USA VOLLEYBALL

COACHING ACCREDITATION PROGRAM

BCAP FAVOR

DRILL NAME: _ 5-5-5 Poke - Shot - Swing Drill Eriz **DRILL CONTRIBUTOR: DIAGRAM KEY:** Purpose: for players to utilize a variety and shots and swings during live game S = ACTIVE SETTER (S₁,S₂) action = PASSER (P1,P2) **Drill Overview:** split players into 2 teams. The game is played to 15. = HITTER (H₁,H₂) = SERVER (SV₁,SV₂) shot, points 11-15 must be a hard driven swing) Teams of 2 rotate onto the n = DIGGER (D_1,D_2) court after a kill or a mistake (when the rally is ended). Coaches chip down = BLOCKER (B₁,B₂) balls to the team's side who won the previous rally. Players yell out score. = TARGET (TA1,TA2) Scoring/Measurement: see above = TOSSER (TO1,TO2) = COACH (C1,C2) Group Size: drill can accommodate 10-12 players who quickly wave in POA = POINT OF ATTACK Intensity/Rhythm: players seem to really get into the unique scoring system and cheer each other = TOUCH POINT (Att Start Pt)

Submission of this drill grants USAV-CAP the rights to publish or post the drill or drills for educational purposes. All drills will be attributed to the original author, if known. The contributor of each drill will also be acknowledged.

PATH OF PLAYER ----

= CART

= PLATFORM

PATH OF BALL -

= BOX

PATH of TIP

(points 1-5 are only scored using a poke shot/knuckle, points 6-10 must be a roll

Skill Applications: set ball tight to the net to utilize poke shot - have crisp shot placement - stay aggressive when you are tired

Variations: change or adjust the scoring system based on skill level or time restrictions - shots can only be line or angle

Coaching Tips: change the pace and location of the down ball to keep the score close - have two coaches initiate balls on each side - stress the importance of good setting

Cautions: make sure players stay off the court until it is their turn

Other info: be loud, smart, and have fun