

EARLY DEVELOPMENT CAMP

GREEN BALL

Camp 3: Becoming an Offensive Player

2017 FINAL

Taking Control of the Point **Practice Plan - Session**



Theme of this camp: TOUGH - Dealing with challenging circumstances

Welcome and Introductions

Athletic Skill Warmup

Drill/Activity	Objective	Time
	Welcome Players and Parents to the USTA Player Development EDC.	
LEAD COACH	2. Introduce self, working coaches and section staff responsible for the set-up and execution of the camp.	5 min
	3. Organize players into groups of 4 of the same gender for Athletic Development Exercises	
TIME		5 min

Drill	Objective	Time
1. Dynamic Warm up	To teach the players how to conduct a dynamic warm-up before training	5 min
2. Line-Hops	Lower body strength. Balance and Coordination	2 min
3. Battle Plank	to develop strength and balance in upper body and core.	5 min
4. Tic-Tac-Toe	To develop Speed Reaction and Coordination simultaneously.	10 min
BREAK	Players go into their groups of 4 players	
Total Time		20 min

Taking Control of the Point Practice Plan - Session 1



Theme of this camp: TOUGH – Dealing with challenging circumstances

Technical/Game Development (Players in Groups of 4 with Assigned Coach for Day)

Drill/Activity	Objective	Time	Drill	Objective	Time
LEAD COACH Equipment: - Make sure you have the correct	COACH what TOUGH means (Go through "During Warm-up" Questions on Character Theme Talking Points on last page) 2. Ask the players situations where they have to be TOUGH in tennis. 3. Organize players into groups of 4 of the same gender for Athletic Development Exercises		1. Continental Grip Skills Warm-up	To establish quality continental grip skills that will help in developing the slice BH, serve, volleys, and overheads.	5 min
to be able to do Tic- Tac-Toe and Battle		15 min	2. Pressure Tennis – Short Ball Attack	Players must approach on balls landing in the service box – Ball Recognition	20 min
Plank			BREAK	Players go into groups	5 mins
LEAD AND			3. 3-way Forehand Using the FH to take	To recognize how to take offense using the forehand with change of direction.	20 min
CAMP	players, have		offense		
COACHES players write down their 'TOUGH' PROCESS Goals for the Camp. e.g. "to try my best even if I feel I am not playing well" or "to listen to my coaches and try to do what they ask even if I am not comfortable doing it".		4. How's your drop shot!	To understand how to use hands and when is the appropriate time to hit a drop-shot.	20 min	
		5. Serve and Return (+1)	Servers and find FH off 1 st serve. Returners find FH off 2 nd serve return.	20 min	
		Break	SEE NEXT PAGE	15 mins	
Total Time		15 min	Total Time		1hr 45

Changing Offense to Defense US Practice Plan - Session 1



EARLY DEVELOPMENT

Theme of this camp: TOUGH – Dealing with challenging circumstances

Review of Practice Plan - Session 1

Drill/Activity	Objective	Time
CAMP COACHES	Coaches facilitate a discussion between the players of their group, allowing each player to have their turn reflecting on their TOUGH goals. To assess the players' understanding of TOUGHNESS to their goals in training on-court and off-court.	15 min
PLAYERS - JOURNAL	To ensure players understand the importance of goal setting and reflecting on their PROCESS driven goals. Coaches make sure each player has FIRST written down what they did well, and then second what they can work on	
LEAD COACH Break/Snacks/Lunch	Arrange players into 2 equal teams.	45-60 min
Total Time		60 min

