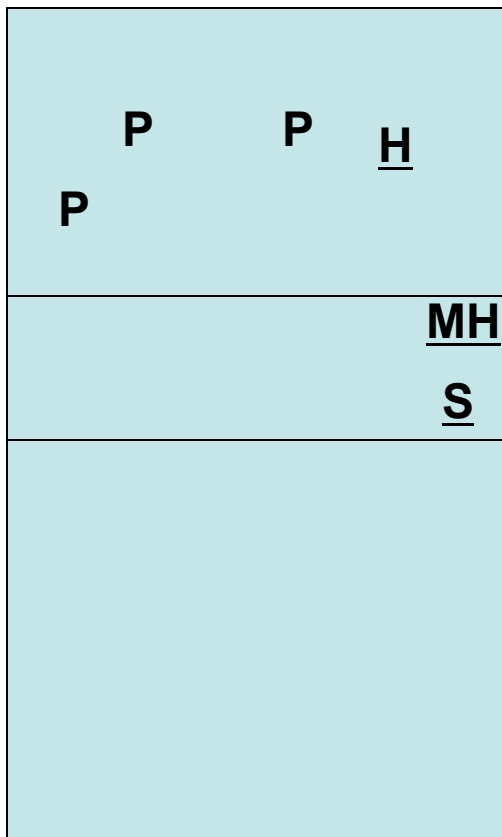


# All Options

<b><u>Middle</u></b>	<b><u>Outside Hitter</u></b>	<b><u>Setter</u></b>
• Slide,	Outside,	On ground
• Slide,	Inside 2 or 32,	On Ground
• Slide ,	Outside,	Jump
• Slide ,	Inside 2 or 32,	Jump
• 1,	Outside,	Stand
• 1,	Inside 2 or 32,	Stand
• 1,	Outside,	Jump
• 1,	Inside 2 or 32,	Jump
• 1,	Back 2,	Stand
• 1,	Back 2 ,	Jump
• 3,	Outside,	Stand
• 3,	Inside 2,	Stand
• 3,	Outside,	Jump
• 3,	Inside 2,	Jump
• 3,	Back 2,	Stand
• 3,	Back 2,	Jump
• Back 1,	Outside,	Stand
• Back 1,	32 or 2,	Stand
• Back 1,	Outside,	Stand
• Back 1,	32 or 2,	Stand
• Back 1,	Back 2,	Stand
• Back 1,	Back 2,	Jump

