**Diagram Key:**

- **S** = Active Setter (S₁, S₂)
- **P** = Passer (P₁, P₂)
- **H** = Hitter (H₁, H₂)
- **SV** = Server (SV₁, SV₂)
- **D** = Digger (D₁, D₂)
- **B** = Blocker (B₁, B₂)
- **TA** = Target (TA₁, TA₂)
- **TO** = Toss (TO₁, TO₂)
- **C** = Coach (C₁, C₂)
- **POA** = Point of Attack
- **TP** = Touch Point (Att Start Pt)
- **PATH OF BALL**
- **PATH OF TIP**
- **PATH OF PLAYER**
- **P** = Platform
- **Box** = Cart

**Purpose:** To identify the “hot hitter” and keep momentum by “feeding the beast”.

**Drill Overview:** The drill is a 6v6 format. Coach introduces the ball over the net (mimicking a free ball). Each team plays the ball out until it results in a kill. First side to have a hitter with 7 kills wins the drill.

**Scoring/Measurement:** Player earns individual points for kills. Player can also earn a point for a solo block. First player to 7 kills/solo blocks wins the drill.

**Group Size:** 12 players minimum required. Can modify to 10 players (5v5) no middles.

**Intensity/Rhythm:** Game Tempo

**Skill Applications:** to the game Defensive movement, blocking, hitting, setting

**Variations:** of the Drill (any stand-alone versions in the database?)

**Coaching Tips:** for running this drill Have an assistant coach write on the white board kill number.