

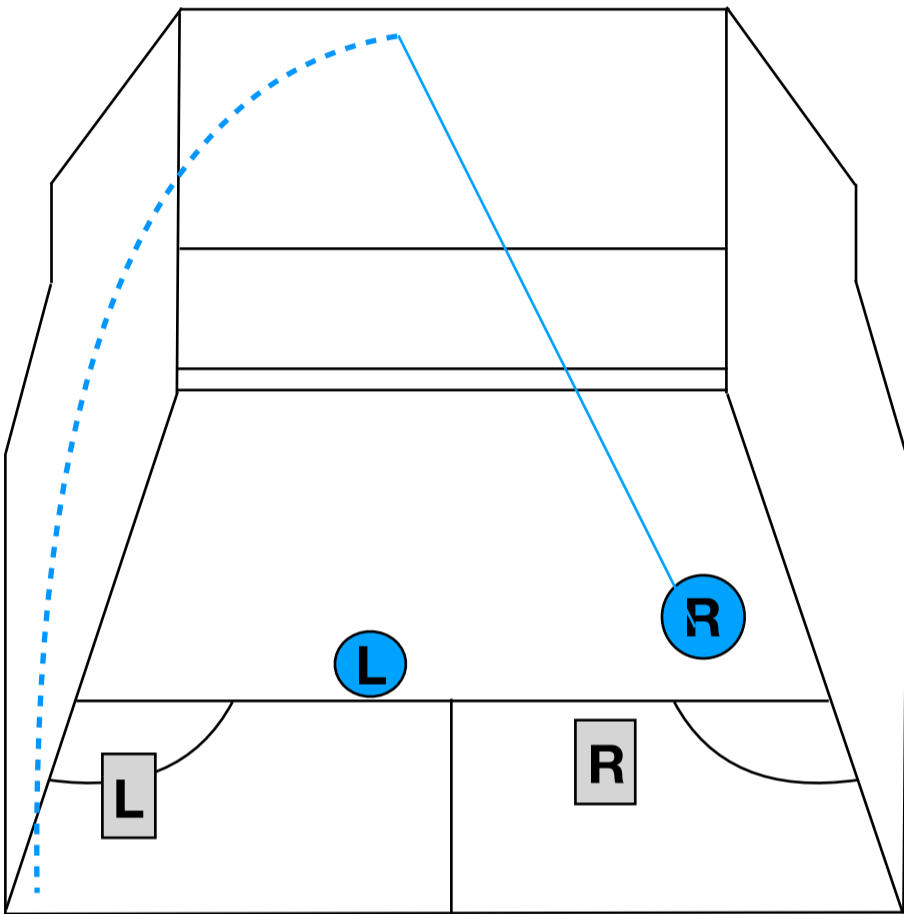
Doubles Shots

Comments and suggested additions, changes, or corrections are welcomed. Contact [Gary Wong](#).

Last revised: 2018 Oct 13

All shots shown are from right waller **R**'s perspective.

1. Lob Serve

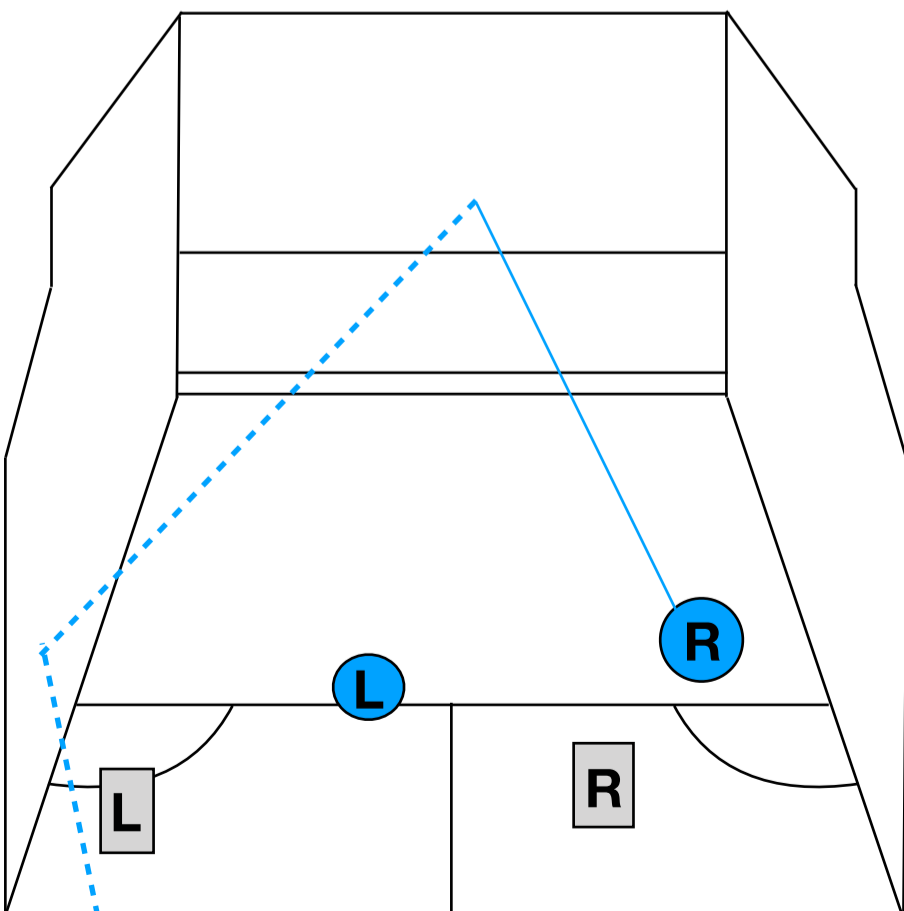


The ball should be hit high on the frontwall, rising out to touch the sidewall near the back of the court. Ideally it will bounce on the floor before hitting the backwall.

When to use:

A good Lob Serve can set up an attacking position or even be an outright winner.

2. Hard Serve or Slice Serve



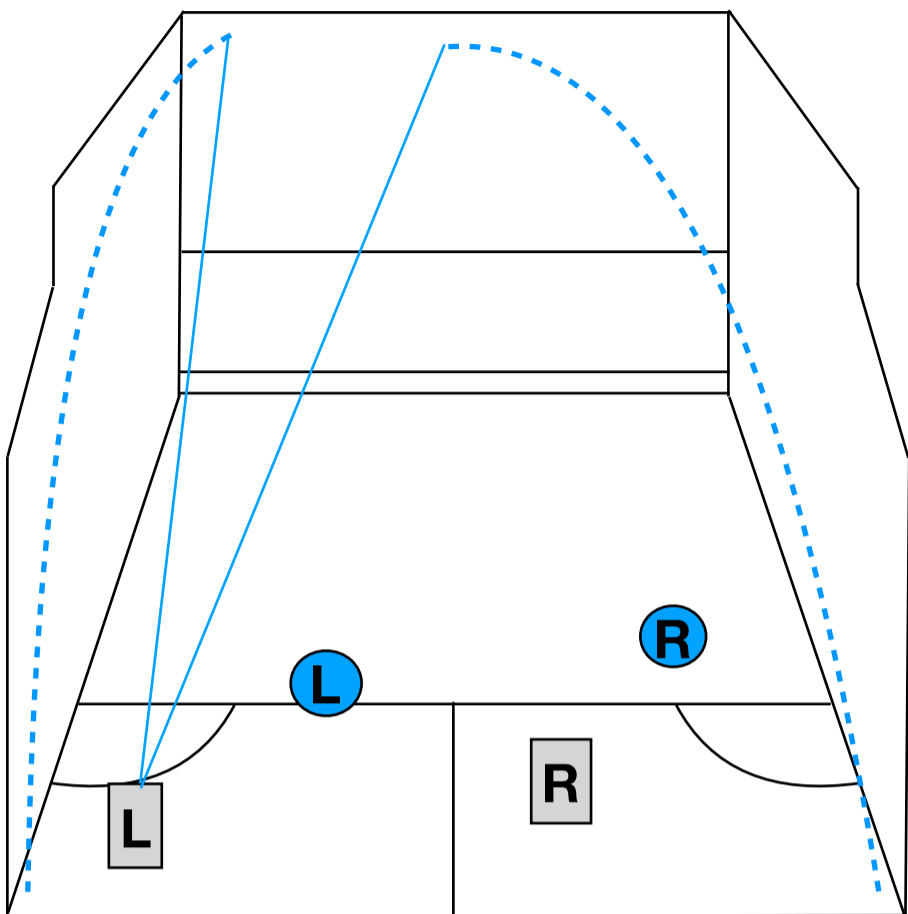
The Hard Serve should be hit just above the cut line on the frontwall, hit the sidewall and either go by **L** or force a weak return.

