

"MAKE IT FUN"
(Drills to do just that!)

1. "Spiders & Snakes" (6 per court) 2 Spiders at the net and the rest (Snakes) in a short line at the opposite baseline. Coach feeds a ball to the 1st snake, who cannot lob the fed ball. Play out the point. If the snake wins, he approaches the "T," where a 2nd ball is fed. Play out the point. If won by the snake, he takes over for one of the spiders. (When the balls are gone, the snakes pick up!)
2. "All the Kings Men" (4-5 on each side) The first on each side play a singles point. The winner is then joined by a teammate, to play against the next singles player. Each team that wins a point gets to add a teammate, until a point is won by the team with all players on the court. Then a team point is awarded and both teams switch ends. NOTE: The coach always feeds the singles player and doubles alleys are used when more than 1 player is on that side.
3. "Dingles" (4 per court) To start, each opposite pair plays out a half-width singles point. When the first singles point ends, that pair yells "DINGLES." This turns the 2nd ball into a doubles point. If the same team wins both points, a team point is awarded. You can keep score like a normal game, like a tie-breaker, or however you prefer!
4. "See -Ya!" (4 in, lined up like doubles, but starting at the service line, and 2-3 in a line behind the feeder.) Any feed goes! When a point ends, we "blame" someone and kick them out of the game! New player in right away for the next point. It goes fast!
5. "10-Ball Drill" (4 per court) Doubles teams on each side. 1st ball is fed by a coach, with both teams starting at the baseline. The team that wins the point comes to the net and feeds a ball (1 of 10) to the other team. The losing team starts the next point at the baseline. Play continues until the team that has fed all of their balls wins a point.
6. "Olympic Tennis" (8 per court; 4 doubles teams) The champion team is at the net, with the challengers at the opposite baseline. Coach feeds to the challengers, who can't lob the fed ball. For the challengers to win, they must win 2 out of 3 points OR hit a winner/a ball that bounces twice. This is called "an Olympic point." The challengers then become the champions, as the coach feeds a lob to the next challengers. They must attempt an overhead, here. The champions win by winning 2 out of 3 points, or by hitting a winner. When this occurs, the coach feeds the new challengers a normal ball.

*7. "Doubles Rotation Drill" (6 per court) 4 in, play a doubles point, started with a serve. No matter what the result of the point, the server becomes the partner, the partner becomes the returner's partner, the returner's partner becomes the returner, and the returner goes to the back of the serving line. If the server double-faults, there is no rotation and the server does a ladder, jumping jacks, or something, and goes to the back of the serving line.

8. "Triples" (9 or 12 per court; 3 teams of 3 or 4) Play with 1 at the net (shadowing the ball) and 2 at the baseline. Net players must volley and baseliners cannot volley. (Or you can allow all, to mix it up!) Play to 7, 11, or however you prefer. Each time a team loses a point, they rotate. Coach feeds to each team alternately. Winning team stays in, losing team is out and the 3rd team is in. Keep track of the number of games won. Champs don't have to pick up!

*9. "100 Club" A coach can play with 1 other, or 2 kids can play together. 100 consecutive balls must be hit (50 by each), all landing in the backcourt. Volleying is not allowed. If they can do it, buy them a steak dinner! This is a challenge that I have had 1 winner in 18 years! CAN ANYONE GUESS WHO IT WAS? HERE IS A HINT...IT WAS IN THE SPRING!

(You may not want to play these...they are a little crazy!)

10. "Stick 'Em" (9 per court; 3 teams of 3) Team "A" is at the baseline, Team "B" at the net, and Team "C" at the fence, along the baseline where "A" is hitting. The coach feeds to "A" from behind "B." Team "A" gets 10 opportunities to hit 3 balls (no lobs) that team "B" cannot return. Each time the ball crosses the net is 1 of those 10 chances. If "A" is successful 3 times, the coach yells "WINNER" and team "A" runs to their right and takes over the net from team "B." As this is happening, team "C" is taking team "A's" place at the baseline, and the coach feeds the 1st ball to the far corner. If team "A" does not get 3 points, then they simply switch places with team "C" at the fence. Team "B" temporarily opens up the court by running to the back/side fence and then back into place at the net.

11. "Asses Up" (5 per court; 4 playing and 1 "on deck") Every man for himself! Line up like doubles (all at the net), but it is really more like 4 square. You are responsible for every ball that lands in your square (only the front court is in). Start by dropping a ball on the center strap and seeing where it lands. You can play with or without volleys. When 1 person makes 2 errors, he is out and it is time for "ASSES UP." The on-deck player is now in.