Taking Control of the Point Practice Plan - Session 1



Theme of this camp: TOUGH – Dealing with CAMP CAMP CAMP

Practice Plan – Session 2 – TEAM TENNIS

Drill	Objective	Time	
1. Team Organization	 Players announced in teams assigned. Each team has 2 coaches. Coaches get with players to decide on team name. MUST be past/present/future AMERICAN tennis player. LEAD COACH announces doubles match-ups in college style announcement. FORMAT: 15 minutes of doubles drill followed by 20 minutes of doubles followed by singles match-ups (either 1x55 mins match or 2x25 mins matches) SINGLES TOUGH STIPULATION: Each player gets 2 FREE points to use whenever they want during the match e.g. Player 1 is up 40-30 and chooses to use their FREE point, they automatically win the point, and game. Then they have 1 left. Coach can reward a BONUS FREE point to any player at any time for displaying their routine consistently. 		
2. Dynamic Warm-up	Each team warms-up together, coach may ask a player to LEAD the warm-up. Coaches are making sure their commitment to preparation for their match is high i.e. have their routines written down.		
3. Junior Team Tennis – Doubles followed by Singles	Players head to their assigned court for their doubles match with an assigned coach. Coach will execute the doubles drill with those players for 15 minutes then players start a 20 minute doubles match. 55 minutes of singles to follow. REMEMBER: Singles stipulation applies. (see #4 in Team Organization)		
4. Cool down	During the cool-down the team that won the most games will be announced to a solid drum roll.		
5. Review Camp and Goals. Present Home work to players	LEAD COACH reviews camp, gives the coaches an opportunity to highlight positives from the camp. Presents Homework assignment to players and parents (see last sheet)		
6. Coaches meeting	Coaches gather to reflect on camp and evaluations. Player Evaluations must be completed and submitted by the following day.	15 min	
Total camp		2hrs Players 2h15m coaches	

Athletic Skill Warm-up Line-Hops



Objective: To focus on lower body strength in conjunction with coordination.

Execution

- Line the players up on the doubles side line to the LEFT facing the net.
- Starting on left leg, hop over the line and back, keeping head still.
- When coach CLAPS, players cross-over side shuffle, cross-over, side shuffle to other doubles side line.
- 4. Repeat with right leg from RIGHT Doubles side line.









Observation

Athletic position:

- Head and shoulders level and eyes forward
- Back straight
- 'Quiet' feet, with strong push off the ground
- Can players perform correct movement

Lower Body Strength:

- Arms and the legs do not cross the midline of the body (Note that the picture shows the player's knee crossing the midline).
- Knees and elbows are at 90 degrees to the body.

Athletic Skill

Coordinatio

- Dynamic Balance
- Lower Body Strength

Athletic Skill Development Battle Plank



Objective: to develop upper body, coordination and core strength



Execution:

- 1. Players in pairs, facing each other about 3 ft. apart with a 2x2 squared box in the middle of them. One player has a tennis ball.
- 2. Players kneeling with both hands on the ground in all fours position with back straight
- When players are ready to start the point, the player without the ball gets into press-up plank position.
- 4. Player with ball then gets into same position and tosses ball into one of the 2 squares closest to opponent. Opponent holds plank position and tries to catch with the same hand as the box the ball landed in (either left or right).
- 5. Opponent then tosses back into one the boxes closest to the player, who catches with same hand as the box the ball landed in.
- 6. Repeat until one player tosses the ball outside one of the boxes, tosses in their own boxes or collapses out of press-up plank position.
- 7. Play first to 5 points.
- Rest as required!

Observation	Athletic Skill
Balance: Ability to balance keeping good plank position when receiving ball.	Upper Body StrengthDynamic BalanceCore Strength
 Strength: Head up, eyes forward, back straight 	BalanceStrength

Athletic Development Tic-Tac-Toe









Execution:

- 1. Put players in teams of 3, like above.
- Each team has 3 cones or items, each team must have the same 3 items e.g. team 1 has hats and team 2 has wrist bands, but different color or item than their opposing team.
- 3. When coach says "GO", the first player on each team places their cone in one of the 9 boxes. When the first player returns back to the baseline, the 2nd player on the team can take their cone and place in one of the segments. Returns, then Player 3 goes.
- 4. If 3 cones have not been placed in a row, Player 1 goes back and places one of their team cones in a different box.
- 5. Keep repeating until one team has achieved 3 in a row for tic-tac-toe.
- 6. Play first team to 3 points. Winners and runners-up of Team 1 vs. 2 plays Team 3 vs. 4

NOTE: To increase speed of decision making, you can limit the time it takes for the player to change an item.