The Slice Serve should hit either close to the cut line or mid-way up on the frontwall. The ball should hit the sidewall around the service box, then bounce on the floor before hitting the backwall.

When to use:

Mixing up serves is important to keep **L** from seeing the same type of serve again and again. The Slice Serve is a change of pace to keep **L** off balance.

3. Return of Serve to Backwall



On a Straight Lob return, the ball should travel parallel to the sidewall. It must be hit high enough with pace to the frontwall so that the ball gets by **L** and lands deep in the back of the court. Ideally the second bounce will die in the backwall corner.

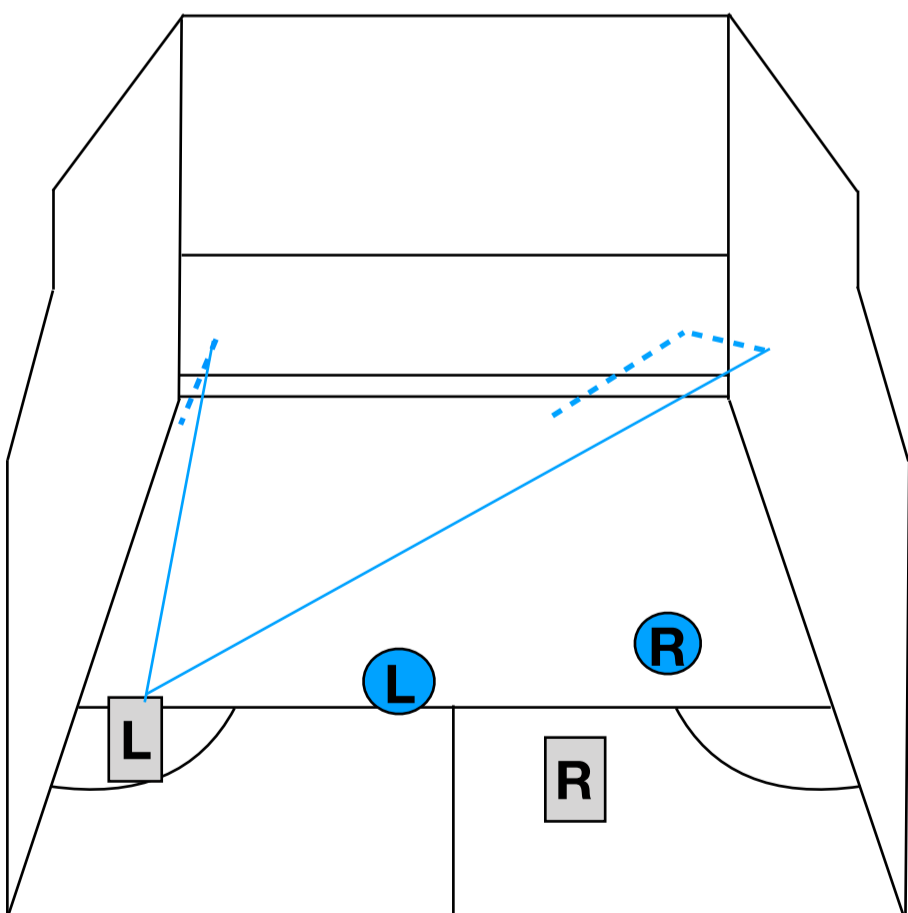
A Cross Court Lob return should be hit high on the frontwall so that it hits the opposite sidewall and lands softly in the back corner.

When to use:

The Straight Return down the sidewall is a “safe” shot as it keeps the ball in play and if hit effectively, puts **L** in a defensive position.

The Cross Court Lob is riskier. If the return is weak, **R** who has moved up after serving is well positioned for a volley Drop shot winner or Reverse Corner put away.

4. Return of Service to Frontwall



On a Straight Drop return, the ball should be played high enough with pace to the frontwall to hit just above the tin and die.

On a Reverse Drop return, the ball should be hit to the opposite sidewall, hit the frontwall, and die in the front of the court.

When to use:

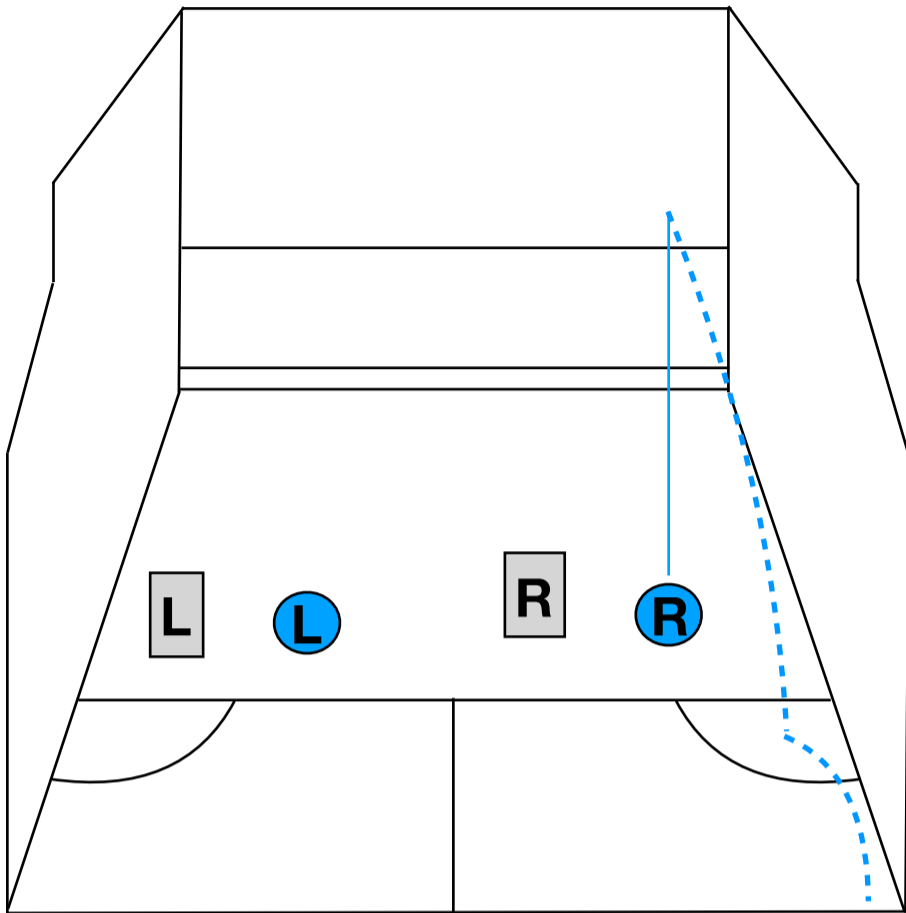
On a poor serve that won't be breaking off the sidewall, **L** can hit either a Straight or a Reverse Drop return.

On a good serve that bounces near the backwall, **L** should hit a Straight Lob or Drop shot. A Reverse Drop should not be played for safety reasons.

