Type: conditioned game

Participants: 2

Duration: 60min

Is\_general: false

PrimaryShots: straight drive, straight drop, 2-wall, 3-wall

SecondaryShots: hard drive, straight kills, deep drive

ShotTypes: drive, drop, volley, boast

ShotSide: forehand, backhand

squashLevel: Medium

Intensity: Medium

Fitness: Medium

Intensity: Medium

Leg workout: Medium

Arm workout: Medium

Support doc: Null

Focus: Mastering straight game to create opportunities to attack using a boast or volley straight drop.

Rest time between exercises: 1min30sec

## WARM-UP (10min)

* *2min30sec*: **Boast– Drive – Drop – Drive** (Sequence: Player A boasts → Player B drives → Player A drops → Player B drives)
* *2min30sec*: **Boast – Drive 2 shots** (keep same positions) (Sequence: Player A drives and then plays a boast (2 shots) → Player B drops and then plays a drives (2 shots)

Switch roles and repeat the exercises above

## SESSION

Conditioned Game 1 (deep only)

* First to 7 points (forehand): **Deep Drives** (rules: first bounce of the ball on the floor must land behind the T-line)
* First to 7 points (backhand): **Deep Drives** (rules: first bounce of the ball on the floor must land behind the T-line)

Conditioned Game 2

* First to 9 points (forehand): **Drives with 1 Straight Drop** (rules: 2nd bounce of the ball on the floor must land behind the T-line. Each player can play a straight drop off the bounce one time per rally. The response after the drop must be a deep straight)
* First to 9 points (backhand): **Drives with 1 Straight Drop** (rules: 2nd bounce of the ball on the floor must land behind the T-line. Each player can play a straight drop off the bounce one time per rally. The response after the drop must be a deep straight)

Conditioned Game 3

* First to 7 points (forehand): **Drives with 1 Boast** (rules: second bounce of the ball on the floor must land behind the T-line. Each player can play a boast off the bounce one time per rally. The response after the drop must be a deep cross)
* First to 7 points (backhand): **Drives with 1 Boast** (rules: second bounce of the ball on the floor must land behind the T-line. Each player can play a boast off the bounce one time per rally. The response after the drop must be a deep cross)

Conditioned Game 4

* First to 7 points (forehand): **Drives with 1 Volley Straight Drop** (rules: second bounce of the ball on the floor must land behind the T-line. Each player can play a volley straight drop per rally. The response after the drop must be a deep straight)
* First to 7 points (backhand): **Drives with 1 Volley Straight Drop** (rules: second bounce of the ball on the floor must land behind the T-line. Each player can play a volley straight drop per rally. The response after the drop must be a deep straight)

Conditioned Game 5

* First to 11 points: **Free Game**

## **End of session.**