBLE

(Presented by Mike Barrell, Great Britain)

SAMPLE MISSION CARD

| | | | |
|---|---|---------|----|
| YOUR MISSION: | | | |
| “Hit backhand over the net and in” | | | |
| Earn 1 point each time you perform your mission | | | |
| Match 1 | 4 | Match 4 | 5 |
| Match 2 | 3 | Match 5 | 3 |
| Match 3 | 4 | Match 6 | 5 |
| TOTAL | | | 24 |

BLANK MISSION CARD

| | | | |
|---|--|---------|--|
| YOUR MISSION: | | | |
| | | | |
| Earn 1 point each time you perform your mission | | | |
| Match 1 | | Match 4 | |
| Match 2 | | Match 5 | |
| Match 3 | | Match 6 | |
| TOTAL | | | |