Note: On a faster pace serve that hits the sidewall and backwall causing **L** to pivot around to track the ball, **L** should warn others by saying “turning” or “around” before dropping or lobbing.

See Rule G7: Turning for “let” or “point” situations.

5. Straight Drive (Rail)



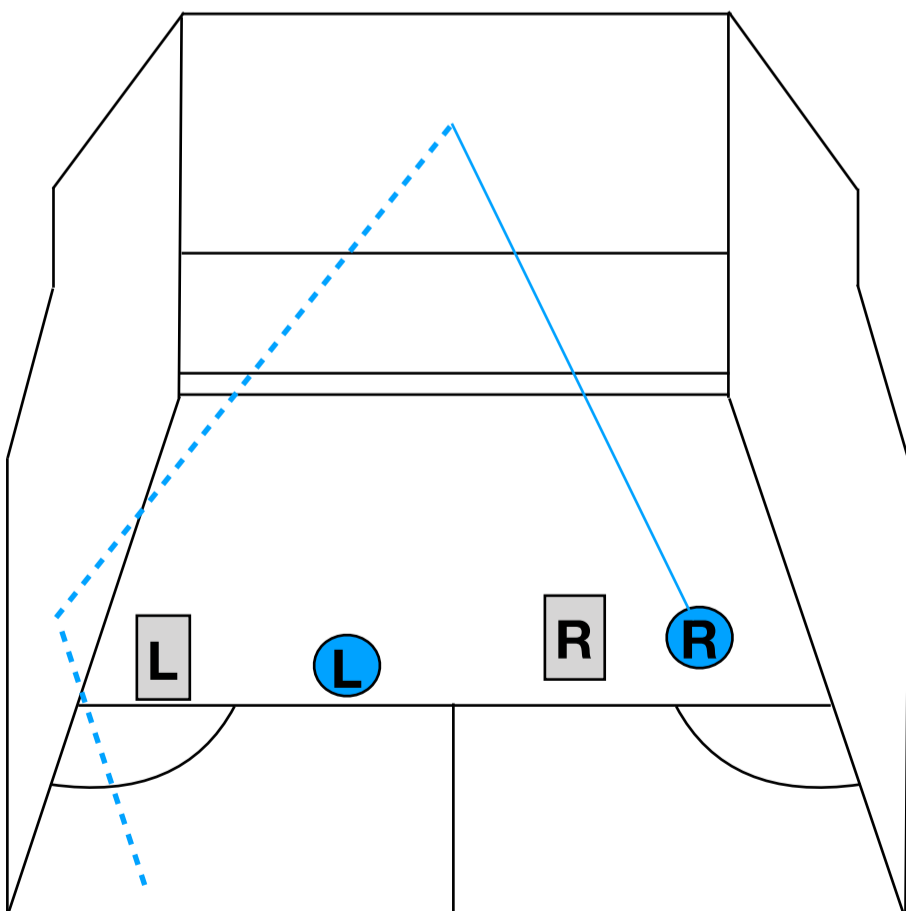
The ball should travel parallel to the sidewall. It must be hit hard and high enough on the frontwall to go by the wall opponent and land deep in the back of the court. Ideally the second bounce will die in the backwall corner.

When to use:

The shot is effective if **R** is forward in the attack zone.

After hitting the rail shot, **R** should watch where **R** is going and be ready to move to avoid interfering with the reply from the back by **R**.

6. Cross Court Drive



The ball should hit the middle of the frontwall, high and hard enough to hit the sidewall at the point where **L** is positioned. The second bounce should die close to backwall and ideally nick and roll out.

When to use:

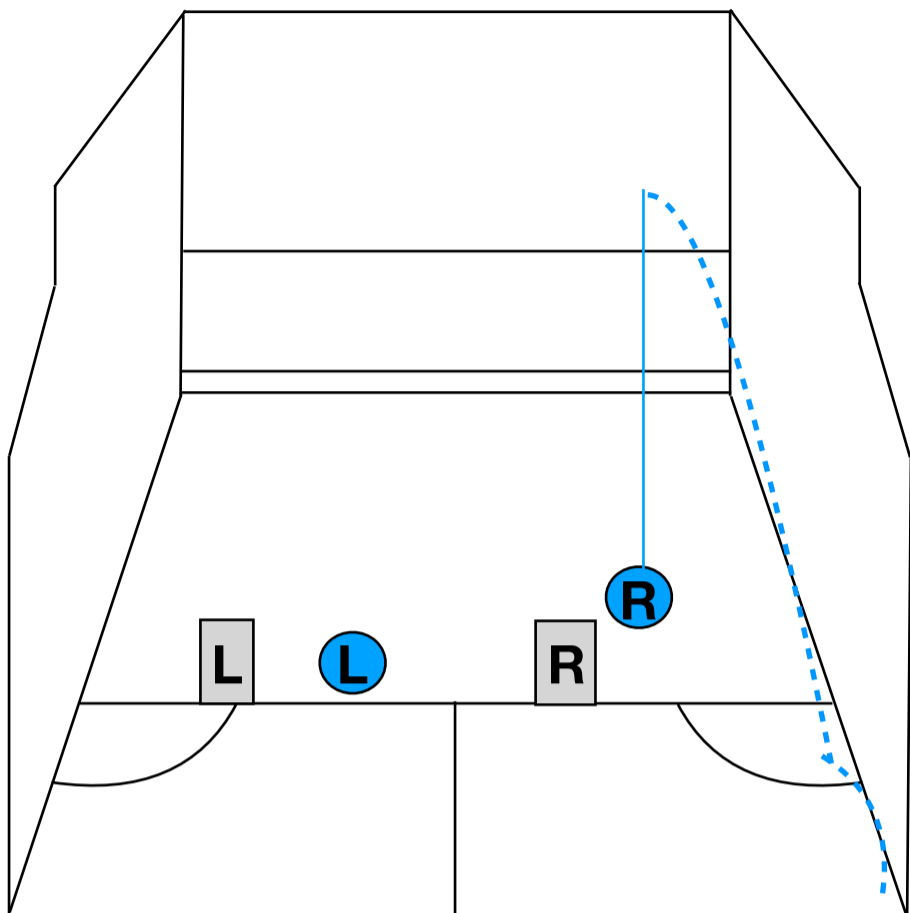
The shot is useful to force a weak on-the wall reply from **L** or possibly a retreat to the back of the court.

Note: If **L** retreats to the back, **L** must avoid interfering with **L**'s attempt by either shifting towards the centre or preferably, to the sidewall to protect against a possible rail shot.

If necessary, **L** should warn others by saying "turning" or "around".

See Rule G7: Turning for "let" or "point" situations.

