

INFLATABLE SQUASH COURTS DEVELOPMENT WORKSHOP



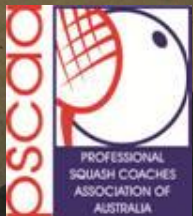
**WORLD
SQUASH**

WSF

**WA
SQUASH**

Presented by Mike Cornish

GO SQUASH



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PLAY THE GAME

We as coaches have a tendency to over coach the kids and forget about the **FUN**damentals of the game.

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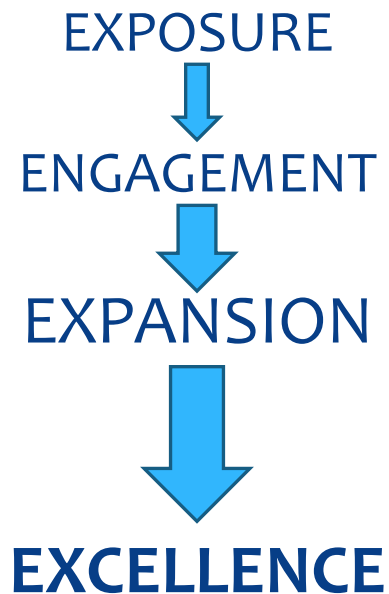
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UTILISING INFLATABLE COURTS FOR SQUASH PLAYER PATHWAYS



UTILISING INFLATABLE COURTS FOR 'EXPOSURE'

- * School yard programs
- * School holiday recreational program
- * Events - World Sports Expo, Fitness Industry Shows/seminars
- * Shopping centre promotions
- * Tournament booth for squash products



UTILISING INFLATABLES FOR 'ENGAGEMENT'

- * Promote **FUN**damentals - game sense activities
- * Learn to play the game
- * Work with court operators to create inducements back at the courts
 - Come & try days
 - Junior clinics
 - Junior clubs

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UTILISING INFLATABLES FOR 'EXPANSION'

- * Revisit schools annually at approximately the same time each year
- * Create school championships within the region
- * Talent identify in formative age groups
 - Girls 8-12
 - Boys 9-13



WA SQUASH DEVELOPMENT PATHWAYS MODEL

COACHES



Development Pathways

PLAYERS

Commonwealth Games Squad / National Squads (Junior & Senior)

