



## 2) Drop Shot Battle: Week 7

### Working on = Baseline Skills

Players learn **WHEN** to hit a drop-shot

Players 1 & 2 play on a half court while players 3 & 4 do the same. Players spin racket to see who goes first.

Players start a baseline rally and when the person who's turn it is gets the right type of ball (shorter and softer) they can try a drop-shot (by calling out "**drop**"). The opposing player will **not** run it down or play it out. Instead they will let the drop-shot hitter know is their shot has bounced at least twice before the service line.

If the ball bounces 2 or more time before the serve line, they player gets a point. Then the other player has his turn.

If a ball goes out of play before a player attempts his drop-shot, they simply resume another rally.

This drill is meant to teach players **when** they should drop-shot and gives them instant feedback about how they are done with this shot. Play up to a set number of points and rotate the players