7. Straight Volley (Rail)



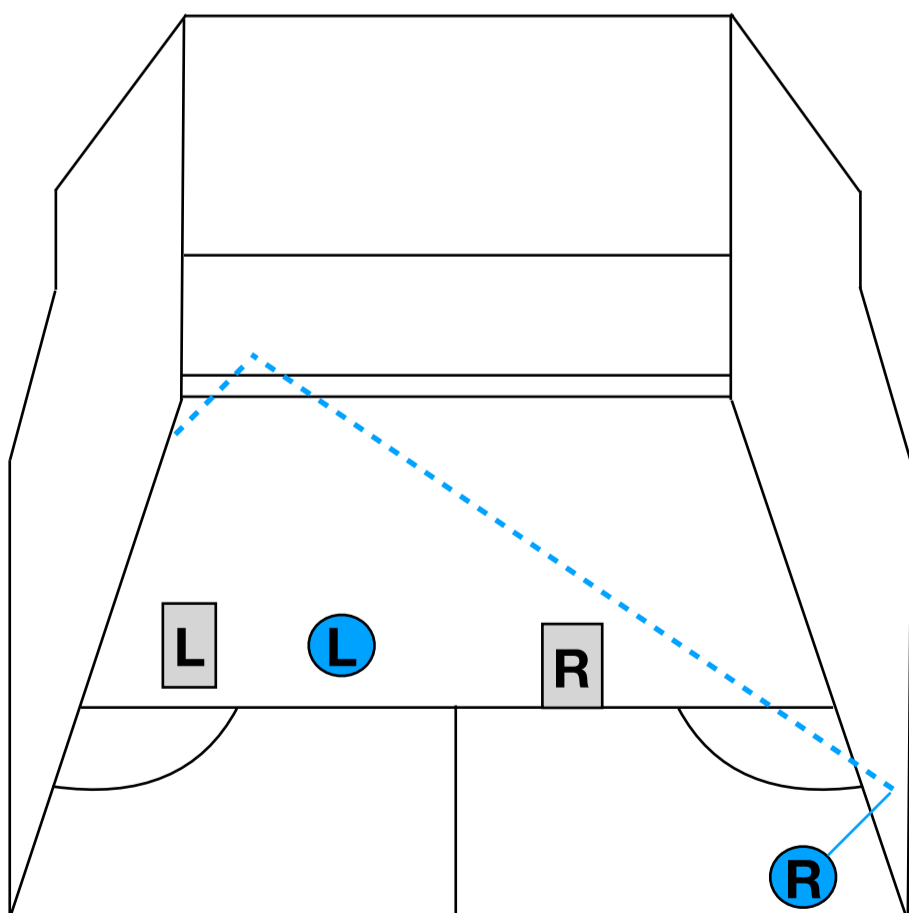
A volley is played in the air without allowing the ball to bounce on the floor. The ball should be hit like a Straight Drive.

When to use:

This shot is one of the most important for doubles as it allows **R** to maintain position in the attack zone.

After volleying the ball, **R** should watch where **R** is going and be ready to move to avoid interfering with the reply from the back by **R**.

8. Three Wall (Drive Boast)



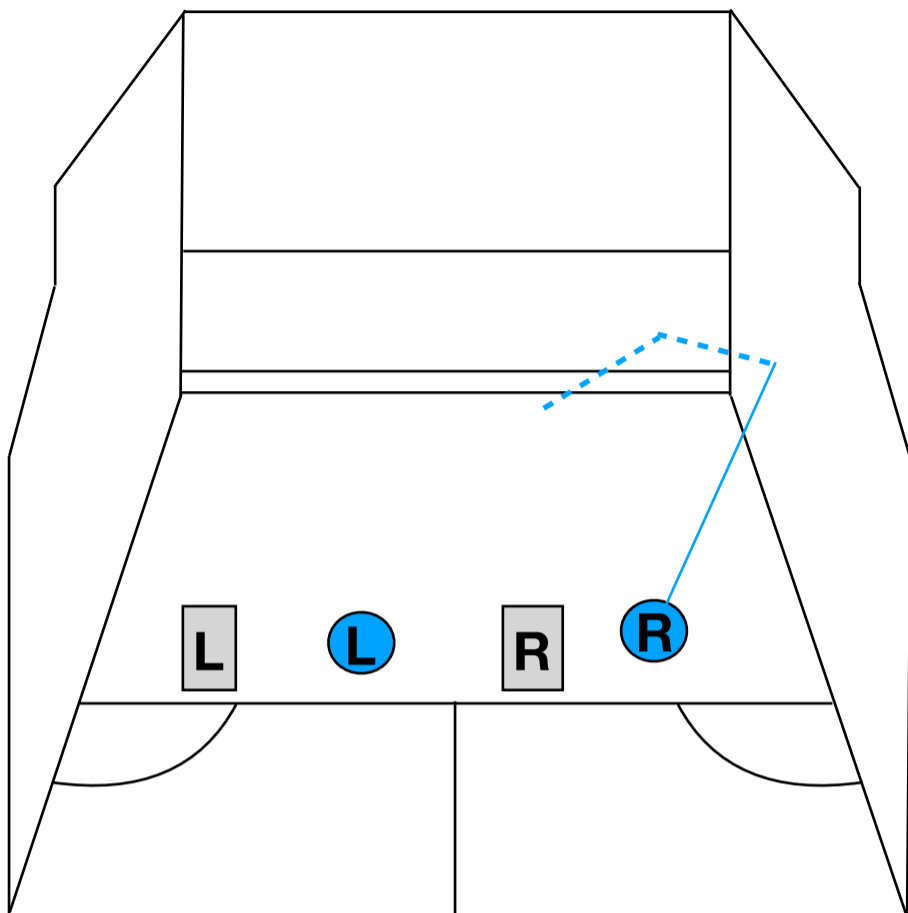
The ball should be hit hard enough at the near sidewall to reach the front wall and then nick the opposite sidewall.

When to use:

This shot is most effective from deep or mid-court zone, particularly when **L** is hanging back.

It may also be a defensive shot if **R** is forced deep into the corner and cannot hit a shot directly to the front wall.

9. Side Front

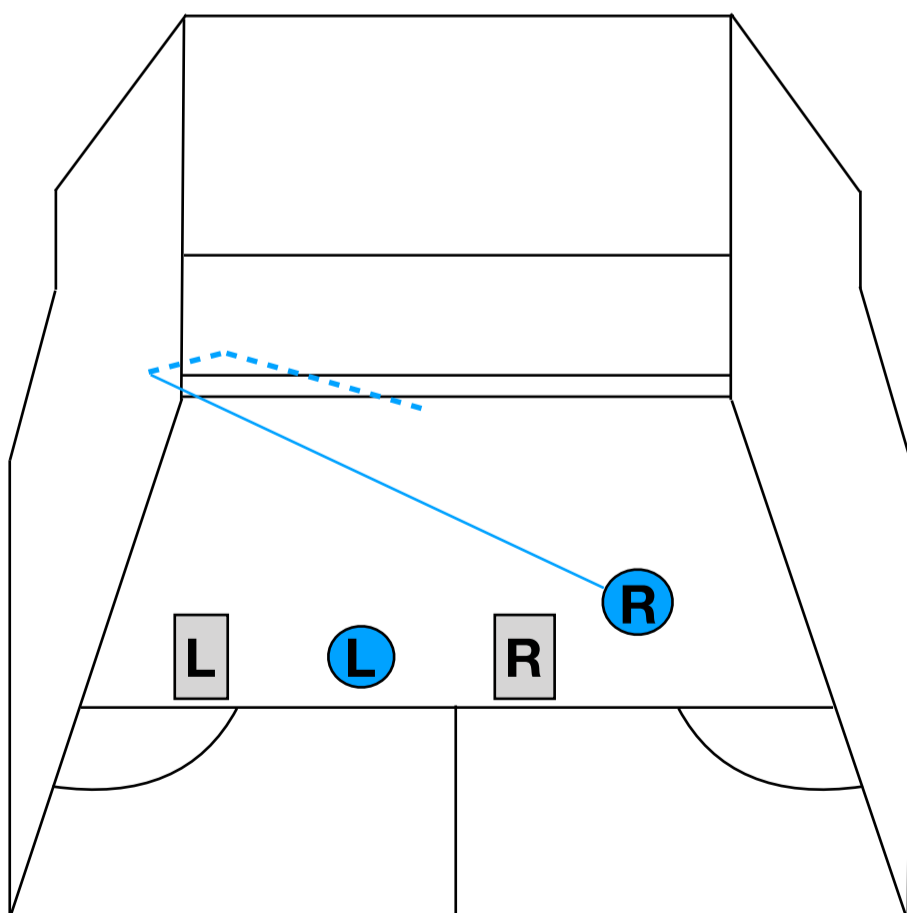


The ball should be hit at a moderate speed and low from mid-court. The shot appears more like a straight drive but catches the sidewall on the way to the frontwall, ending up kicking out into the middle.

