CAP II FAVORITE DRILL



DRILL NAME: Server vs. Receivers & Hitters

DRILL AUTHOR: UNKNOWN DRILL CONTRIBUTOR: Eric Vergara

SKILL/SYSTEM FOCUS:SERVE & SERVE/RECEIVE COURSE DATE: 9-10 August 2014

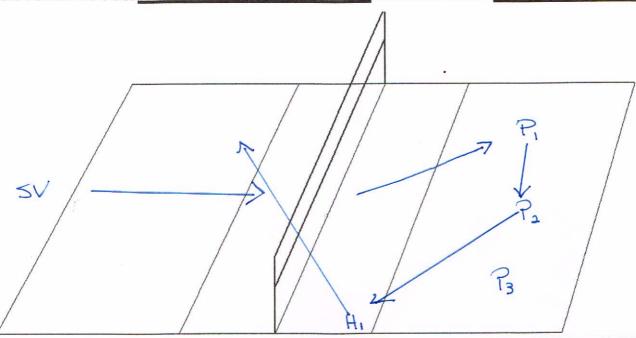


DIAGRAM KEY:

(S) = ACTIVE SETTER (S_1, S_2)

 $P = PASSER (P_1, P_2)$

 $H = HITTER (H_1, H_2)$

SV = SERVER (SV₁,SV₂)

 $D = DIGGER (D_1, D_2)$

B = BLOCKER (B₁,B₂)

TA = TARGET (TA₁,TA₂)

TO = TOSSER (TO_1, TO_2)

 $C = COACH (C_1, C_2)$

POA = POINT OF ATTACK

TP = TOUCH POINT (Att Start Pt)

PATH OF BALL -

PATH of TIP

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PATH OF PLAYER ----

= PLATFORM

 $\Box$ 

= BOX

= CAR

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**Drill Overview:** Server will initiate and passers will have to manage to have two passes for the hitter to terminate with a good kill.

**Scoring/Measurement:** Server will receive a point if the serve is an ACE or the hitter's attack is out of the court. The receiving side will receive a point if the hitter is able to attack after two passes made by the passers the hit is inside the court.

**Group Size:** Entire team. Divide team in two equal groups and have 5 players (SV, P1, P2, P3, H) at any given time in the court. Rotate players on either side when losing a point.

Intensity/Rhythm: Medium

Skill Applications: Serving, Passing, Attacking, Communication

Variations: add Blockers on the server side of the court

**Coaching Tips:** Ensure passers communicate with other passers and passers manage to have two passes before is passed to the Hitter

Cautions: Ensure to have players shagging the balls out of the path of the passers

Other info: (for anything not yet addressed)