



Pickleball Scoring Cheat Sheet

A handy guide for your pickleball bag. Never forget the score again!

Part 1: The Golden Rules

- **Serve to Score:** You can **only** score a point when your team is serving.
 - **Rally Winning:** If you are receiving and win the rally, you do **not** get a point. It is a "side-out" (you win the serve).
 - **Game Point:** Games are typically played to **11 points**, and you must win by 2.
 - **Call the Score:** The server must announce the score (loud and clear!) before every serve.
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Part 2: 👤 Doubles Scoring (The 3 Numbers)

The score is always called as three numbers.

[Your Score] - [Opponent's Score] - [Server Number]

Example: "4-2-1"

- * **4:** Your (serving) team has 4 points.
 - * **2:** Your opponent's (receiving) team has 2 points.
 - * **1:** You are the **1st Server** for your team's service turn.
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Part 3: The Special Starting Score: 0-0-2

- **The very first server of the entire game** is the only exception to the rule.
 - To prevent an unfair advantage, the game **always** begins with the score "**0-0-2**".
 - This means the first team to serve only gets **one** server (their "Server 2") for their very first turn.
 - After the first side-out, play continues normally, with each team getting a Server 1 and Server 2.
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Part 4: 🔄 Doubles Server Rotation: Step-by-Step

Step 1: Start of Your Turn (After a Side-Out)

* The serve *always* goes to the player on the **RIGHT-HAND (Even) Court**. They are now **Server 1**.

* *Example:* The score is 2-3. Your team just got the serve. The score is called "**2-3-1**".

Step 2: If You (Server 1) Score a Point...

* You (Server 1) **switch sides** with your partner and serve again from the **LEFT-HAND (Odd) Court**.

* *Example:* The score is now "**3-3-1**". You continue serving, switching sides *only* after you score a point.

Step 3: First Fault (You, Server 1, Lose the Rally)

* The serve does **not** go to the other team.

* The serve goes to your partner. They are now **Server 2**.

* Your partner serves from **whatever side they are currently standing on**.

* *Example:* The score is still 3-3. Your partner now serves and calls "**3-3-2**".

Step 4: Second Fault (Your Partner, Server 2, Loses the Rally)

* This is a **SIDE-OUT**.

* Your team's service turn is over. No points are scored.

* The serve now goes to the opposing team. (Return to Step 1 for them).

Part 5: 👤 Singles Scoring (The 2 Numbers)

Singles is much simpler! There is no Server 1 or 2.

[Your Score] - [Opponent's Score]

The only rule to remember is your *position*:

- If your score is **EVEN (0, 2, 4...)**
 - You must serve from the **RIGHT (Even) Court**.
- If your score is **ODD (1, 3, 5...)**
 - You must serve from the **LEFT (Odd) Court**.

Easy Mnemonic: "Even = Right, Odd = Left"