When to use:

This shot is useful when players are hanging back covering rail shots and crosscourt drives.

10. Reverse Corner



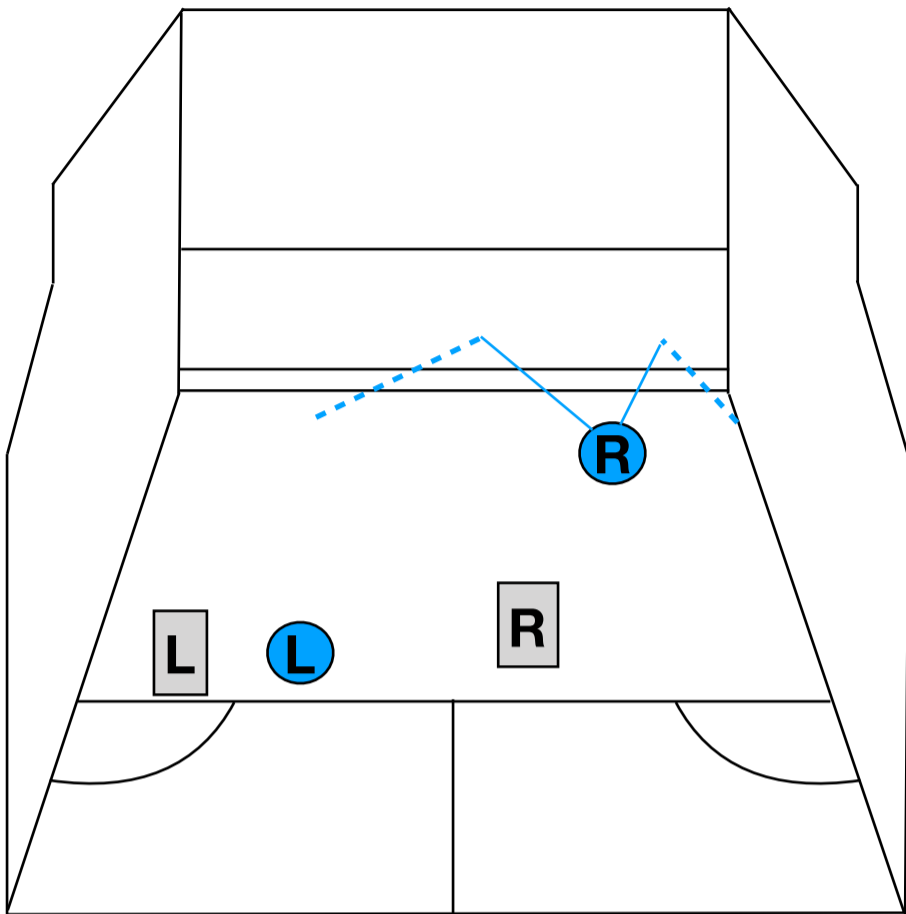
The shot is played in front of the service line in the attacking zone. The ball should be hit at moderate speed to the opposite sidewall close to the frontwall, hit the frontwall, and then run across the front of the court.

When to use:

This shot is one of doubles most useful shots. As a quick volley it often ends as a point winner.

The shot is most effective when opponents are behind **R** and unable to reach the ball.

11. Drop Shot



The ball should be hit close to the tin directly to the frontwall and softly so that it does not come back too far. The ball can be hit to the left or played to hit frontwall then near sidewall, ideally nicking and rolling out.

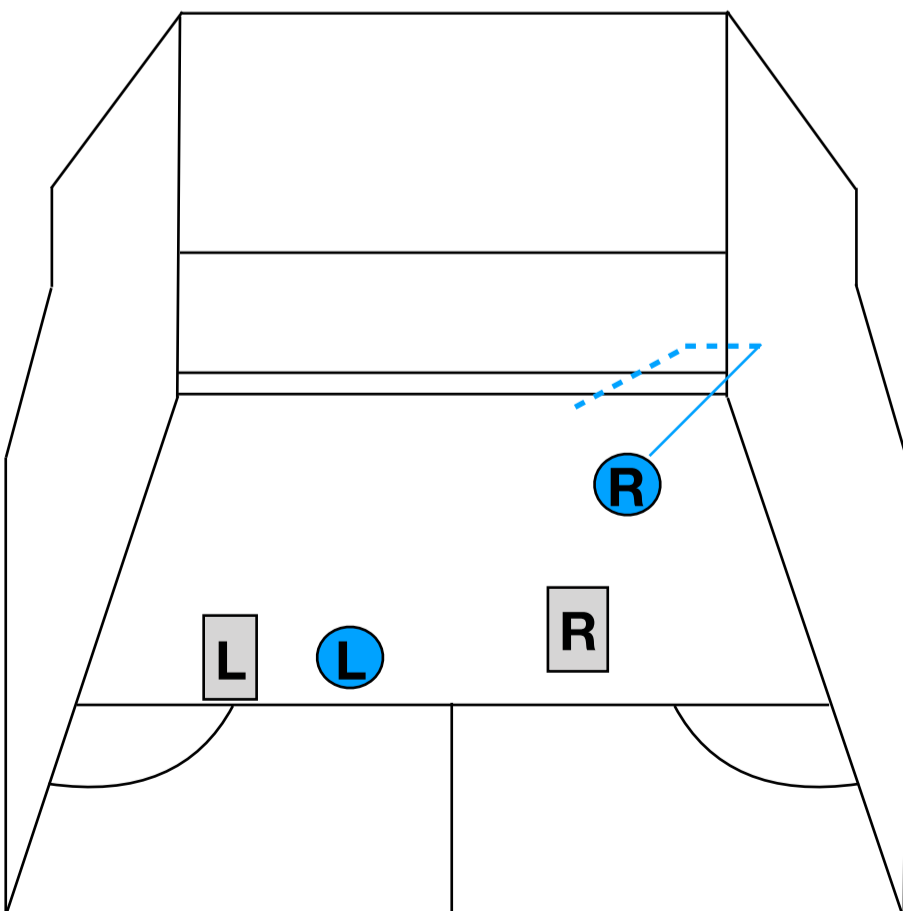
When to use:

This shot is effective when **R** is too far back and unable to cover the shot.

R must be careful not to hit the shot with too much pace. If **R** is able to reach a near sidewall drop, either a “Let given” or a “Stroke” call is possible.

Note: Any attempt to hit a Drop Shot from the back zone requires racing up to the front to cover a possible Drop Shot reply.