Observation	Athletic Skill	Observation	Athletic Skill
Can the player maintain good athletic posture and still head while sprinting? Does the player recognize opportunities for tic-tac-toe?	BalanceCoordination	Does the player stay controlled and focused or panic?	Engaged and Focus

Technical/Game Development

Continental Grip Skills Warm-up



Objective: For coaches to observe continental grip skills and for players to warm up making contact with the ball using a continental grip.

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1. Playing in the service box, half a court 1 vs. 1 first to 5 points. Moving opponent around with touch and finesse, no volleys or winners with pace.



2. Progress to 2 vs. 2 ping pong style, first to 7 points. Using all 4 service boxes, players alternating hitting and moving each other around all boxes. Still no volleys allowed.

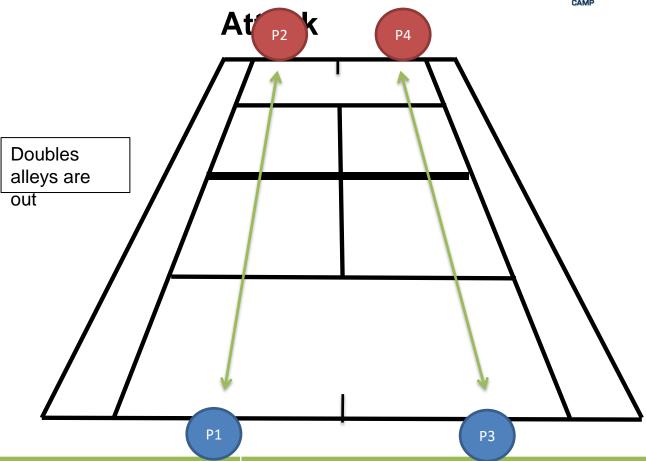
Observation	Athletic Skill
HANDS: Continental Grip - are the players able to control the head of the racquet above the hand while having a continental grip?	 Coordination
HANDS: Control of the Ball to a Target - players should learn how to generate pace using their legs and core, not by increasing the size of the swing. Work with the players to set the racquet out in front of their body and transfer their weight through the shot using their legs to send the ball back to the other side	 Upper/Core/ Lower Body Strength

Observation / Player	P1 -	P2 -	P3 -	P4 -
HANDS: Maintains Continental Grip?				
HANDS: Head of racquet above hand?				

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Development Pressure Tennis – Short Ball





Drill Skill Observation Players are competing against each Complex FEET: Does the player get a balanced other in up and down the river format. split-step at net? Coordination P1 and 3 are feeders and must feed the Balance ball in the service box. HANDS: Does the player maintain Competitiveness P2 and 4 are attackers and must take continental grip with racquet head Toughness on approach to the net. above the wrist? Play for 2 minutes, attackers count how many points they win then switch roles. EYES/FEET: Does the player Take Whoever won most pts as attacker Ground on short ball and at net? moves up. Repeat for 3 rounds.

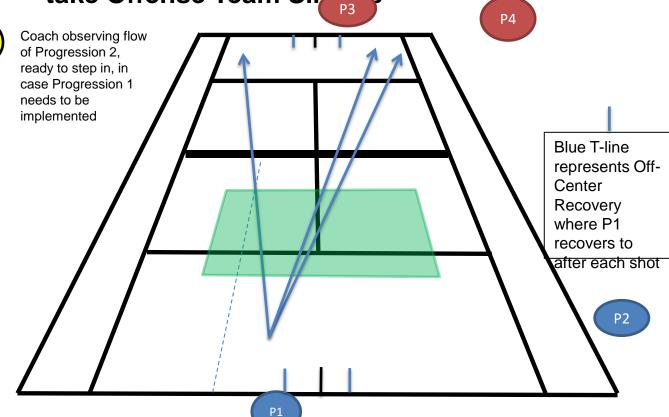
Observation / Player	P1 -	P2 -	P3 -	P4 -
FEET: Balanced Split-Step?				
HANDS: Maintain Cont. Grip?				
EYES/FEET:				