# 2 Hitter Situations.....Full Stack Left

All options



## \* MH Options

- MH Slide
- Back One
- Front One
- Three

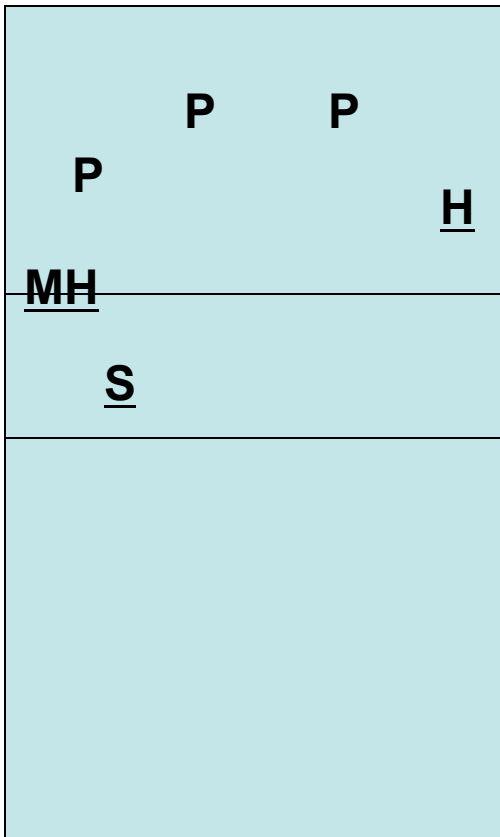
## • OH Options

- Outside
- 32
- 2
- Back 2

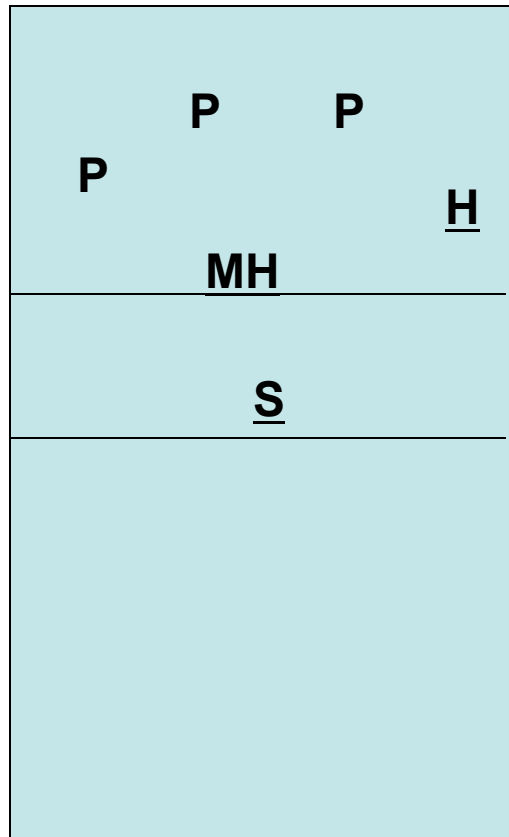
## • Setters Options

- Stays on ground
- Jump sets
- Pulled off the net

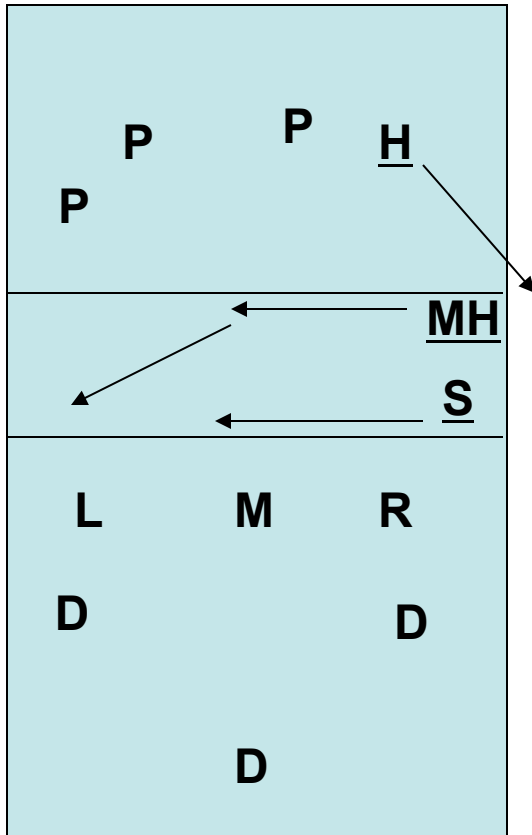
# 2 Hitters Split



# 2 Hitters Mid & Out



## 2 Hitter Situations Full Stack Left



### \* MH Options

– MH Slide

### • OH Options

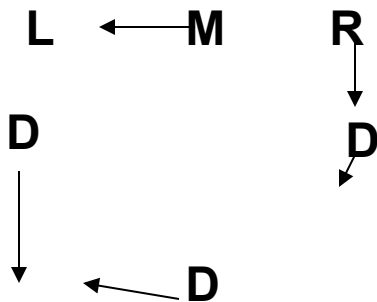
– Outside

### • Setters Options

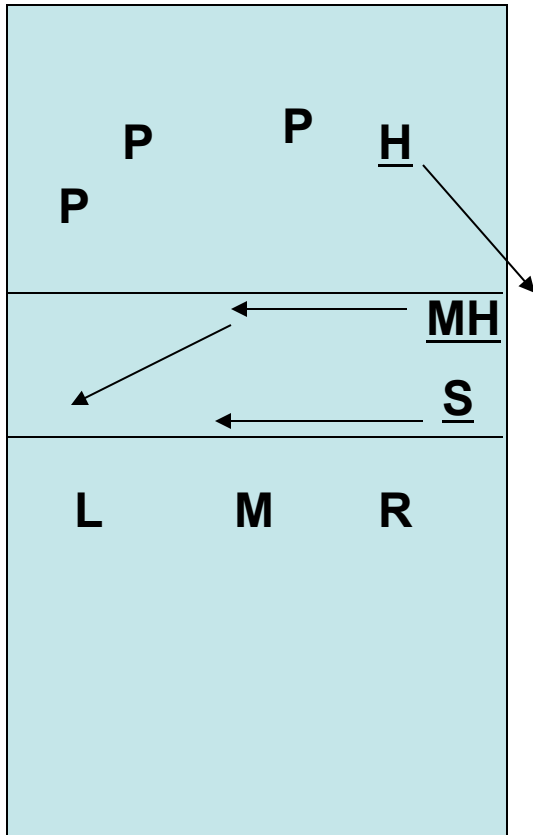
– Stays on ground

- L reads the step around and moves to outside for swing block
- M has to stay with setter... then react to set
- R has to stay with outside hitter.

### Ball set to MH



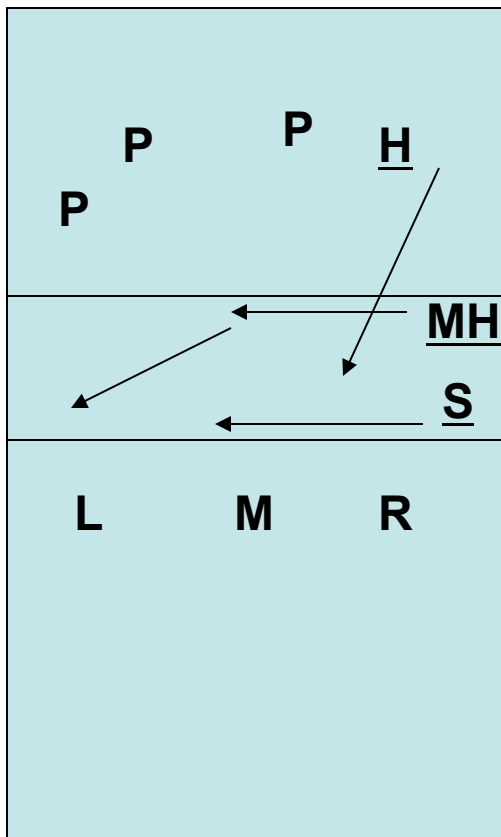
## 2 Hitter Situations Full Stack Left



- MH Option
  - MH Slide
- OH Option
  - Outside
- Setters Option
  - Jump sets
- **L reads the step around and moves to outside for swing block**
- **M Jumps with the Setter to take away the dump... then react to set**
- **R has to stay with outside hitter.**