12. Roll Corner

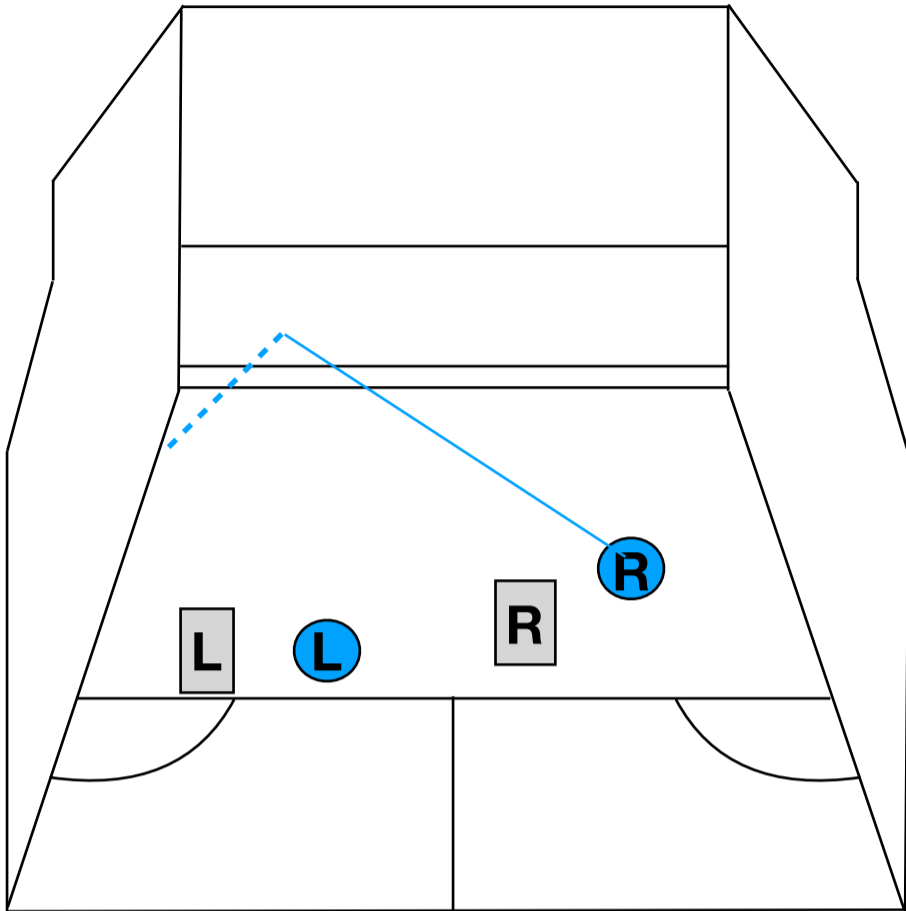


The ball should be hit at moderate speed to the near sidewall close to the tin, hit the frontwall, and then drop onto the floor.

When to use:

This shot can be useful as a Drop Shot variation especially if **R** is racing up the sidewall to cover the anticipated drop.

13. Cross Court Drop Shot

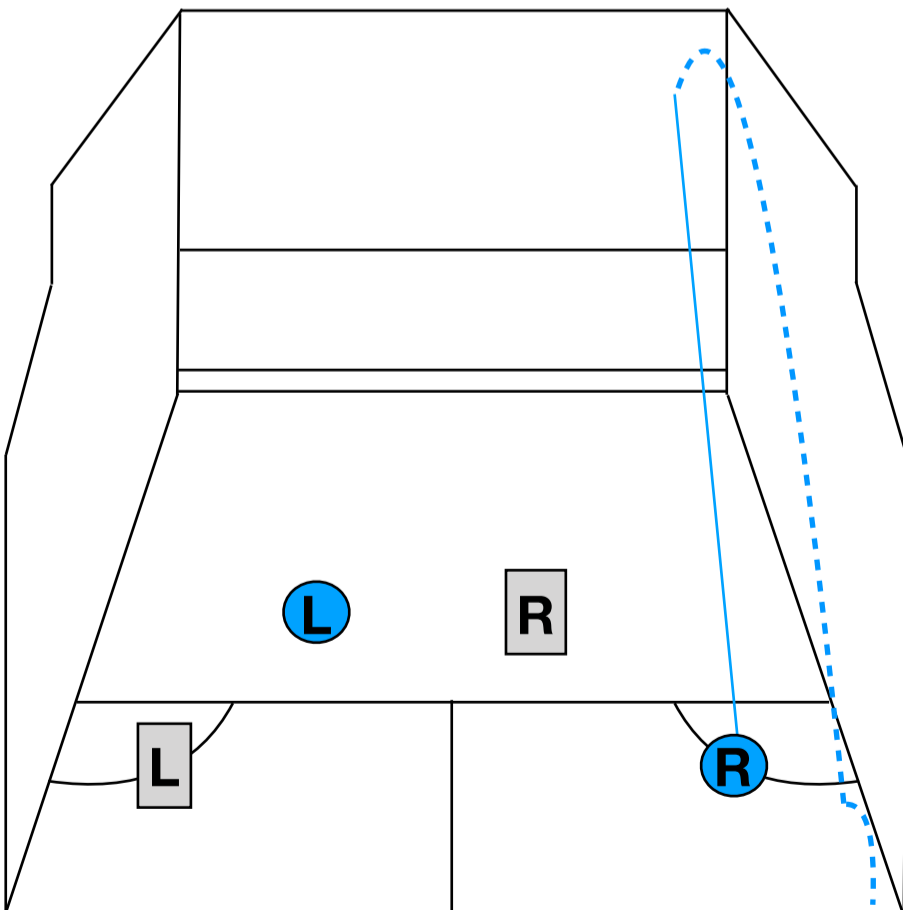


The ball should be hit exactly the same way as a Drop Shot with enough speed to hit the frontwall on the opposite corner and then run into the sidewall for a nick.

When to use:

The preferred shot for **R** in this position is the Reverse Corner. However, if **R** is able to cover reverses, this shot is useful especially if **L** is not as quick.

14. Straight Lob

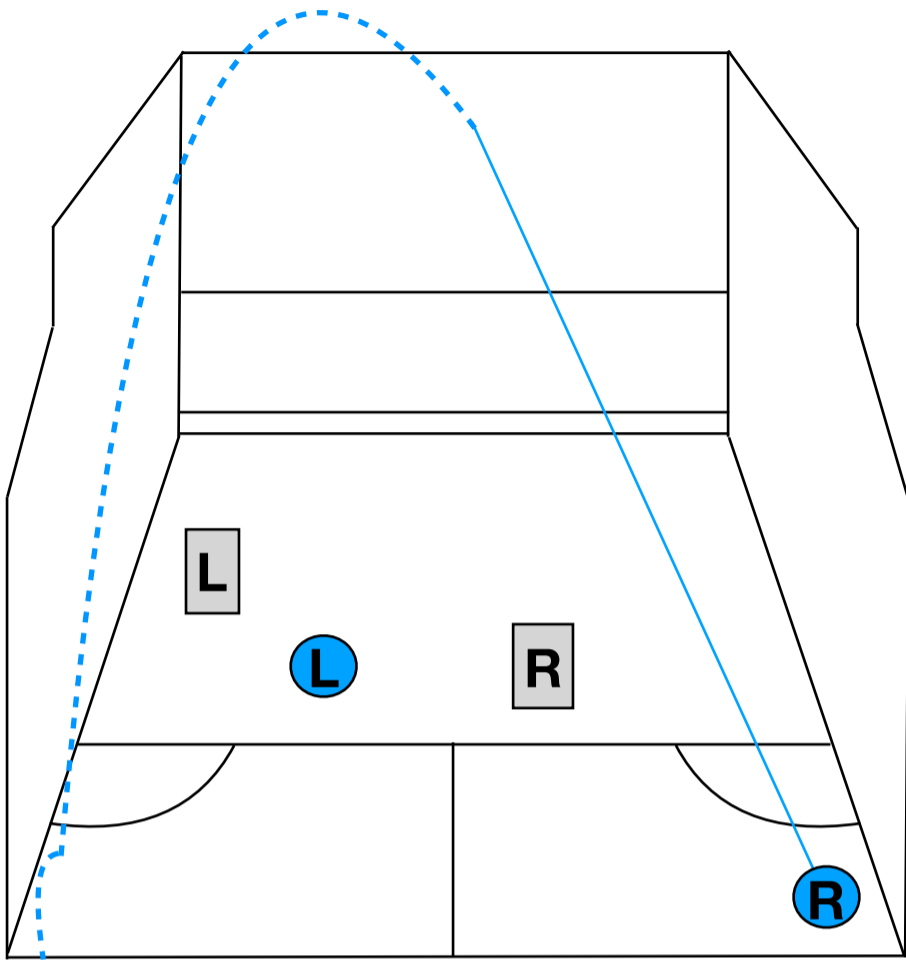


The ball should travel parallel to the sidewall. It should be hit high enough on the frontwall to arch up over **R** and land deep in the back of the court. Ideally the second bounce will die in the corner.

When to use:

The Straight Lob is useful to change the situation when the opponents are well positioned in attack mode. The slow shot provides time for **R** and **L** to “reset” back to the service line.

