Perception Linked to The Swing Sequence

Following on from last week's article about the importance perception plays, we are now looking at the mechanics of the swing sequence. Perception gives you the initial information needed to form the decision of which shot you want to play, the earlier you see the ball, the greater your shot options. Early racket preparation based on your perception to see the ball early is imperative in enabling the player to do the following

Ability to attack or defend the ball
Racket head above the ball to attack
Racket head underneath the ball to defend
Good early racket prep above the ball will give players more attacking options
Ability to hit the ball earlier
Affect your opponent's movement
Utilise space on the court
Facilitates deception
Play at tempo

How / Swing Sequence (Volley) See Video For Demo

https://www.youtube.com/watch?v=aLI2IuzB5Cw

Watch the ball / Opponent

Start making early decisions, based on the position of the ball, opponent, your court position Track the ball

Take the racket head to the ball

Creating space / width the swing

Sync your leading leg to follow your racket, creating a strong base and maximising reach Using your perception to judge how much backswing you need; this will be based on reaction time and the pace on the ball

Using an activated wrist synced with the index finger, try to cut through the ball for extra control and severity

Lock through with full arm extension on the follow through for added control (this also gives you consistency)

Ball Work Exercise / Volley

Feed yourself a straight drive and volley the ball back straight off the feed

Practise volley drives, volley drops and volley kills

Feed yourself a crosscourt volley (for example from the forehand side feed yourself a crosscourt to practice the backhand volley) and then volley the ball back straight

Practice both sides

Start off slow and get the sequence right

Once you are confident, start putting yourself under more pressure by simply feeding the ball quicker, this will cut down your reaction time and replicate match play

Most importantly, understand what you are trying to achieve