# 2 Hitter Situations

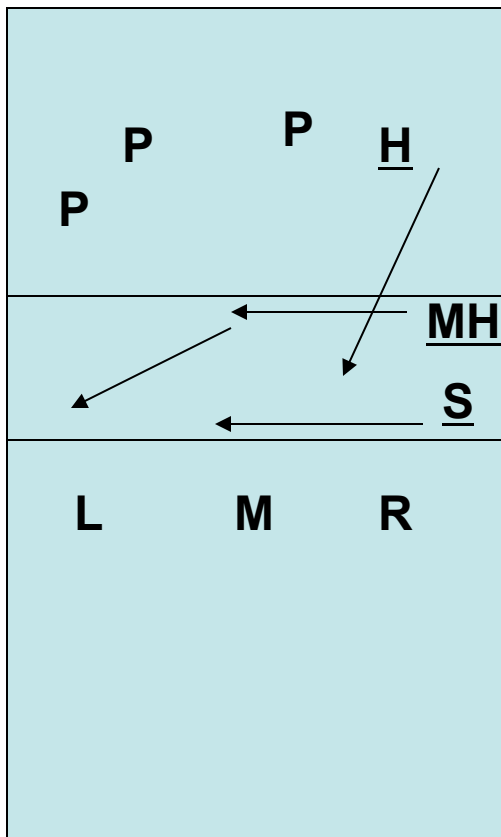
## Full Stack Left



- MH Option
  - MH Slide
- OH Option
  - 32 or 2
- Setters Option
  - On ground
- L reads the step around and moves to outside for swing block
- M React to set
- R Follows the OH inside and calls inside ....  
Shadows the hitters path

# 2 Hitter Situations

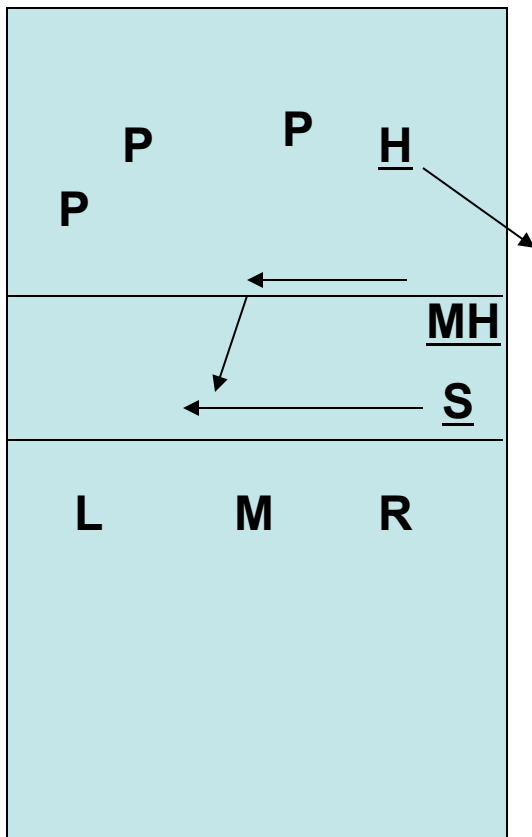
## Full Stack Left



- MH Option
  - MH Slide
- OH Option
  - 32 or 2
- Setters Option
  - Jumps
- **L reads the step around and moves to outside for swing block**
- **M Jumps with Setter to stop the dump**
- **R Follows the OH inside and calls inside ....  
Shadows the hitters path**

# 2 Hitter Situations

## Full Stack Left

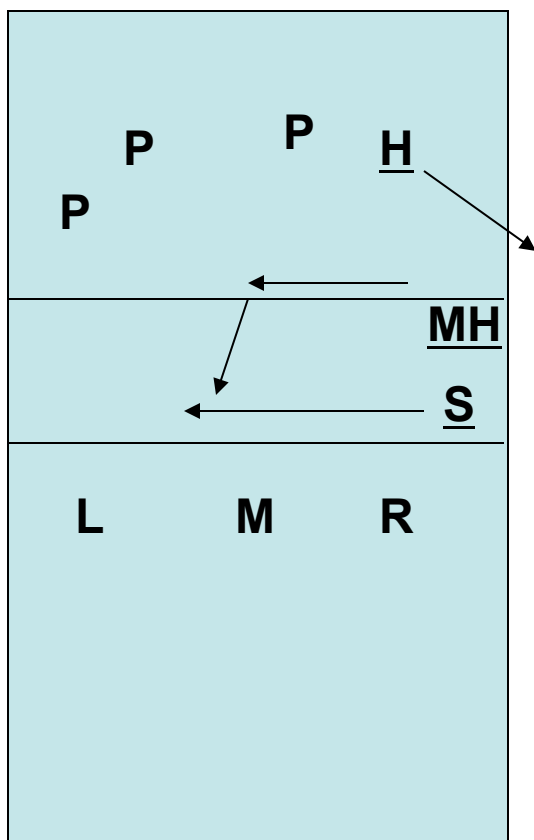


- MH Option
  - Front One
- OH Option
  - Outside
- Setters Option
  - Jump sets
- **L Commits with the Jumping Setter to take away the dump**
- **M Reacts to the set.... 1's or Out**
- **R Follows the OH ... Stay with hitter**



