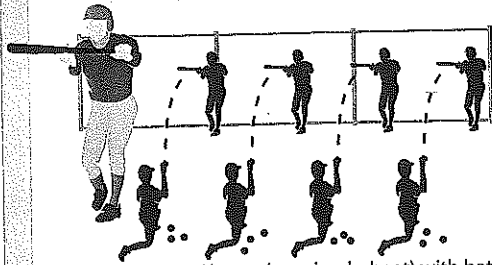


BUNT WITH A PARTNER

Multiple bunt repetitions

I/G/T

HITTING



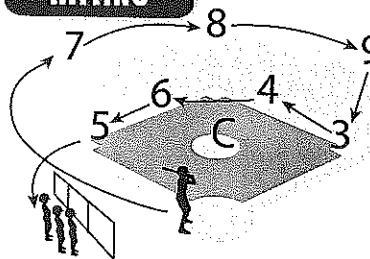
- **Line them up:** Players (wearing helmet) with bat. Each batter has partner on one knee approx. 15 feet away with several balls.
- Kneeling players pitch to batters. Batters bunt pitched balls. After 1-2 minutes, batter and pitcher switch.
- Pitchers should work to throw strikes, but are not trying to throw hard.
- **Key Point:** Batters use proper form (above) and try to bunt each pitch.
- **Make it a Game:** Batter who misses or fouls pitch in strike zone must switch with pitcher.

0-2 DRILL

Two-strike hitting, fielding, situations

T

HITTING



- **Line them up:** One player at each defensive position except pitcher and catcher. Coach is on mound pitching.
- Each player starts with 0-2 count, (no balls, 2 strikes). Player who misses or takes a called strike is out. Foul ball = keep hitting.
- When ball is put in play, batter runs to 1st. Fielders try to make the out.
- **Key Point:** Players rotate in manner depicted above. After hitting, hustle to left field to keep game moving.
- **Make it a Game:** After every player has hit, those who reached 1st safely hit again. Remaining players in field. Continue until 1 player is "0-2 Champion".

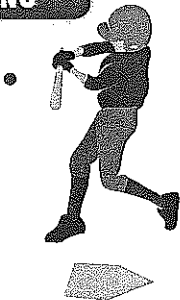
Hitting

DOT DRILL

Eyes on the ball

I/G/T

HITTING



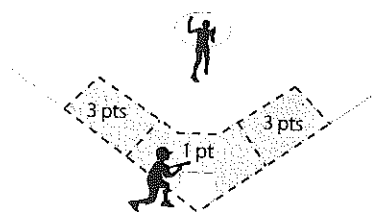
- **Line them up:** One hitter, rest of group fielding.
- Draw dime-sized dot on some, but not all baseballs.
- Throw batting practice.
- **Key Point:** Players must be able to tell coach which pitches were "dot balls".
- **Variation:** Tee-ball: Use dot to teach players where to aim bat.
- **Make it a Game:** See who gets most correct out of 10 pitches.

BUNT ZONES

Bunting to specific locations

I/G/T

HITTING



- **Line them up:** Players (wearing helmet) with bat at the plate. Coach, midway between mound and plate, pitching half-speed.
- Draw lines on field with bat (or chalk) marking out zones (see diagram).
- Bunted balls coming to a rest in zones are worth points as shown. Balls rolling out of zones worth no points.
- **Variation:** Younger players not yet bunting get points for each ball hit outside of marked area.
- **Make it a Game:** Divide players into two teams. Each player gets 3 bunts, alternating teams. Team with highest cumulative total wins.