

Stay opposite ball (so shift after pass to 4.). Read drive and create passing lane so you can score

5

Either shoot or drive (attack). Sequence starts over (attack, kick, swing)

3

2

Fill in direction of attack

Attack starting with 1

1

4

If catch pass from attacker 1, either shoot or immediately pass (swing) to 3. Do NOT put ball on ground. Do NOT cut after swing pass

Attack. If can't score, jump stop, pass (kick) to any open player. Then cut away from pass

Stay opposite ball (so shift after pass to 4.). Read drive and create passing lane so you can score

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Either shoot or drive (attack). Sequence starts over (attack, kick, swing)

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Fill in direction of attack

Attack starting with 1

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Fill in direction of attack

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If catch pass from attacker 1, either shoot or immediately pass (swing) to 3. Do NOT put ball on ground. Do NOT cut after swing pass

Attack. If can't score, jump stop, pass (kick) to any open player. Then cut away from pass

Stay opposite ball (so shift after pass to 4.). Read drive and create passing lane so you can score

5

Either shoot or drive (attack). Sequence starts over (attack, kick, swing)

3

2

Fill in direction of attack

Attack starting with 1

1

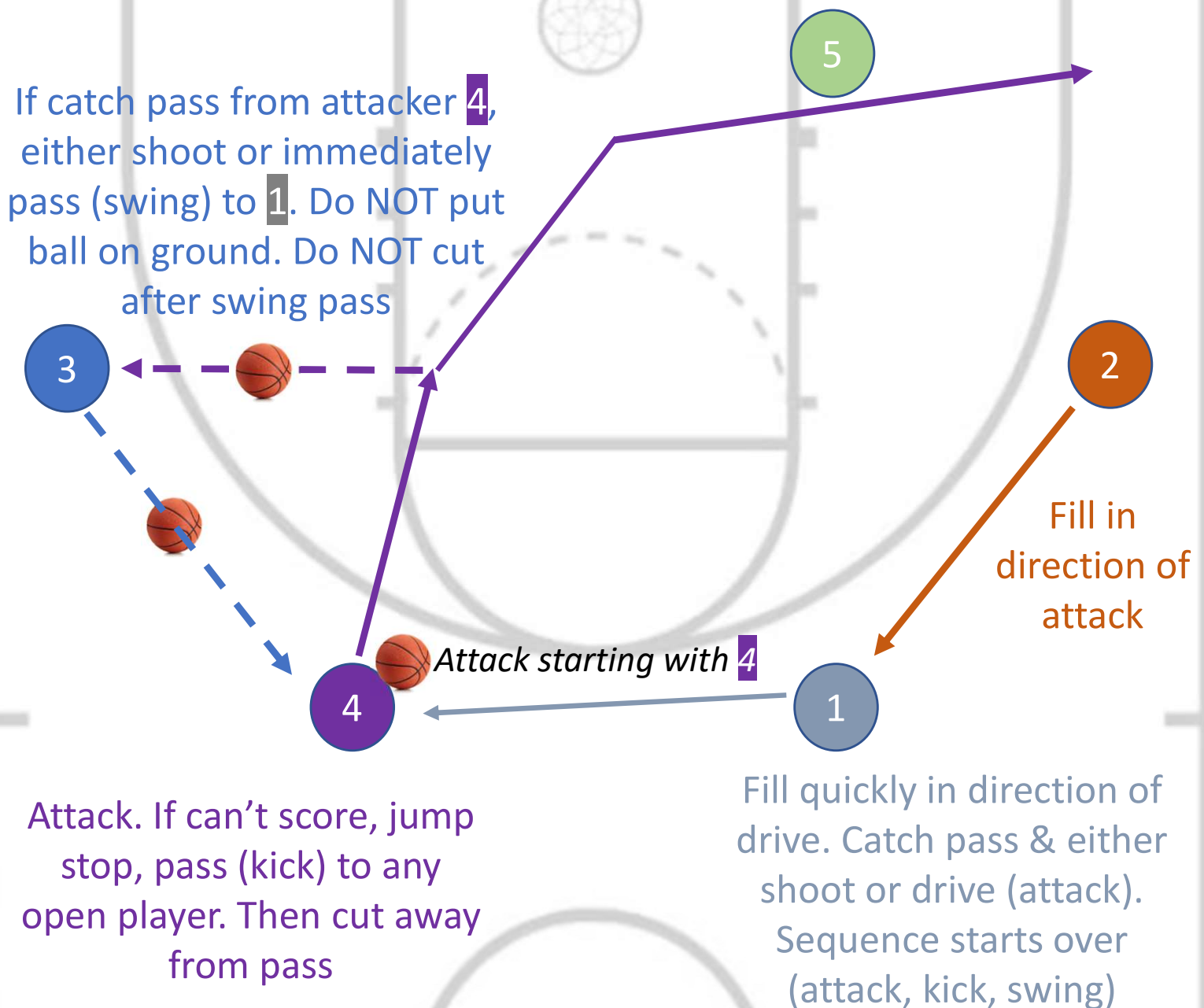
4

If catch pass from attacker 1, either shoot or immediately pass (swing) to 3. Do NOT put ball on ground. Do NOT cut after swing pass

Attack. If can't score, jump stop, pass (kick) to any open player. Then cut away from pass

Driving from Slot (left)

Stay opposite ball (in this case don't need to shift).
Read drive and create passing lane so you can score



Attack. If can't score, jump
stop, pass (kick) to any
open player. Then cut away
from pass

Fill quickly in direction of drive. Catch pass & either shoot or drive (attack). Sequence starts over (attack, kick, swing)

Attack, Kick, Swing (AKS) Driving from Wing (left)

Read drive and create passing lane so you can score.
Stay opposite ball (so shift on pass to 1).