# 2 Hitter Situations

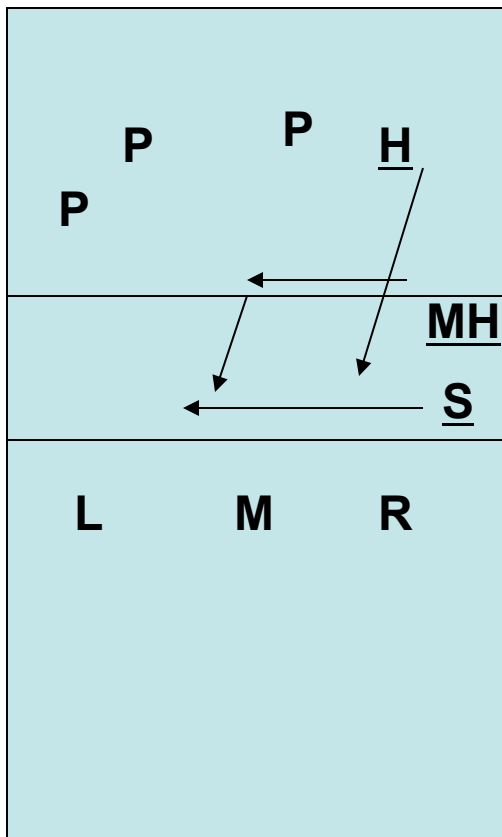
## Full Stack Left



- MH Option
  - Front One
- OH Option
  - Outside
- Setters Option
  - On Ground
- L Commits with the quick hitter everytime
- M Reacts to the set.... 1's or Out
- R Follows the OH ... Stay with hitter

# 2 Hitter Situations

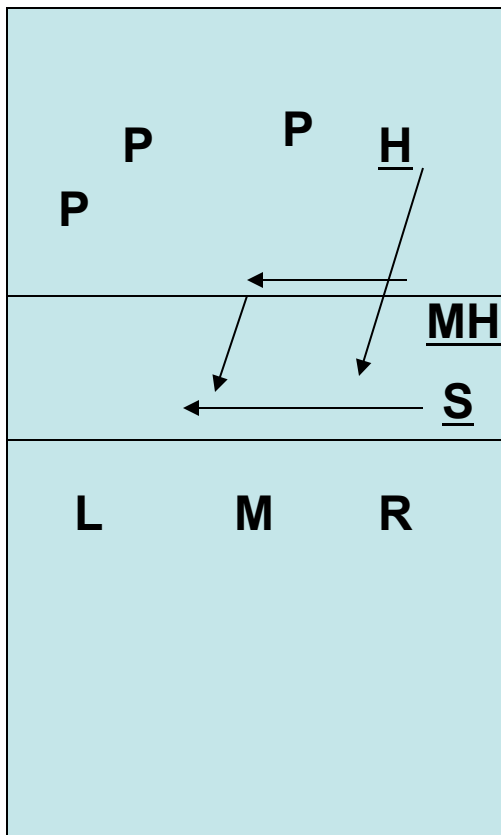
## Full Stack Left



- MH Option
  - Front One
- OH Option
  - Inside 2 or 32
- Setters Option
  - On Ground
- **L Commits with the quick hitter everytime**
- **M Reacts to the set.... 1's or 2's**
- **R Follows the OH for inside set ... Stay with hitter**

# 2 Hitter Situations

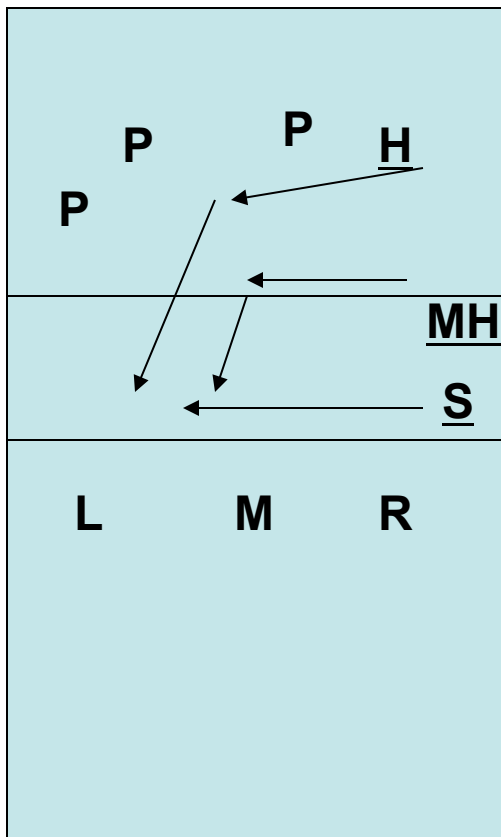
## Full Stack Left



- MH Option
  - Front One
- OH Option
  - Inside 2 or 32
- Setters Option
  - Jump sets
- L Commits with the Jumping Setter to take away the dump
- M Reacts to the set.... 1's or Out
- R Follows the OH for inside set.... Calling out "inside" ... Stay with hitter