15. Cross Court Lob

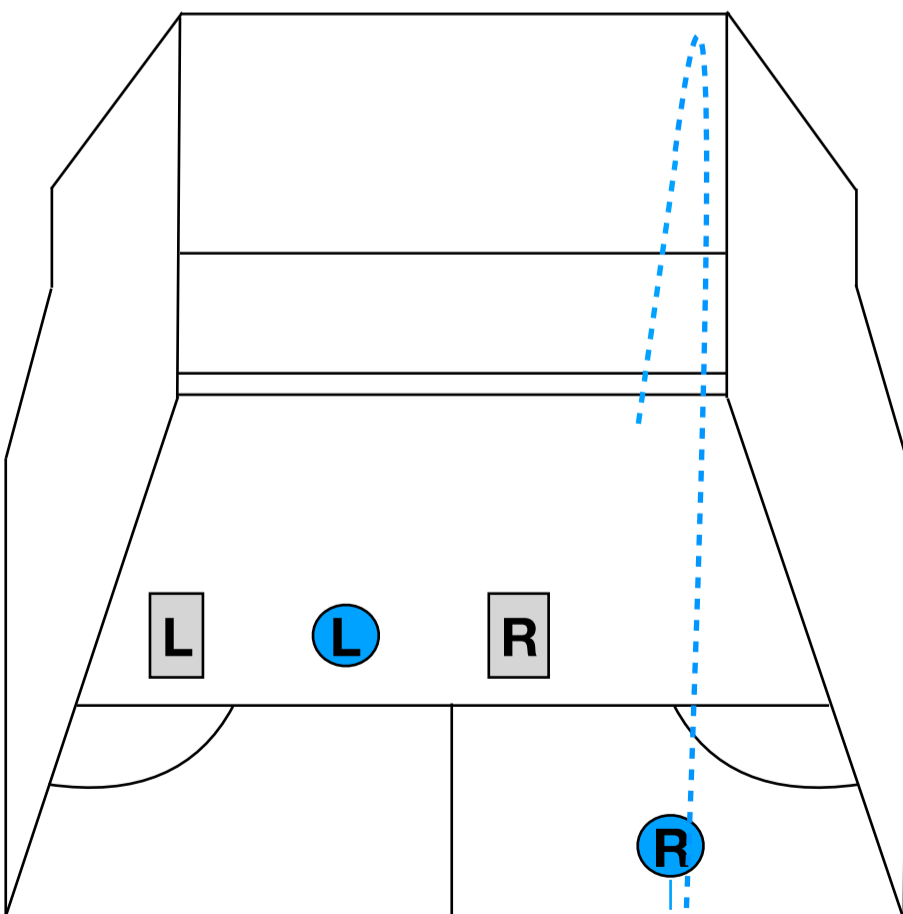


The ball should be hit directly to the middle of the front court, high enough to carry and hit high on the sidewall. Ideally the ball will then bounce on the floor before hitting the backwall.

When to use:

This shot is effective if **L** has moved upfront anticipating **R** to hit a Three Wall Drive Boast from the back corner.

16. Backwall Boast

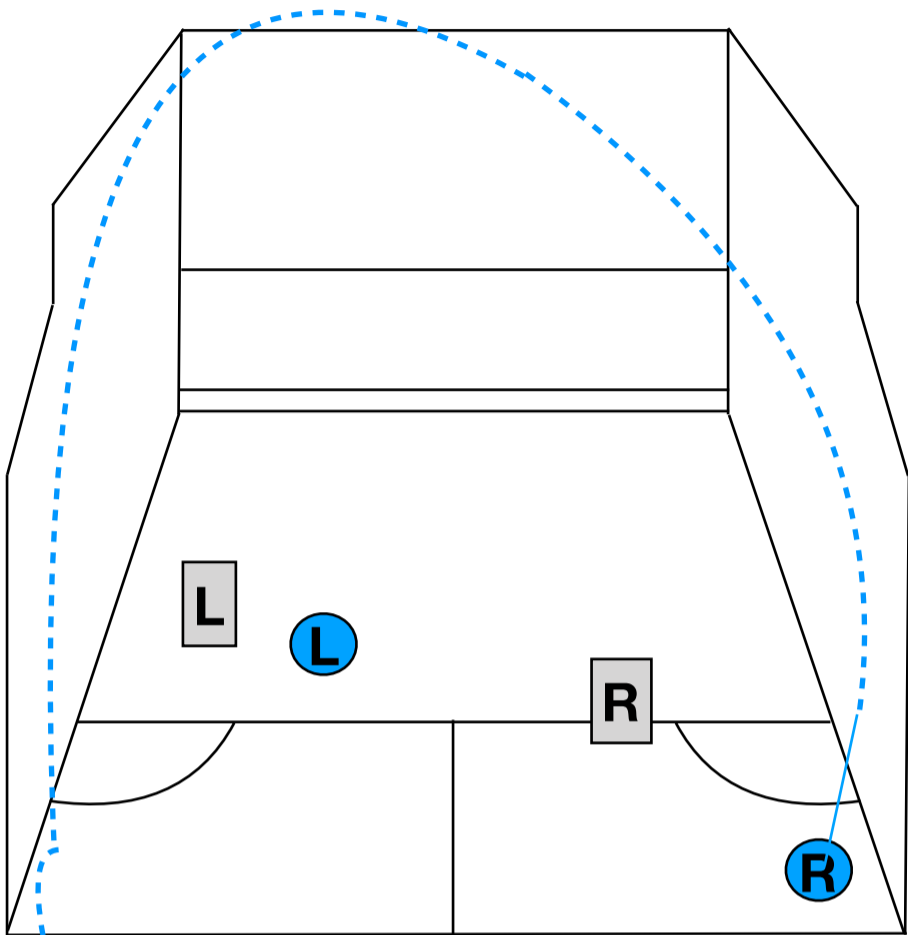


The ball should be hit directly to the backwall with enough arch, rise, and pace to carry to the frontwall and drop to the floor. Ideally the first bounce will be very close to the tin making the reply from **R** not an easy put away.

When to use:

This shot is mainly a defensive recovery shot to keep the ball in play and the rally going.

17. Skid Boast

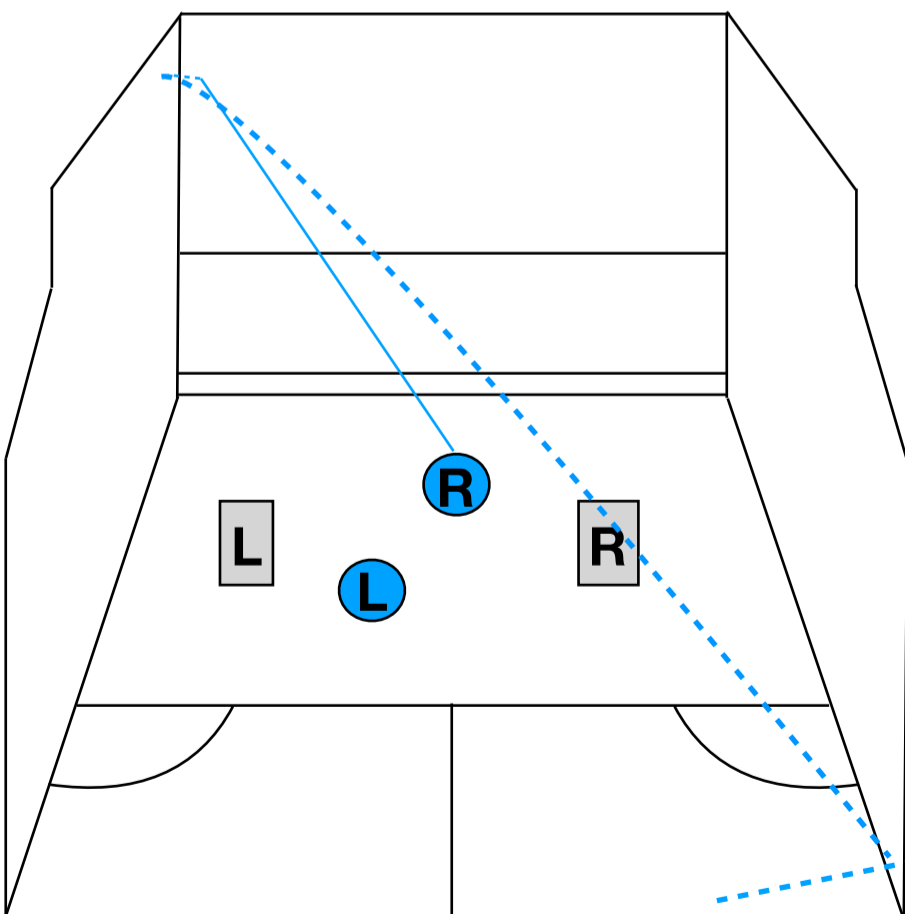


The ball should be hit like a Lob but boasted off the sidewall so that it hits the frontwall high and in the middle, and bounces back deep in the opposite corner.