Technical/Game Development

EARLY DEVELOPMENT

CAMP

3-Way Forehand – Using the FH to take Offense Team Singles



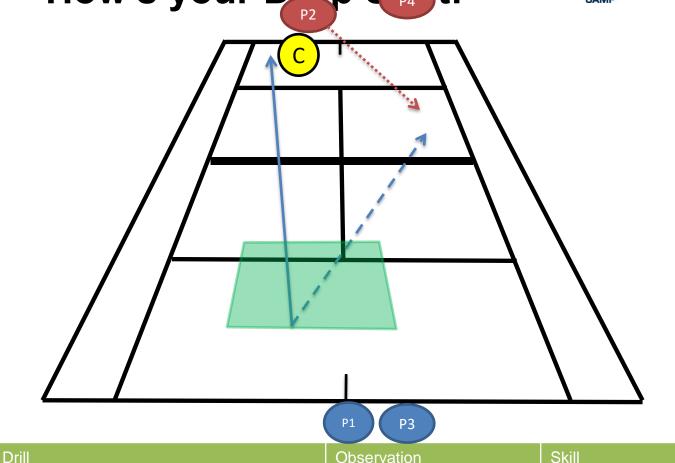
Drill		Observation		Skill	
hit 2 Inside-out then Rotate with next pla 2. Progression 2: P1 h inside in FH approach	ide baseline, P1 must 1 Inside-in FH's. yers. its 2 Inside out, then 1 ch. P3 hits through the own lines/tape to mark ay out point.			BaStEa	all Recognition alance trength ngaged/Focus oughness
Observation / Player	P1 -	P2 -	P3 -		P4 -
FEET: Create Space?					
HANDS: Depth?					
EYES/MIND: Take					

Offense?

Technical/Game Development How's your Drop Stat!



EARLY DEVELOPMENT



Coach Fed Drill: C feeds 2 balls in the green zone, P1 hits first ball deep into the deuce court, recovers, then second ball drop shot and follows it forward to net. P2 chases the ball down. Play out point. Then switch with

P3 and 4. First team to 7 points.

2. Switch roles

Repeat with open choice, hit first ball into either side of the court and drop shot into either side of the court. Coach ready for teaching points on correct shot selection.

Observation

FEET: Player is able to execute an efficient drop-step to create space around the ball?

HANDS: Player able to use slice for drop shot?

EYES/MIND: Player able to make smart choices to take offense?

- Ball Recognition
- Balance
- Coordination
- Decision Making
- Toughness

Observation / Player	P1 -	P2 -	P3 -	P4 -
FEET: Drop-Step?				
HANDS: Slice for drop shot?				
EYES/MIND: Decision making?				

Tactical/Game Development Serve and Return +1 - Looking for the **Forehand EARLY DEVELOPMENT** Ρ4 P2 Returners follow the following patterns: - Serve T > FH return DL - Serve wide > FH return CC

P3 P1 Drill Skill Observation 1. All players warm-up serves and returns -HANDS: Is the server able to hit Anticipation 2 mins intended locations? Balance 2. P1/3 (Servers) vs. P2/4 (Returners). Competitiveness Team Singles stay on maximum for 2 FEET: Player able to find the FH? **Toughness** points. 3. Servers to find FH off 1st serve. Returners

offense off the FH?

EYES/MIND: Player able to stay in

Servers follow the following

- Serve T > FH back behind body - Serve wide > FH open court

patterns:

looking to find FH off 2nd serve return. Whoever wins the point with their play gets a bonus point. First to 10 then

Observation / Player	P1 -	P2 -	P3 -	P4 -
HANDS: Able to hit location?				
FEET: Able to find FH?				
MIND: Able to stay in offense?				