# 2 Hitter Situations

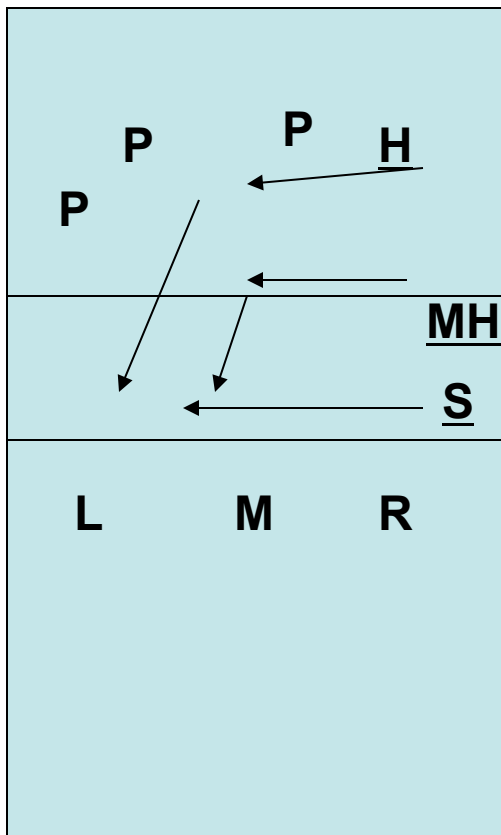
## Full Stack Left



- MH Option
  - Front One
- OH Option
  - Back 2
- Setters Option
  - On Ground
- R Screams “Mines Back”, Then moves over to commit with the 1
- L Picks up the OH and stays with the back 2 set
- M Reacts to the set.... 1 or Back 2's

# 2 Hitter Situations

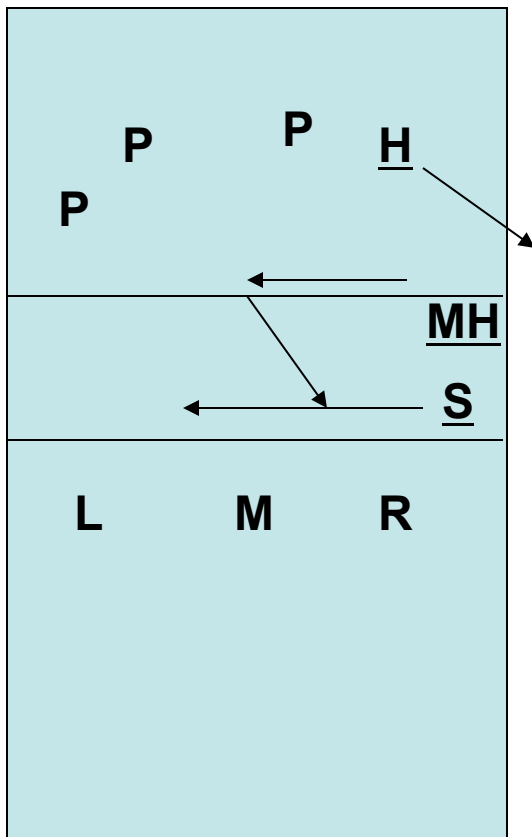
## Full Stack Left



- MH Option
  - Front One
- OH Option
  - Back 2
- Setters Option
  - Jump sets
- R Screams “Mines Back”, Then moves over to commit with the 1
- M Jumps with the setter and stops the dump.... Then reacts to the set
- L Picks up the OH and stays with the back 2 set

# 2 Hitter Situations

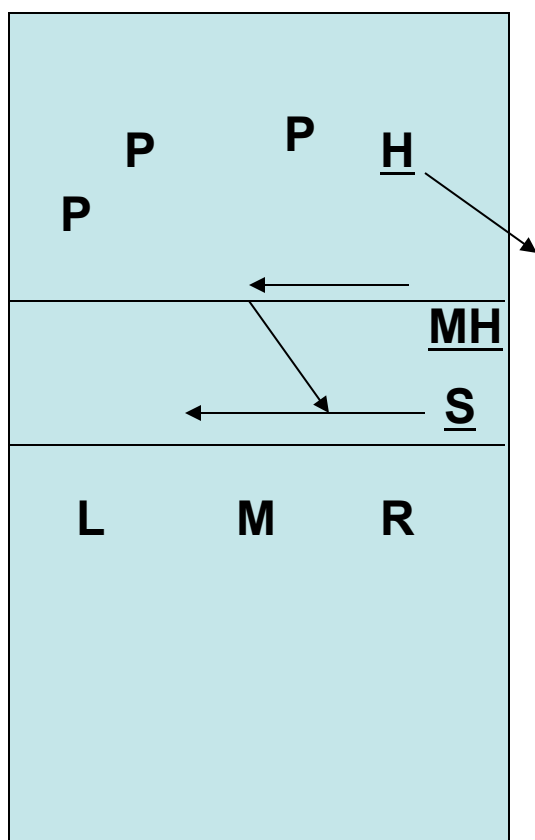
## Full Stack Left



- MH Option
  - Three
- OH Option
  - Outside
- Setters Option
  - On Ground
- L Stays with setter
- M Stays with the MH approach for 3 set.... Jump after you see ball set
- R Helps out if ball is set to the 3 hitter..... Reacts to outside set

# 2 Hitter Situations

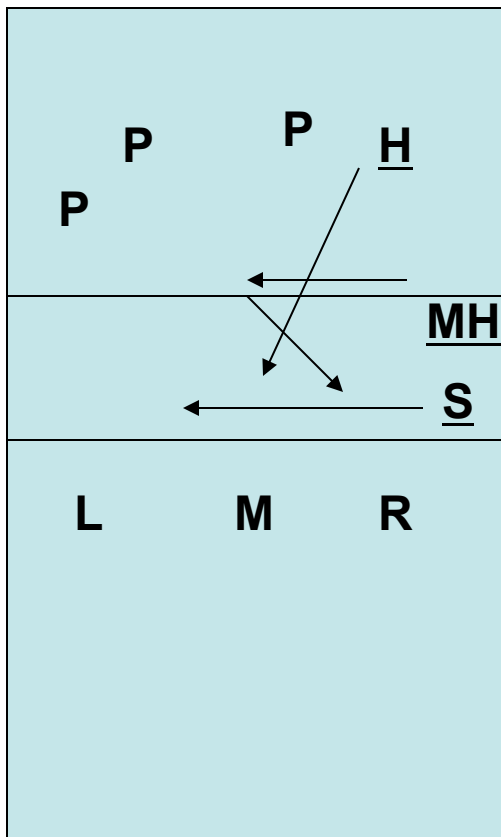
## Full Stack Left



- **MH Option**
  - Three
- **OH Option**
  - Outside
- **Setters Option**
  - Setter Jumps
- **L** Commits with the Jumping Setter to take away the dump
- **M** Stays with the MH approach for 3 set.... Jump after you see ball set
- **R** Helps out if ball is set to the 3 hitter..... Reacts to outside set

