| Hockey | 1 team goals tin, other team goals door |
| :---: | :---: |
| Running around court variations | Jump every line, backwards, holding ankles, change direction, side step |
| Toilet game | Stuck in the mud but when tagged go down on 1 knee with arm up. Get released when someone sits on you and "pulls the chain" down. |
| Tap ball off game | Each player balances a ball on their racquet, other players use non hitting hand to knock off other balls. |
| Skipping group | Big rope, 2 coaches holding ends. Group runs through, then in pairs. |
| Ball passes off walls | Like netball, 2 teams, must use wall to pass off. |
| Touch all corners timed | 1 at a time, start on T . Time players to touch all corners going through the T each time, finishing on $T$ |
| Hacky sack | 5-10 players stand in circle around T with racquets down ready. Use a squash ball and pass it around like a hackey sack, ball can't touch ground. |
| Around the world (taps, volleys round court) | Players have a squash ball each and must travel all the way around the court tapping the ball against the wall whilst walking. |
| 4 corner drops through T | A Feeder throwing a ball into each corner. Player running from the $T$ to each corner playing a drop (use a bit of tape to mark tin height in back corner. |
| Donkey | Coach can feed any shot they nominate. Players line up on the $T$ and hit the required shot. If the player makes an error they get a letter. Once they spell donkey they have to run around the court making an eeyore noise. |
| Serve into bucket | Use a coat hanger to hang a bucket from above the out line (on wire is best). Hang it in a position where you would want the serve to hit the side wall. Get the ball in and make the others do a penalty. |
| 3 ball pick up put down | Movement drill. Put a ball on the forehand side at $1 / 4$ court, $1 / 2$ court and $3 / 4$ court. Player must move to and from the $T$ picking up the ball and putting it down on the opposite side. |
| Dog and bone | Coach stands near T with racquet in hand, ball on ground. Player is the dog and must fetch the ball ASAP and return it to the T with a lunge. 10 flicks then swap. |
| Serve \& catch court v court | Each court has a team on it. In order, a player serves the ball to another team member standing in the back of the court near the receiving position. If the serve is caught it is a point. |
| Solo Skill drills | 3 players max per court. Line up in the centre and hit towards the side walls practicing taps, volleys, X -court volleys and then corner angles continuous. |
| Pick up ball no hands | Simply improving racquet control by getting the kids to "invent" new ways of using the racquet to pick up the ball without bending down and using your hands. |
| Catch ball on strings | 1 ball each player. Place ball on racquet, flick it up and try and catch it without it bouncing on the strings. |
| 2 ball throw or roll front | Coach in front of court facing back wall. Player on T. Coach has 2 balls and rolls them out 1 at a time (as 1 is being rolled back). Player has to change direction and find the ball fast. |
| Egg \& spoon relay |  |
| Tunnel ball |  |
| Chocolates on the floor | Place chocolates on the floor as targets. Make sure they are in key useful spots to encourage tight shots. |
| Tennis ball squash for tactics | No racquets. Throwing and catching a tennis ball off the front wall to make your opponent move. Once you catch you are only allowed 1 step. |
| Give kids homeworkresearch player | Get them more involved in the game by looking up stats or a certain player on PSA TV online. |


| Best trick shot with <br> votes |  |
| :--- | :--- |
| Piggy in the middle | Back player boasts or drops, front player X-court lobs. If the middle player on the T <br> can reach the ball they switch. |
| 3 person b/d | 2 player sat the back of the court, 1 at the front. Players play boasts from the back, <br> drives from the front and rotate around once hitting their shot. |
| 3 person squash | Each player gets a number 1,2 or 3. You must hit in order (just like normal squash <br> but adding a 3 ${ }^{\text {rd }}$ player to the rally. |

