Squash Session Plan: General

**Duration:** 60 min

**Session Focus:** Progressive Family Only (High-Constraint) (Archetype: Progressive Family Only (High-Constraint))

# Warm-up

* 3 min: Drill: Warmup: Compound Boast-Drive + 2 shots
* 3 min: Drill: Warmup: Compound Boast-Cross-Boast-Drive + 2 shots

# Activity Block 1

* 3 min: Drill: Drop-Drive: Drop - Any Straight Drive (Forehand Drill) (Backhand)

*(Rule: The second bounce of all returning shots (drives/lobs) must land...)*

* 11 pts: Conditioned Game: Drop-Drive: Drop - Any Straight Drive (Forehand Conditioned Game) (Backhand)

*(Rule: The second bounce of all returning shots (drives/lobs) must land...)*

* Rest: 1.5 min

# Activity Block 2

* 3 min: Drill: Drop-Drive: Drop - Any Straight Drive (Forehand Drill) (Forehand)

*(Rule: The second bounce of all returning shots (drives/lobs) must land...)*

* 11 pts: Conditioned Game: Drop-Drive: Drop - Any Straight Drive (Forehand Conditioned Game) (Forehand)

*(Rule: The second bounce of all returning shots (drives/lobs) must land...)*

* Rest: 1.5 min

# Activity Block 3

* 3 min: Drill: Drop-Drive: Drop-Drive (Deep Only - Forehand Drill) (Forehand)

*(Rule: Drive: all drives' first bounces must land behind the T-line. Drop:...)*

* 9 pts: Conditioned Game: Drop-Drive: Drop-Drive (Deep Only - Forehand Conditioned Game) (Forehand)

*(Rule: Drive: all drives' first bounces must land behind the T-line. Drop:...)*

* Rest: 1.5 min

# Activity Block 4

* 3 min: Drill: Drop-Drive: Drop-Drive (Deep Only - Forehand Drill) (Backhand)

*(Rule: Drive: all drives' first bounces must land behind the T-line. Drop:...)*

* 9 pts: Conditioned Game: Drop-Drive: Drop-Drive (Deep Only - Forehand Conditioned Game) (Backhand)

*(Rule: Drive: all drives' first bounces must land behind the T-line. Drop:...)*

* Rest: 1.5 min

End of session.*End of session.*