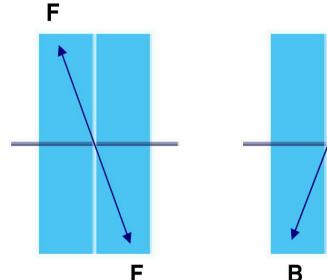
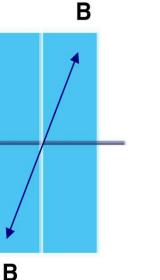
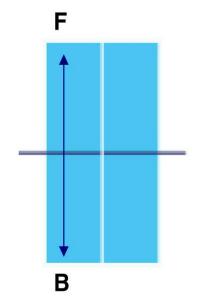
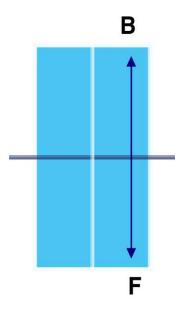


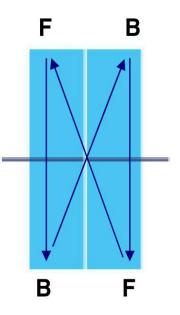
One Ball Drills On Table Warm Ups www.pingskills.com











Cross court Down the Line

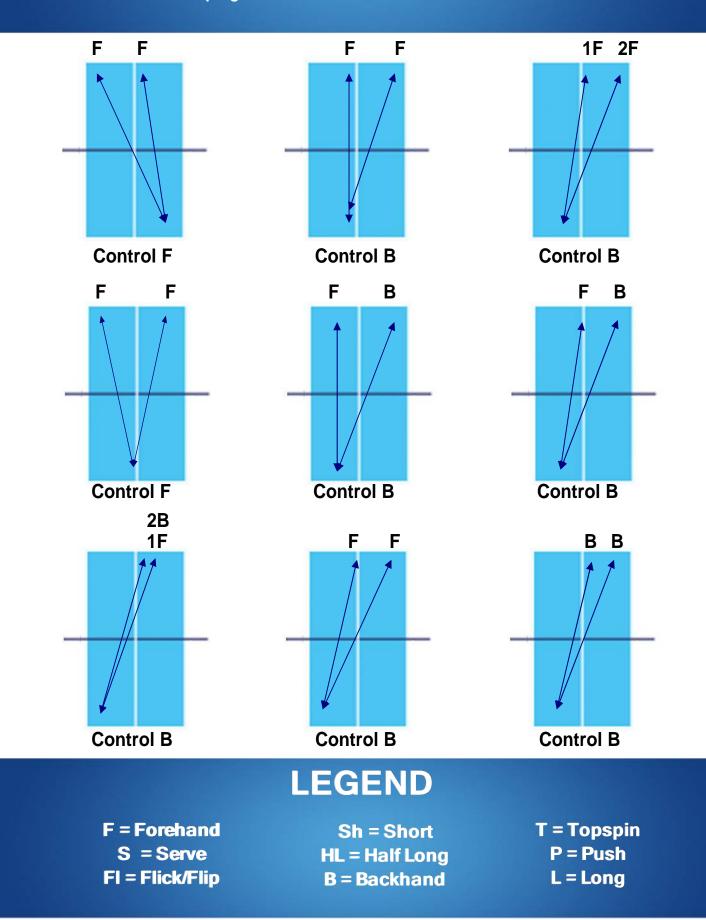
LEGEND

F = Forehand S = Serve FI = Flick/Flip

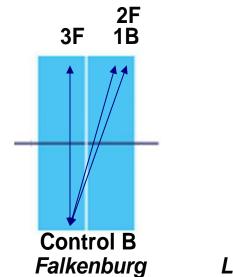
Sh = Short HL = Half Long B = Backhand

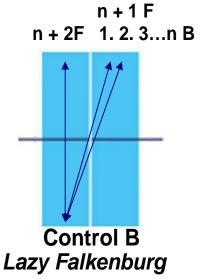


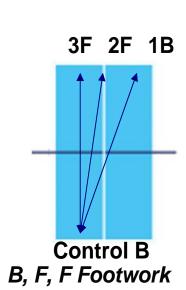
Two Ball Drills Footwork/Training Drills www.pingskills.com



