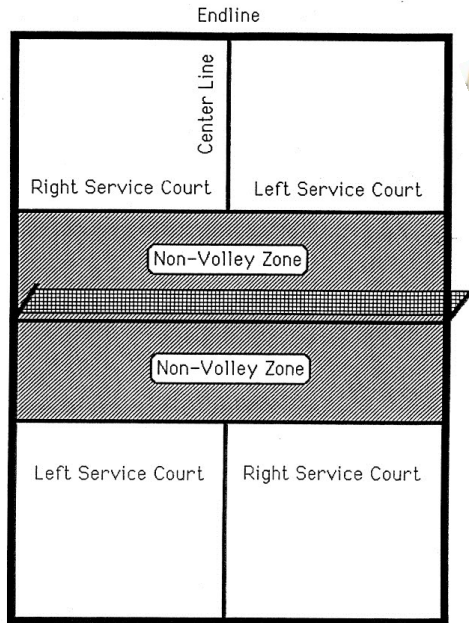


The Official Game of Pitton



Service Rotation and Scoring

Pitton is a unique competition that requires each player's full attention and athletic ability. The game is designed to be fast paced and strategically demanding. Players must enter the competition with a full understanding of the rules of engagement, the scoring opportunities and the service rotation. If either player is uncertain of their role in the competition they limit their opportunities for success

How Pitton is Played

Pitton is a fast moving competitive game that demands good reaction skills and alert participants. This game was created with a required blend of the ground strokes of pickleball and tennis with a combination of the overhead play of badminton. Pitton is played on badminton/pickleball singles court. The backline is also the short service line of a doubles badminton court. Players are engaged in this quick active game when the first player serves the shuttle to the other team. The competitive nature of the game is quickly initiated as the shuttle is hit from side to side. Pitton is unique however in the strategy of the service rotation and scoring aspects of the game. While the service rotation is similar to badminton and pickleball Pitton is different in that either team can score a point on any given rally. The only requirement for scoring a point is that a "rally serve" needs to be achieved. That means that each player on both sides must hit the shuttle over the net. This does not have to be in any consecutive order. However, a "rally serve" is not achieved until all four player successfully strike the shuttle into play over the net. If a "rally serve" is not achieved the service rotation will continue to go to the team that wins the initial rally.

- The height of the net is that same as badminton.
- The inside (narrow and short) lines are used.
- The team that serves first gets one service rotation.
- The player in the right court serves first and it must be an underhand serve.
- The server must step with one foot over the front service line. (Step and hit).
- **No Slam Zone-** All overhand slams must be made behind the service line. You may volley in the zone but no overhand slams.
- In order to score a point each player on both sides must hit the shuttle over the net. Once all players have touched the shuttle everyone yells "**Rally!!**"
- The team that wins the rally after a "rally serve" receives the point
- Serve rotation occurs even if you do not achieve a "rally serve", note play may involve numerous hits before a point is scored.
- The game of Pitton ends when one team reaches 15. You must win by 2.

.....all about Pitton!



The History of Pitton



Pitton originated in the beautiful Pacific Northwest at Heatherwood Middle School in the Everett School District. Designed by two lifetime fitness facilitators, Ed Lundberg and James Brown, Pitton was initially intended as a lead up

activity to Pickleball and Badminton. As the game progressed through its formative development, it was soon discovered that Pitton took on a completely new aspect of its own. The quick darting movement of the shuttle in the overhead perspective allowed younger participants a much higher success rate. Therefore, the engagement of competitive participation was quickly achieved and new strategies not seen in badminton and pickleball began to emerge. Players also developed a progressive dynamic understanding of scoring through the “rally

serve”. This was in contrast to the traditional service rotation. Strategies about sacrificing a rally by not moving to “rally serve” to obtain the serve was an immediate impact.



While Pitton is a great game of physical conditioning, don't let the simplicity fool you! It's quite a workout for the mind as well. Strategy is key in the game of Pitton, and game requires constant thinking and planning. Each shot of the shuttle has a purpose and a good player keeps their eye on the entire court at all times.

Strategy of Pitton

As you perfect your Pitton game, your strategy will naturally mature. However, beginners should adopt a basic strategy of alternating clear and drop shots, adding smashes and drives as the opportunity develops. Try to keep your opponent on the defensive and remember the following simple points:

1. Always return to the “stance of readiness” position after each shot.
2. Be prepared to move in any direction at all times.
3. Hit every possible shot overhead.
4. Move the shuttle around the court to keep your opponents running.
5. Have a purpose with every shot..



Basic hits in Pitton

Striking the shuttle consists of three parts, the backhand, the forward swing and hit, and the follow-through. Regardless of which stroke is used, the shuttle should be hit high and early. Once you are able to hit the shuttle using the basic swings, you can start perfecting the basic Pitton shots: clear, drop, smash, and drive.

1. Clear: This shot is the most common and can be offensive, moving your opponent back from the net or defensive, gaining time to improve your own position.
2. Drop: This shot is a slow, gentle shot that falls just over the net into the opponent's forecourt.
3. Smash: This shot is a powerful overhead shot, used to put away a shuttle that is above the height of the net.
4. Drive: This is a line-drive shot that travels parallel to the ground, passing close over the net.