# 2 Hitter Situations

## Full Stack Left

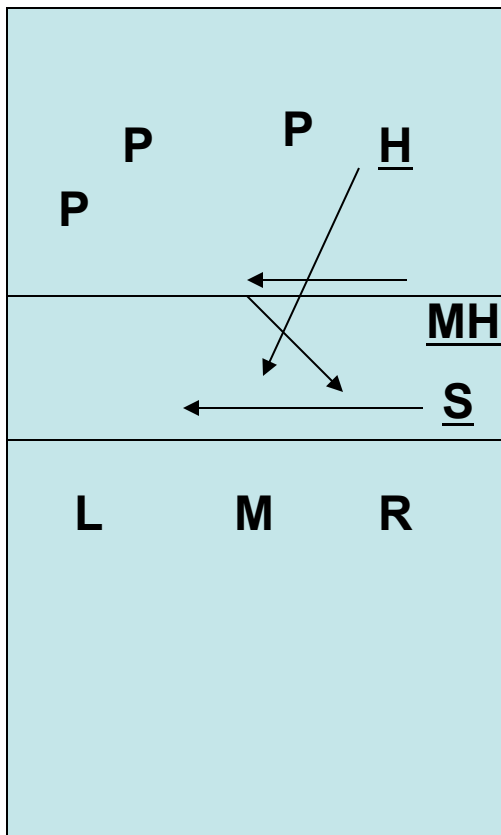


- MH Option
  - Three
- OH Option
  - Inside 2
- Setters Option
  - On Ground
- L Calls out the inside.... Helps block with the 2 set if it is set
- M Moves with the 3 hitter early... Jumps if ball set to 3 hitter. If ball set to inside set comes over and blocks
- R Screams “INSIDE” and then commit blocks with the 3 set and hitter



# 2 Hitter Situations

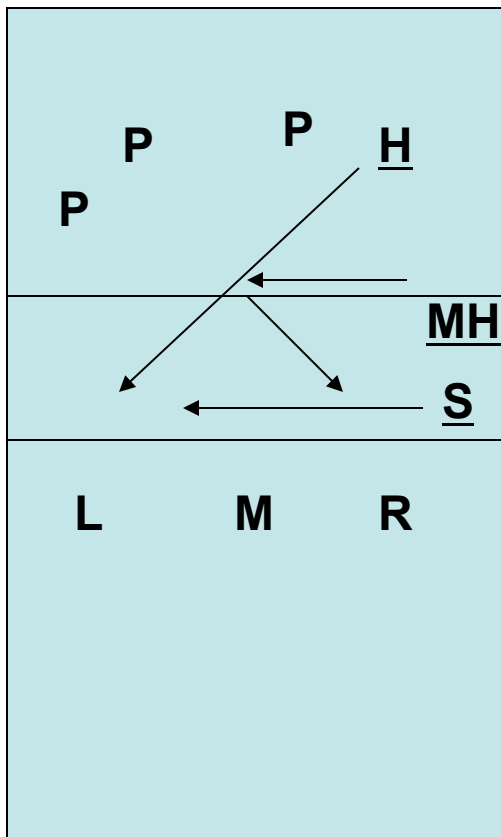
## Full Stack Left



- MH Option
  - Three
- OH Option
  - Inside 2
- Setters Option
  - Setter Jumps
- **L Commits with the Jumping Setter to take away the dump... Then helps out with the INSIDE set**
- **M Moves with the 3 hitter early... Jumps if ball set to 3 hitter. If ball set to inside set comes over and blocks**
- **R Screams “INSIDE” and then commit blocks with the 3 set and hitter**

# 2 Hitter Situations

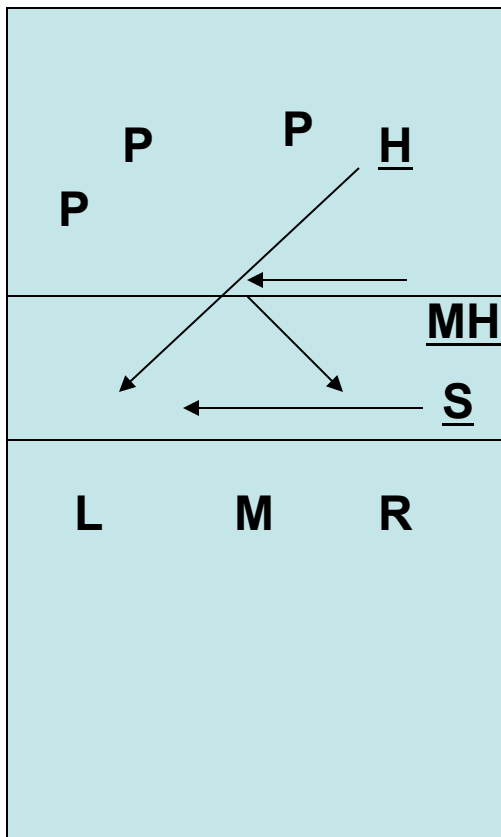
## Full Stack Left



- MH Option
  - Three
- OH Option
  - Back 2
- Setters Option
  - On Ground
- R Screams “BACK..BACK” and then commit blocks with the 3 set and hitter
- L Calls out the BACK.... Stays with the back 2
- M Stays with the setter and reads and reacts to the set