Three Ball Drills Footwork/Training Drills www.pingskills.com

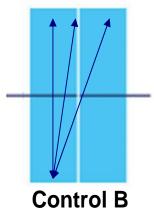




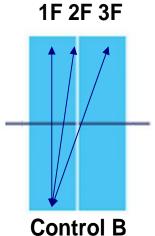


PINGSKILLS

1F 2F 3B

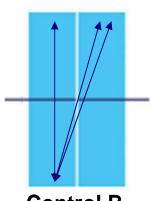


Control B F, F, B Footwork



Three F Footwork

2B 1B



3F

Control B 2B, 1F Footwork

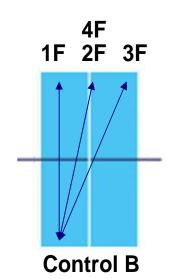
LEGEND

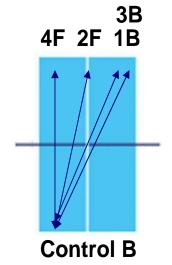
F = Forehand S = Serve FI = Flick/Flip

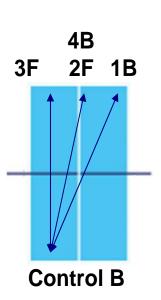
Sh = Short HL = Half Long B = Backhand

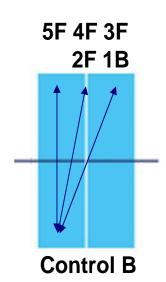


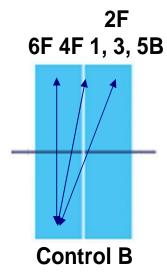
Four or More Ball Drills Footwork/Training Drills www.pingskills.com

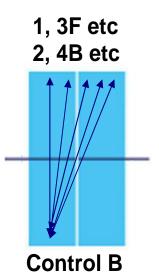










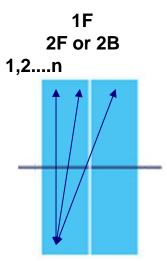


LEGEND

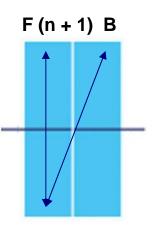
F = Forehand S = Serve FI = Flick/Flip

Sh = Short HL = Half Long B = Backhand

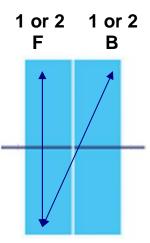
Random Drills Footwork/Training Drlls www.pingskills.com



