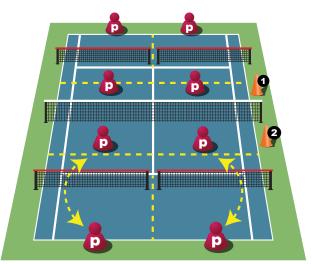
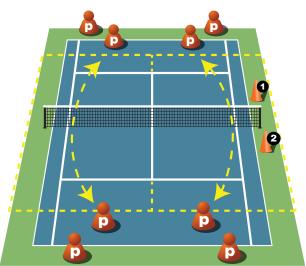
# **Team Cones**





#### **TACTIC:**

being more consistent than the opponent.

### **ACTIVITY:**

Players are split into two teams (designated by colors, names or numbers). Each team has a base (large cone) placed on the side of the court. Players compete individually against a player from the other team. Players spin for serve and play a game up to 5 or 7 points (alternate serve every 2 points). Once a player wins, they put a small cone on their team's cone. Players wait for a new opponent from the other team. Keep playing and changing partners for whatever the designated time frame is set by the coach (e.g. 10, 15, 20 minutes). Team with the most cones on their base wins.

# **Fundamental Teaching Points:**

During play, instructor can evaluate the fundamental teaching points and give feedback when needed while maintain flow and fun of play during these games.

## **LESS CHALLENGING:**

- **1.** Allow players to self rally.
- **2.** Allow players to use smaller playing area.

#### **MORE CHALLENGING:**

- **1.** Encourage players to win points from the net.
- **2.** Encourage players to hit the open spaces on the court.

Instructor i KEY:



Player P



Feeder f



Hitter (h)





Returner











