## CAP II FAVORITE DRILL



MIDDLE US. MIDDLE DRILL NAME: DRILL CONTRIBUTOR: JIM MCSHANE UNKNOWN DRILL AUTHOR: COURSE DATE: AUG 9-10, 2014 SKILL/SYSTEM FOCUS: ATTACK + BLOCK Purpose: TO APPLY MIDDLE HITTING ATTACKS, TO BLOCK **DIAGRAM KEY:** EFFECTIVELY AND TO TRANSITION = ACTIVE SETTER (S<sub>1</sub>,S<sub>2</sub>) S **Drill Overview:** = PASSER (P<sub>1</sub>,P<sub>2</sub>) (OVER) = HITTER (H<sub>1</sub>,H<sub>2</sub>) Н  $SV = SERVER (SV_1, SV_2)$ Scoring/Measurement: POINTS MAY BE GIVEN FOR = DIGGER  $(D_1,D_2)$ SUCCESSFUL ATTACKS AND BLOCKS = BLOCKER (B<sub>1</sub>,B<sub>2</sub>) Group Size: (expanded info) TA = TARGET (TA<sub>1</sub>, TA<sub>2</sub>)10-12 WORKS WELL **TO = TOSSER**  $(TO_1, TO_2)$ = COACH (C<sub>1</sub>,C<sub>2</sub>) Intensity/Rhythm: HIGH INTENSITY AND QUICK RHYTHIN POA = POINT OF ATTACK TP = TOUCH POINT (Att Start Pt) Skill Applications: to the game MAKING DECISIONS ON TYPES OF PATH OF BALL -ATTACKS AND READING ATTACKERS TO MAKE **PATH of TIP** PATH OF PLAYER ----

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= CART

= PLATFORM

= BOX

Intensity/Rhythm: HIGH INTENSITY AND QUICK RHYTHM

Skill Applications: to the game MAKING DECISIONS ON TYPES OF ATTACKS AND READING ATTACKERS TO MAKE
SUCCESSFUL BLOCKS.
Variations: of the Drill (any stand-alone versions in the database?)
INSTEAD OF SHAGGERS. USE DIGGERS AND HAVE THEM COVER THE MINOCE HITTERS.
Coaching Tips: for running this drill TOSSERS CONTROL INTENSITY OF THIS DRILL, SPEED UP TOSSES SO BLOCKERS REACT INSTINCTIVELY INSTEAD OF THINKING
Cautions: for running this drill (relating to fatigue, rest to work, safety considerations, etc) SHAGGERS NEED TO QUICKLY REMOVE
BLOCKED BAUS FROM THE AREA TO REMOVE
TRIPPING HAZARD.
Other info: (for anything not yet addressed)