# 2 Hitter Situations

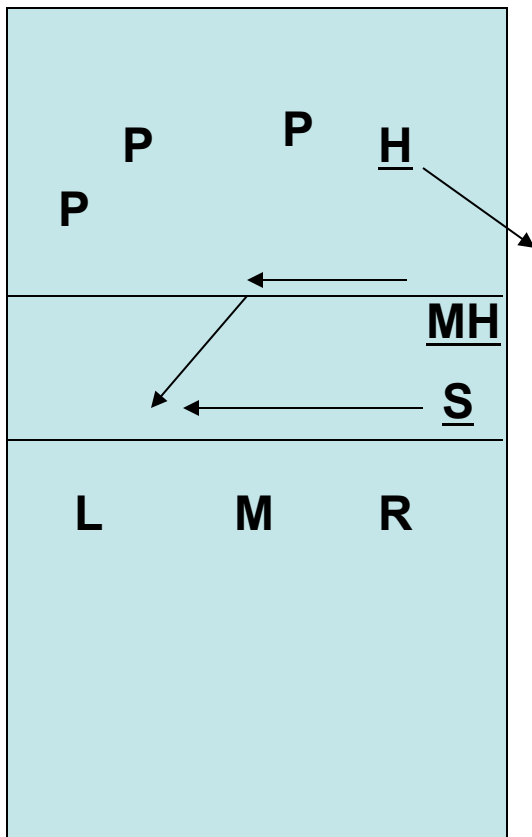
## Full Stack Left



- MH Option
  - Three
- OH Option
  - Back 2
- Setters Option
  - Jump Sets
- R Screams “BACK..BACK” and then commit blocks with the 3 set and hitter
- L Calls out the BACK.... Stays with the back 2
- M Stays with the setter and Commits to the dump

# 2 Hitter Situations

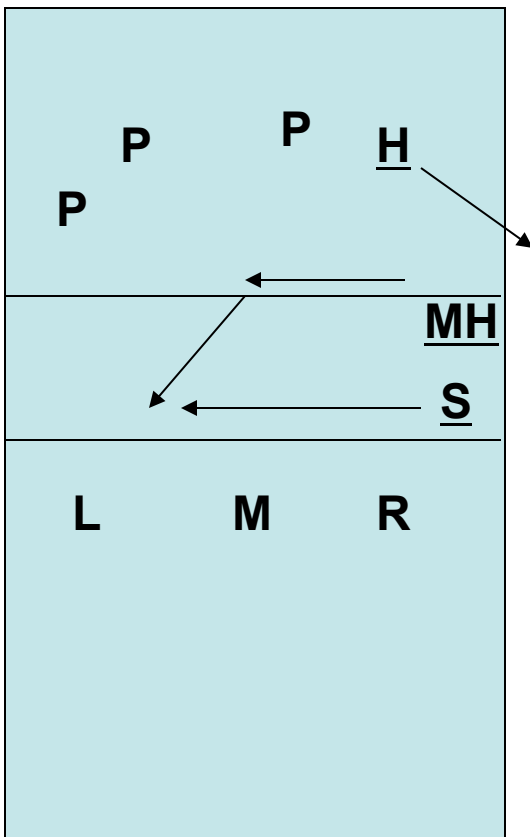
## Full Stack Left



- MH Option
  - Back One
- OH Option
  - Outside
- Setters Option
  - Jump sets
- **M Calls out the hitter coming for “BACK 1” .... Commits with the setter and stops the Dump**
- **L Commits with the back 1 hitter**
- **R Follows the OH ... Stay with hitter.... Calling mine’ s out.**

# 2 Hitter Situations

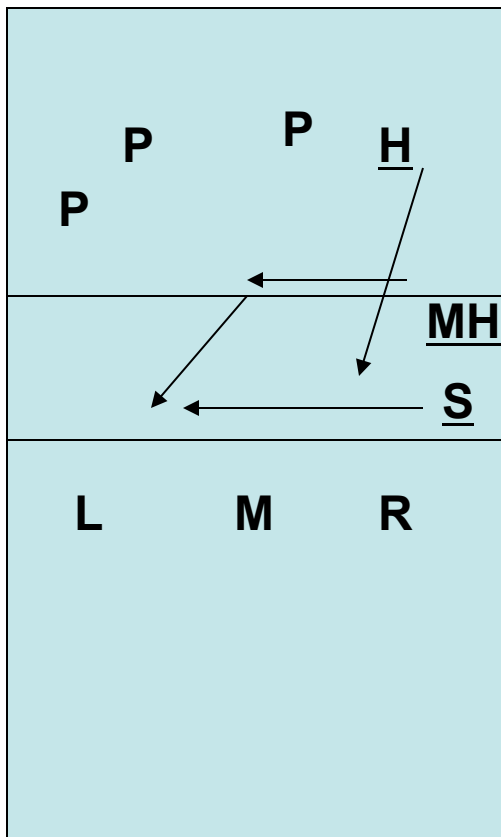
## Full Stack Left



- **MH Option**
  - Back One
- **OH Option**
  - Outside
- **Setters Option**
  - On Ground
- **M Calls out the hitter coming for “BACK 1” .... Reacts to the set..... Hands up**
- **L Commits with the back 1 hitter**
- **R Follows the OH ... Stay with hitter.... Calling mine's out.**

