



Wargrave Tennis Club Social Padel Instructions



Simple guidance for volunteers running a 2-court social padel session...keep it moving and make it fun!

Set Up and Communicate the Session

- Using admin login details to ClubSpark, book the courts and the time that you need for your social sessions. We recommend 2 courts for 90 minutes.
- Confirm the cost per player....for 12 players (although the volunteer goes free), the cost is £5 per player for peak hour rate (2 court hire charge is £60/12 players = £5) and £2.50 per member for off-peak sessions (£30/12 players).
- You may want to add an extra pound if the Club is providing balls and wine.
- Set up the event in ClubSpark (currently our preferred option). Use a member fee of £5/£6 and set a non-member fee of £999 to prevent non-member bookings. Set maximum players to 11 (volunteer plays free).
- Communicate session a few of times via WhatsApp Padel Group, with a link to the sign-up page.

On The Day

- Arrive early with balls, music and maybe some wine.
- Have your list of "sign-ups" from ClubSpark (so you can see who is coming).
- Set up the white board (column for names + up to 9 rounds x 10 minutes).
- Add names to board as people arrive (check names have actually paid).
- Have a timer to manage the time for each round.
- Quickly explain format and that you will be using numbers rather than names (players note their numbers).

Running the Rounds (9 rounds x 12 players)

- Each timed round lasts 8 minutes, with 2 minutes to get people on and off the court.
- Play keeps going...the objective is for pairs to win as many points as possible.
- Play starts immediately — no warm-up or play for serve. Lowest numbered player serves first for two points (left side then right side). Serve switches sides after every two points....always start serving to the left side.
- When the time is up, call the last point.
- If a player is missing, someone steps in to play, but no score is recorded for the missing player.
- Departing players record the total points scored by each player for that round.
- At the end of the 90 minutes.....review the points and have a cheer for the winners!

Round	Court 8	Court 9	Waiting Out
1	1&2 v 3&4	5&6 v 7&8	9,10,11,12
2	5&8 v 9&12	6&10 v 7&11	1,2,3,4
3	1&3 v 11&12	2&4 v 9&10	5,6,7,8
4	1&7 v 2&8	3&5 v 4&6	9,10,11,12
5	5&9 v 7&10	6&11 v 8&12	1,2,3,4
6	1&12 v 2&10	3&11 v 4&9	5,6,7,8
7	1&5 v 4&8	2&3 v 6&7	9,10,11,12
8	5&11 v 6&12	7&9 v 8&10	1,2,3,4
9	1&4 v 10&11	2&12 v 3&9	5,6,7,8

Running the Rounds (7 rounds x 8 players)

- With just 8 players, follow the same instructions as above but have 7 rounds x 12 minutes
- At the end of the 90 minutes.....review the points and have a cheer for the winners!

Round	Court 8	Court 9
1	1&2 v 3&4	5&6 v 7&8
2	1&3 v 5&7	2&4 v 6&8
3	1&4 v 5&8	2&3 v 6&7
4	1&5 v 2&6	3&7 v 4&8
5	1&6 v 3&8	2&5 v 4&7
6	1&7 v 4&6	2&8 v 3&5
7	1&8 v 2&7	3&6 v 4&5