Character Theme Talking Points

DURING WARM UP:

- This is a good time to emphasize why we warm-up, ask the players WHY? And then if no-one has come up with "its part of my routine", then use this as a teaching moment to emphasize it's a preparation routine.
- 2. Ask the players if they have any match routines? Ask what routines some professional players do? Ask if they know what sort of routines they do? E.g. in-between points, change of ends etc.
- 3. Why is it important to have routines? It helps us stay calm, and feel comfortable as it is something we are used to.

DURING DRILLS/MATCHES:

- After the drilling portion ask the players to write down their Match Routines in their journals, there could be 1 or several routines they use.
- 2. Ask them, "Have you ever become frustrated after losing a point, and you stayed frustrated for the next point or game?" If some say yes, then ask, "how do you get ready for the next point", "how would you like to get ready for the next point?"
- 3. After responses, you might want to encourage using "BREATHE and BELIEVE in themselves" as part of their routine.

DURING TEAM COMPETITION SESSION:

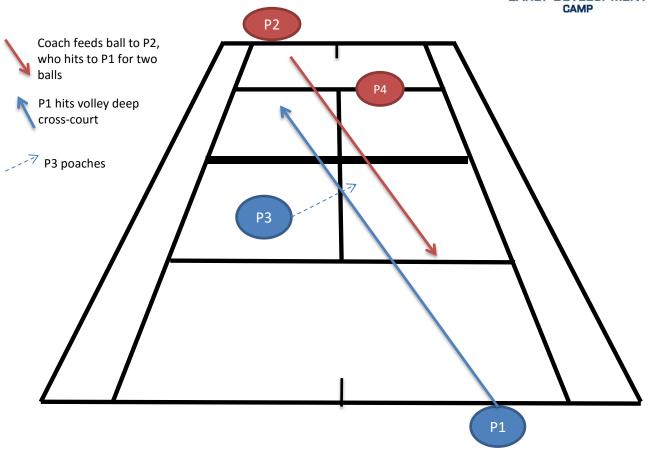
- 1. Are you working on your routine?
- 2. Do you think its important to work on your routine when your winning also? Why?

Tactical/Game Developme justa

Doubles Drill Before Match-Play 1st Volley Approach and Poach



EARLY DEVELOPMENT



Drill	Observation	Skill
1. P1 is serve and volleying off first serve, P3 is able to poach off the return, but must communicate with P1 before doing so.	HANDS: Continental grip and control?	AnticipationBalanceSpeed Reaction
2. P2 returns cross-court, tries to find FH on 2 nd serve and comes forward. P4 can also look to poach.	FEET: Speed Reaction to the net?	Spatial AwarenessCompetitiveness
 Player plays 2 points from each position. Repeat but from Advantage side of the court 	ETES/MIND: Players able to cover each other?	• Toughness

Observation / Player	P1 -	P2 -	P3 -	P4 -
HANDS: Continental grip and Control?				
FEET: Speed Reaction to the net?				
MIND: Cover each				



HOMEWORK

ATHLETIC DEVELOPMENT

Each player will be receiving a Player/Coach Feedback Form. On that Feedback form it states:

"Area of Focus - Activities from camp"

Please show this to your coach to help develop the Athletic Development Areas of Focus.

TENNIS SKILL DEVELOPMENT

On the same Player/Coach Feedback Form, under HOMEWORK, there are 2 Areas of Focus listed by the camp coach, that the coach feels the player needs to work on based off the camp.

Please show this to your coach to help you improve in these areas before the next camp.

JOURNAL

The EDC Green Ball Camps have added a small element of Goal Setting and Journaling. Journaling is a very important learning tool that can help players improve mentally and emotionally.

Continue to practice your journaling after practices and matches.