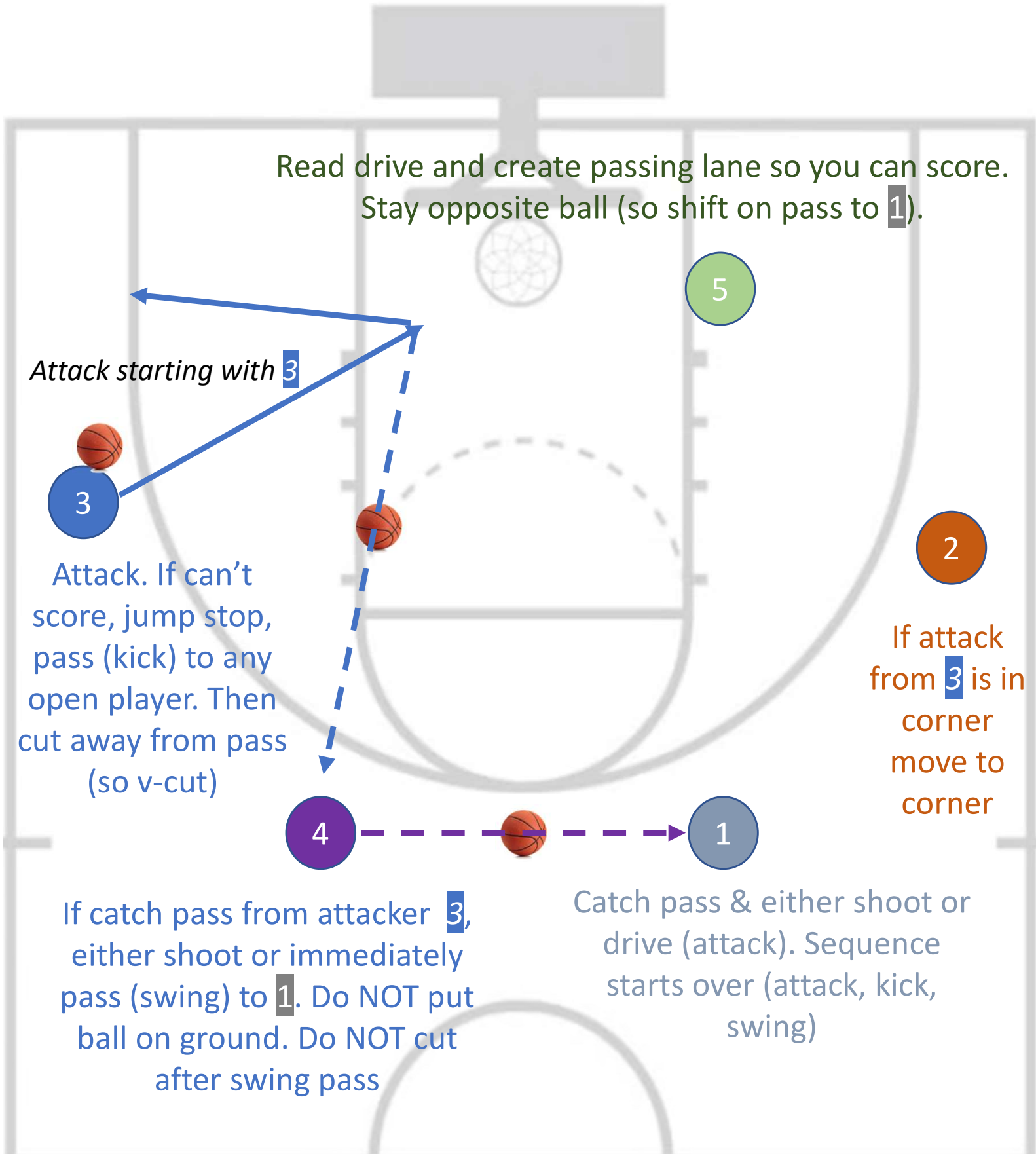
Attack starting with 3

Attack. If can't score, jump stop, pass (kick) to any open player. Then cut away from pass (so v-cut)

If catch pass from attacker 3, either shoot or immediately pass (swing) to 1. Do NOT put ball on ground. Do NOT cut after swing pass

Catch pass & either shoot or drive (attack). Sequence starts over (attack, kick, swing)

If attack from 3 is in corner move to corner



Attack, Kick, Swing (AKS) Driving from Wing/Corner (right)

Read drive and create passing lane so you can score. Stay opposite ball (so shift after pass to 4.).