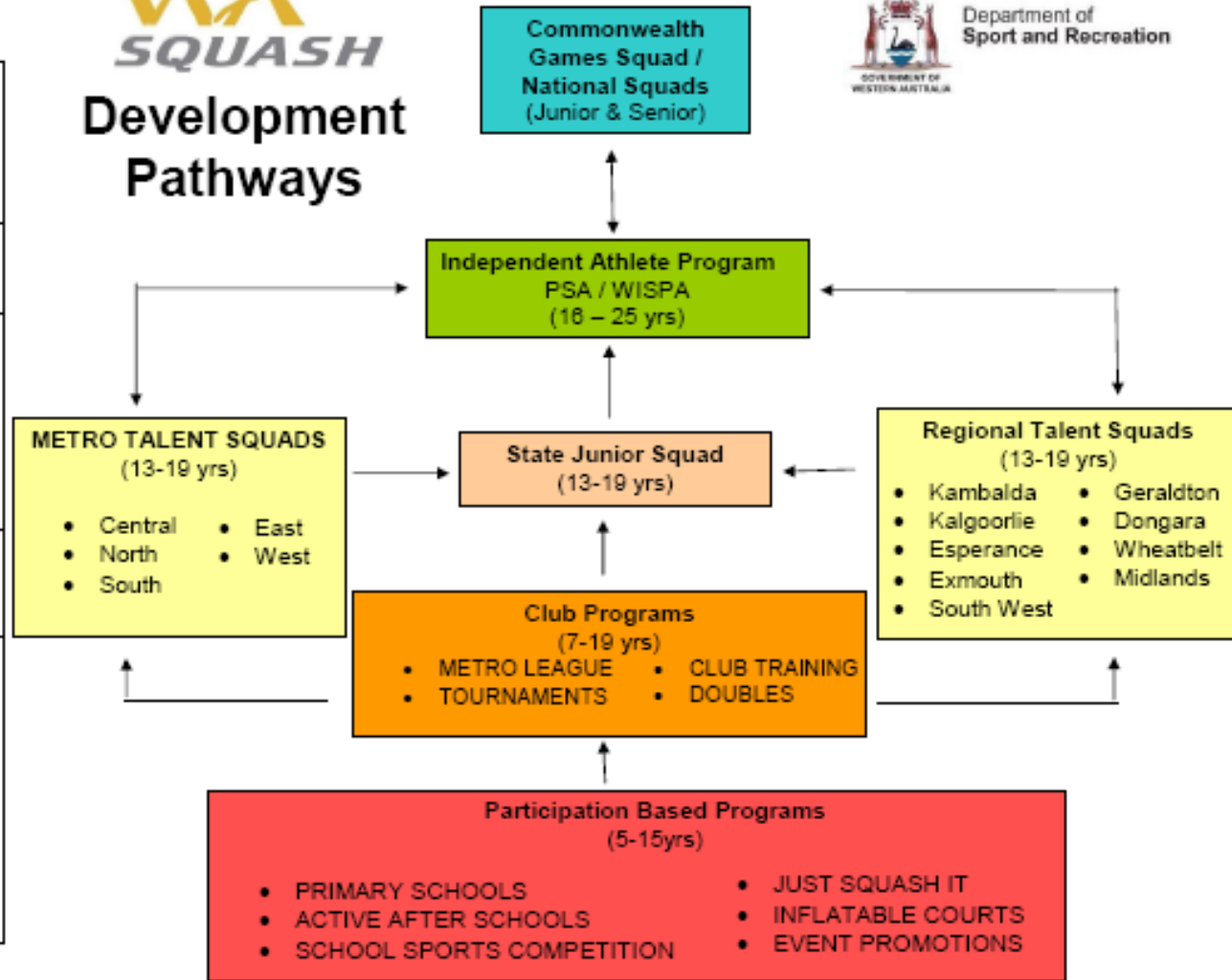


Department of Sport and Recreation

REFEREES

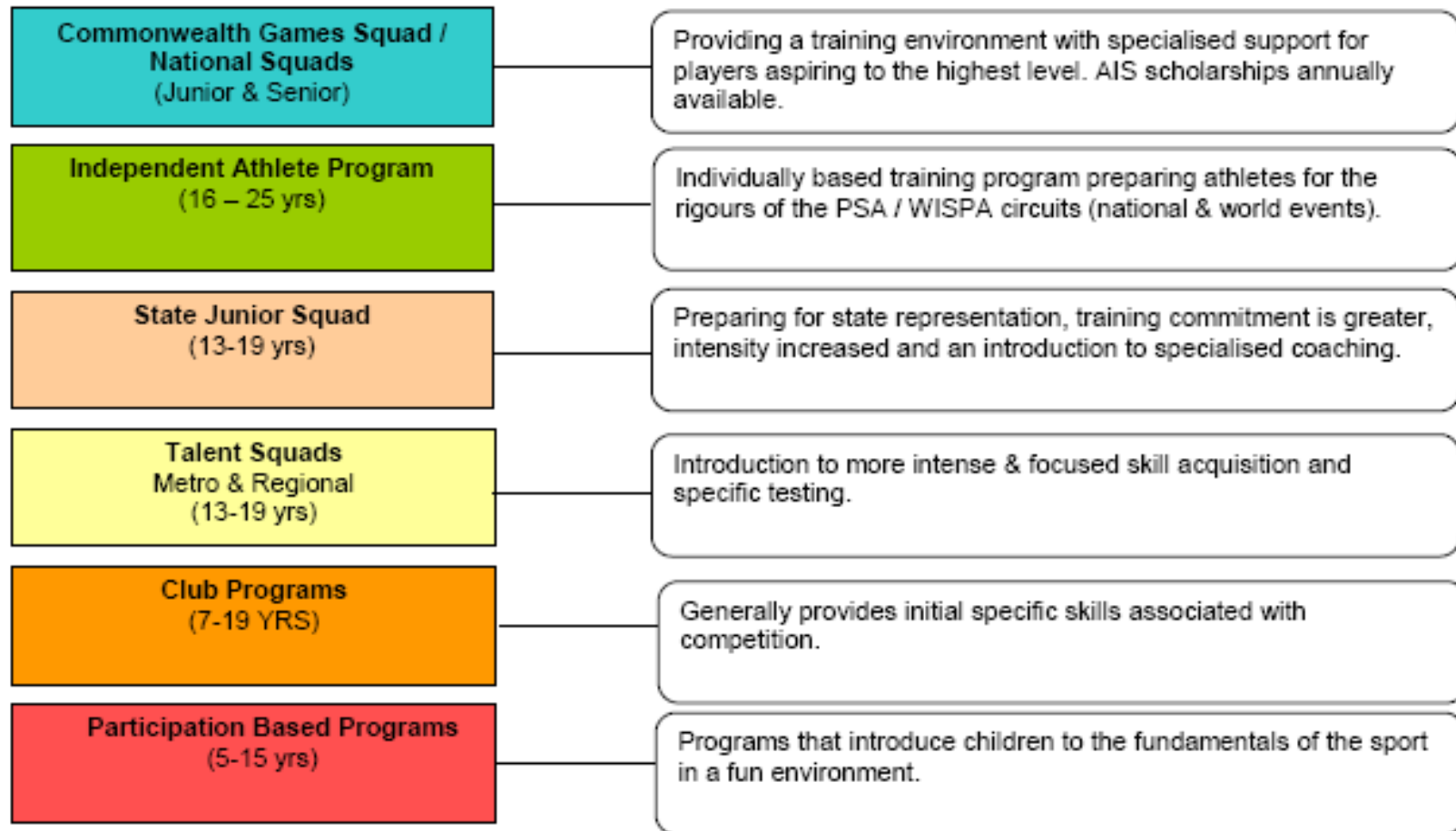
L3
1 Coach
WORKING TOWARDS LEVEL 3
L2
5 Coaches
WORKING TOWARDS LEVEL 2
L1
44 Coaches

WORLD
0 Referees
NATIONAL
2 Referees
STATE
5 Referees
CLUB
6 Referees





Development Pathways



EXAMPLE LESSON PLAN

- * BIG HAND PROGRAM Age 5-7 (45 minutes)
- * Warm-up game – Follow the Leader
- * Skills Warm-up – Bounce/Catch
- * Court Activity – Bounce/Hit
- * Court Game – Balloon Rally
- * Optional Fun game – Unders and Overs



EXAMPLE LESSON PLAN

- * SKILLS PROGRAM Age 8-10 (*50 minutes*)
- * Warm-up game – Toilet Game
- * Skills Warm-up – Hit/Catch, Basic Relays
- * Court Activity – Targets
- * Court Game – Longest Rally

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EXAMPLE LESSON PLAN

- * SKILLS PROGRAM Age 10-13 (60 minutes)
- * Warm-up game – Coach Says
- * Skills Warm-up – Skills Relay
- * Court Activity – Targets
- * Court Game – King of the Court



UTILISING INFLATABLE SQUASH COURTS FOR TALENT IDENTIFICATION

- * Age group 9-12 year olds
- * Adaptability
- * Court movement (athletic ability)
- * Spatial awareness (decision making)
- * Determination

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CONCLUSION (outcomes)

- * Effective promotional tool
- * Needs to be utilized by innovative, personable outgoing coaches
- * Is a user friendly option
- * Create fun environment

Remember it's all about playing the game

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