Combining the best of tennis, badminton and racquetball, speed badminton is a perfect activity for institutional use with kids. Without setting up a net, it can be played indoors and out, on any surface from gym to grass, beach to hard top. Simply mark off a court with ribbons, cones or chalk. No net required! That means anyone can play, anywhere, competitively or for recreation.

Speedminton® is the perfect game for your curriculum to be used by every age and skill level. The durable racquets are short and light which makes it simple to handle them. The Speeders allow wide hits with less power. The Speeders have different velocities; Match for aggressive play and Fun for recreational play.

Speedminton® is recommended for children ages 7 and up. Beginners are able to play short rallies after a couple of minutes. Speedminton® provides great recreational play for elementary and middle schools. For high schools Speedminton® can be played recreational or competitively.

- High motivation for kids
- Playable indoors or outdoors
- Fun and effective way to improve physical condition
- Improve coordination skills
- Easy to learn
- Different Speeders for different levels of play
- Fast and simple set-up
- High quality equipment
- Easy rules
- Play on any surface
- [http://www.speedmintonusa.com/Home.6.0.html](http://www.speedmintonusa.com/Home.6.0.html)

**What P.E. professionals say about the game:**

"I am ecstatic to have Speedminton® in our programs curriculum. It can be played anywhere, is successful for all of our students, and is a great value."

**Dennis Gildehaus, Middle School Teacher, San Diego, CA**

"Speedminton® is a fast and high energy game that is easy to learn. It gets students moving for the entire class and can be used in conjunction with tennis and badminton, and no net lets you play just about anywhere."

**Eric Tippets, P.E. Teacher, CA**
Rules

The idea of play

Each player stands in his square and has to defend it. Hitting back and forth he tries to get the Speeder on the ground into the opposite square.

The Game

A game ends when one player reaches 16 points. If the score is tied at 15 or greater, play continues until one player has a two-point advantage. A match consists of three wins (best of five).

Service

The players draw to decide which player serves first. Service then alternates after every three serves. Every serve counts. If the score is tied at 15:15, service alternates after each point. You may choose between the center of the playing field and the back line for each serve. You let the Speeder drop from hip level and hit it as it falls. Overhead service, either standing or with a flying jump, is only permitted from the back service line. The losing side always has first service in the next game.

Scoring

Every volley counts unless it has to be repeated. Points are awarded in the following cases:

- Service fault
- Speeder contact with the ground
- Speeder lands in playing field (or on one of lines) and cannot be returned
- Speeder lands "out"
- Speeder is hit twice by same player in sequence
- Body contact with the speeder

If a player returns an "out" Speeder, it counts as "accepted" and play continues.

Changing Sides

Players change sides after each game to ensure equal playing conditions (wind and lighting conditions). If a fifth game (tiebreak) becomes necessary, players change sides as soon as one player reaches eight points.

Doubles

The doubles match is played on two adjacent courts.

Doubles Service

The players draw to decide which team serves first. The server has three serves in sequence, as in the singles games, and must always serve to the diagonal playing field opposite. The serving team swaps fields after each serve. The first service is always made from the right-hand field to the left-hand diagonal field opposite. Once a serve is returned, all players can move around their respective doubles fields freely to play the Speeder. Once all four players have served, service returns to the first server. The losing side always has first service in the next game.