B Control Middle Muddle



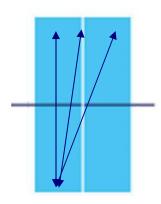
B Control Ferly Forehand



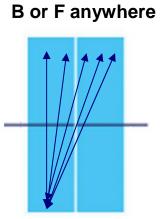
PINGSKIL

B Control Switching Duel

2B or 2B 1B

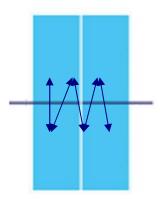


B Control Double Trouble



B Control Totally Random

S P anywhere



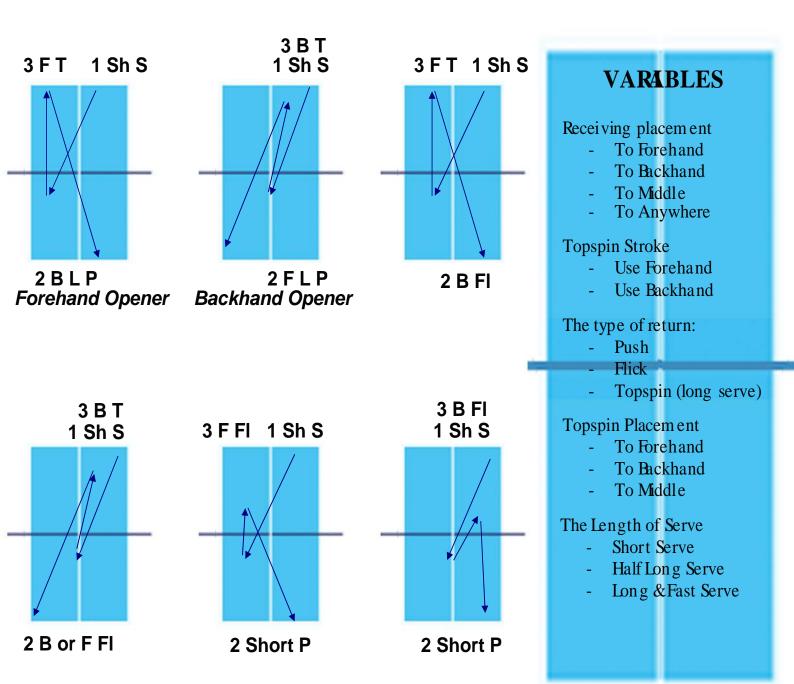
S P anywhere

LEGEND

F = Forehand S = Serve FI = Flick/Flip Sh = Short HL = Half Long B = Backhand



Match Drills www.pingskills.com

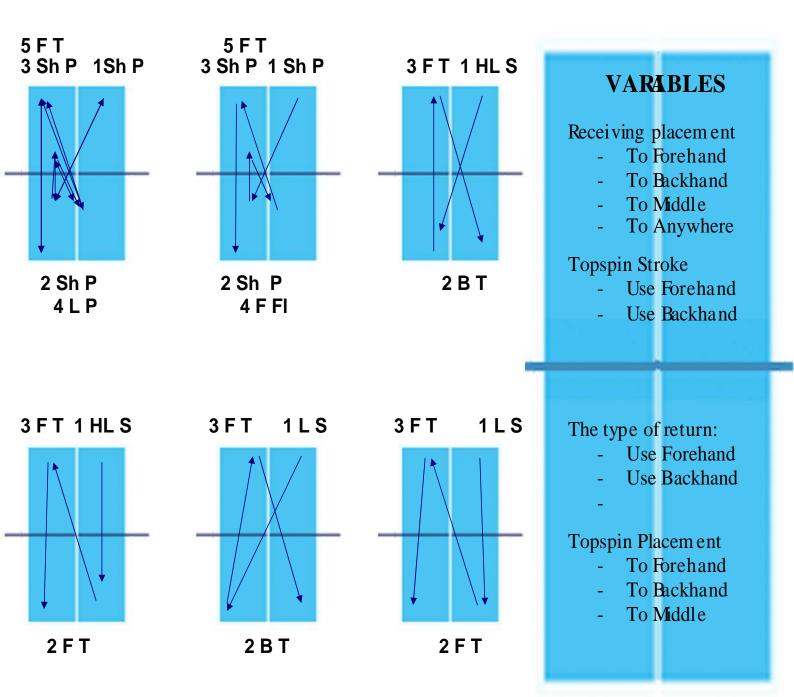


LEGEND

F = Forehand S = Serve FI = Flick/Flip Sh = Short HL = Half Long B = Backhand



Match Drills www.pingskills.com

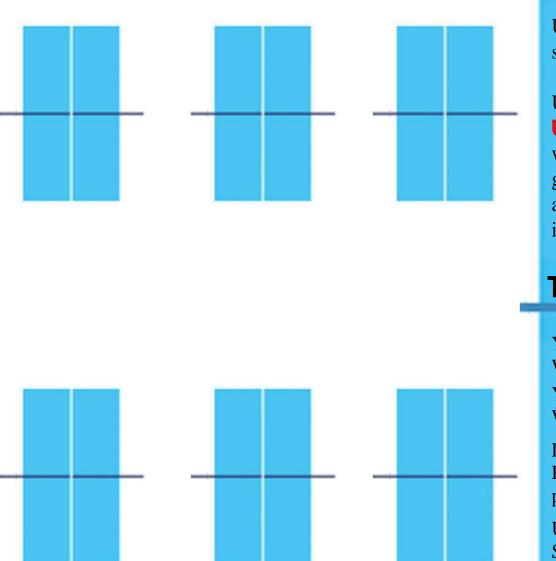


LEGEND

F = Forehand S = Serve FI = Flick/Flip Sh = Short HL = Half Long B = Backhand



Match Drills www.pingskills.com



Use this space to design some drills for yourself.

Use **Training Secrets Unlocked** to understand which drills will suit your game. Then choose an appropriate and modify it to suit your game.

Things to consider

Your Strengths What wins you points? Your Weaknesses What loses you points?

Development How would you like to play in a year's time?

Upcoming Matches Speci c tactics against a particular oppone nt

LEGEND

F = Forehand S = Serve FI = Flick/Flip Sh = Short HL = Half Long B = Backhand