When to use:

This shot can only be played if the ball is close to the sidewall.

18. Philadelphia Boast (Corkscrew)

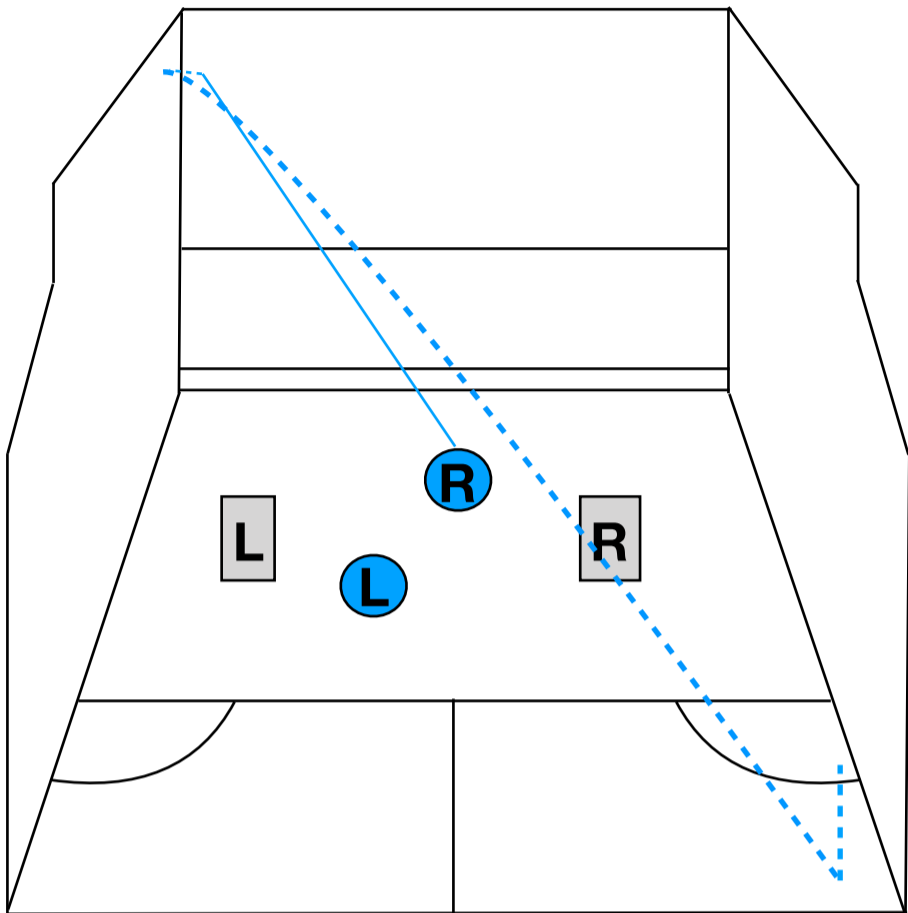


The ball should be hit very hard on the frontwall, high and close to the vertical nick. The ball then hits the sidewall, travels to the back of the court hitting the opposite sidewall. The spin on the ball causes it to run parallel to the backwall.

When to use:

The shot is played from the front of the attack zone with the ball in the middle of the court. This shot is effective if **L** and **R** are both upfront. If hit perfectly, the ball is irretrievable.

19. Cincinnati Boast



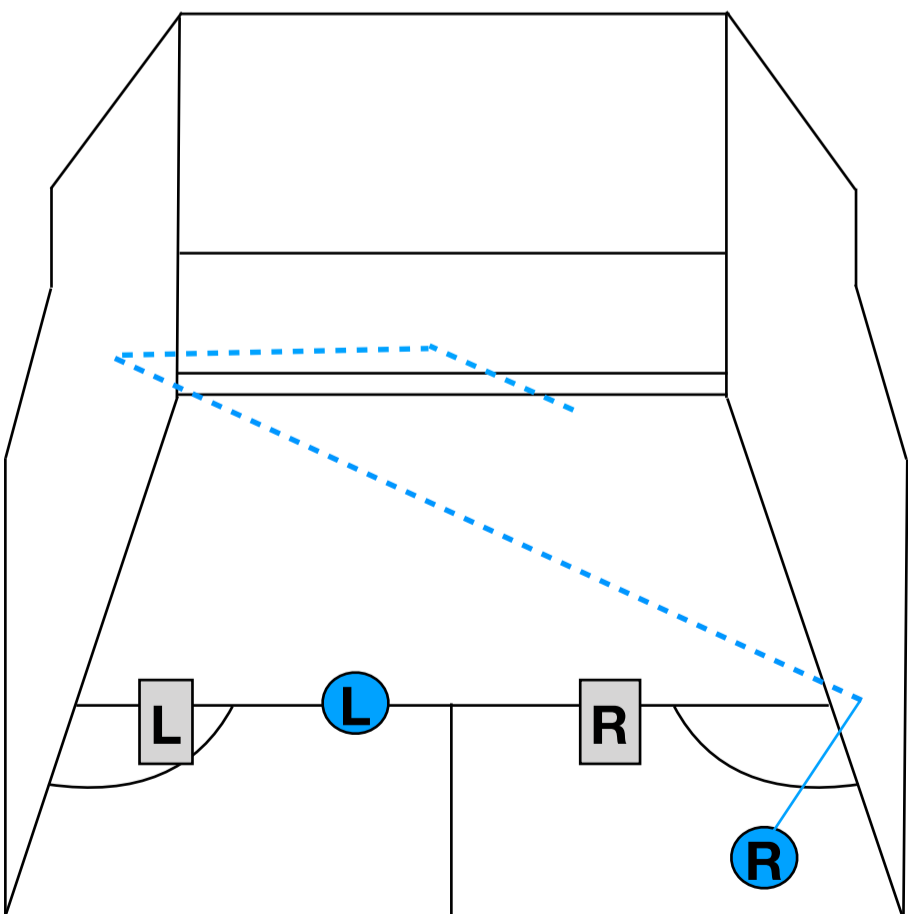
The ball should be hit very hard on the frontwall, high and close to the vertical nick. It hits the sidewall, travels to the back of the court hitting the backwall. The spin on the ball causes it to run parallel to the sidewall.

When to use:

The shot is played from the front of the attack zone with the ball in the middle of the court. This shot is effective if **L** and **R** are both upfront.

At minimum it will cause confusion so all players must watch the ball carefully, especially if the ball running down the sidewall is playable.

20. Double Boast



The ball should be hit very hard with some rise or lift on the ball. It should hit the near sidewall, the opposite sidewall, kiss the frontwall, and run parallel to the frontwall.

When to use:

The shot is made from the defensive back zone. It is useful when **L** and **R** are hanging back as the ball ends up very close to the front wall.