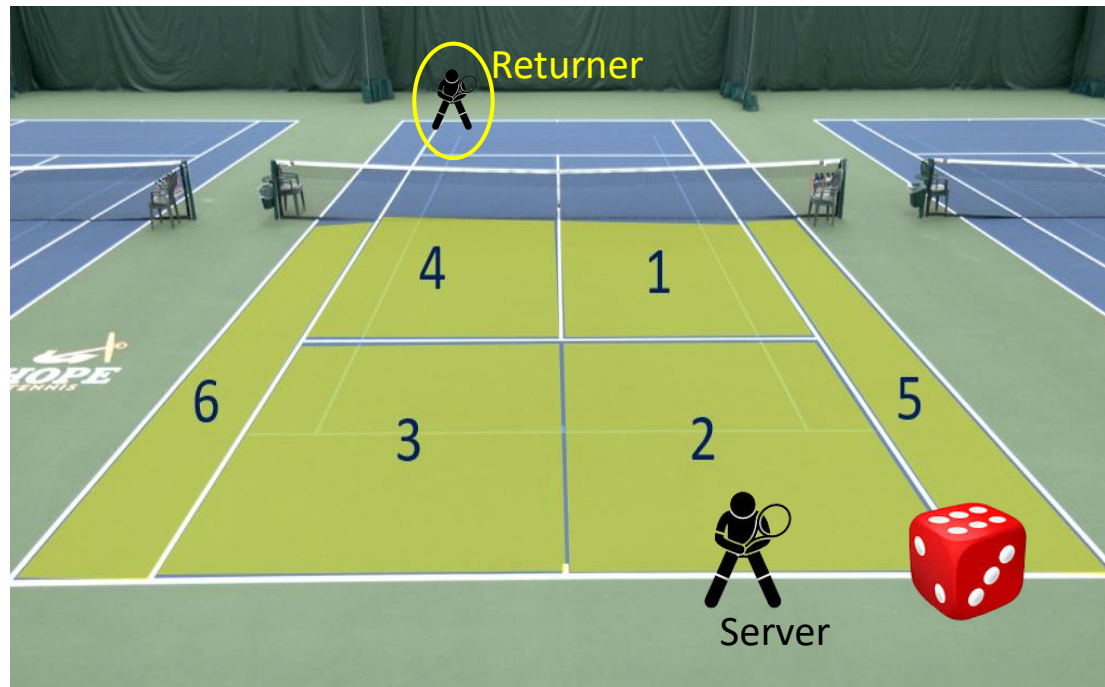


# Dice Returning Game



**Server vs Returner:** Server rolls the dice and whatever number comes up is the target area the returner must hit into.

If the return goes into the correct target area, the returner wins the points, if it does not, the server wins the point.

Players play an entire set against themselves.

Server should think about which serve location would make it more difficult for the returner to hit the correct target.