# 2 Hitter Situations

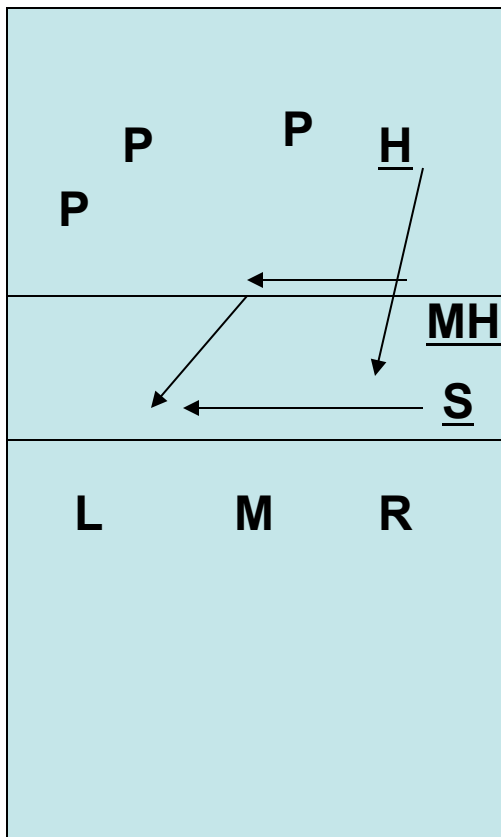
## Full Stack Left



- MH Option
  - Back One
- OH Option
  - 32
- Setters Option
  - Jump sets
- **M Calls out the hitter coming for “BACK 1” .... Commits with the setter and stops the Dump**
- **L Commits with the back 1 hitter**
- **R Follows the OH ... Stay with hitter.... Calling mine's inside.**

# 2 Hitter Situations

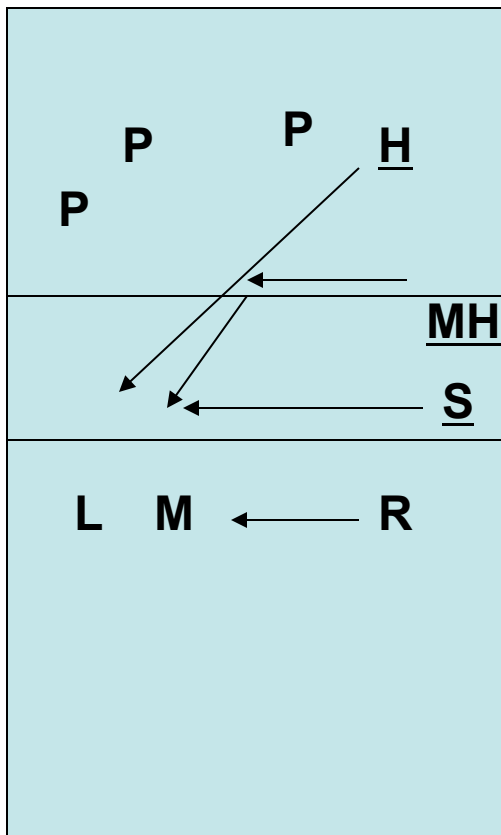
## Full Stack Left



- **MH Option**
  - Back One
- **OH Option**
  - 32
- **Setters Option**
  - On Ground
- M Calls out the hitter coming for “BACK 1” .... Reacts to the set..... Hands up
- L Commits with the back 1 hitter
- R Follows the OH ... Stay with hitter.... Calling mine’s INSIDE.

# 2 Hitter Situations

## Full Stack Left

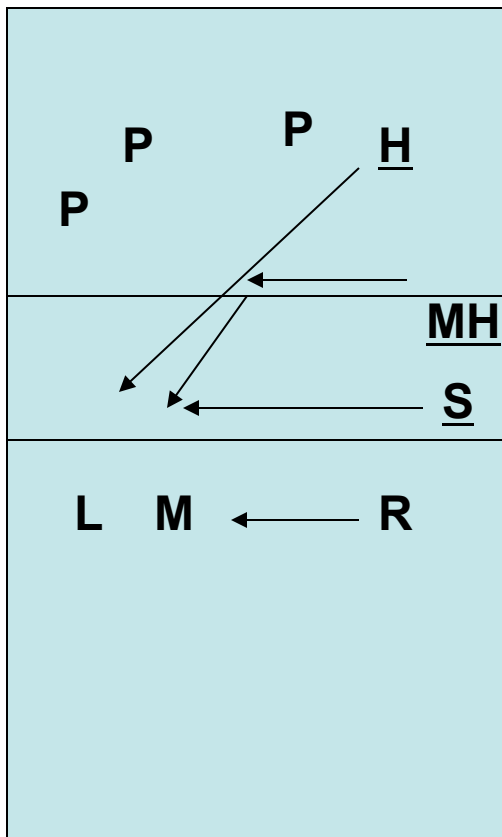


- MH Option
  - Back 1
- OH Option
  - Back 2
- Setters Option
  - On Ground
- R Screams “BACK..BACK” and then moves inside to help out with the setter and Back 1
- M Stays with the MH and commits on the Back 1
- L Calls out the BACK.... Stays with the back 2



# 2 Hitter Situations

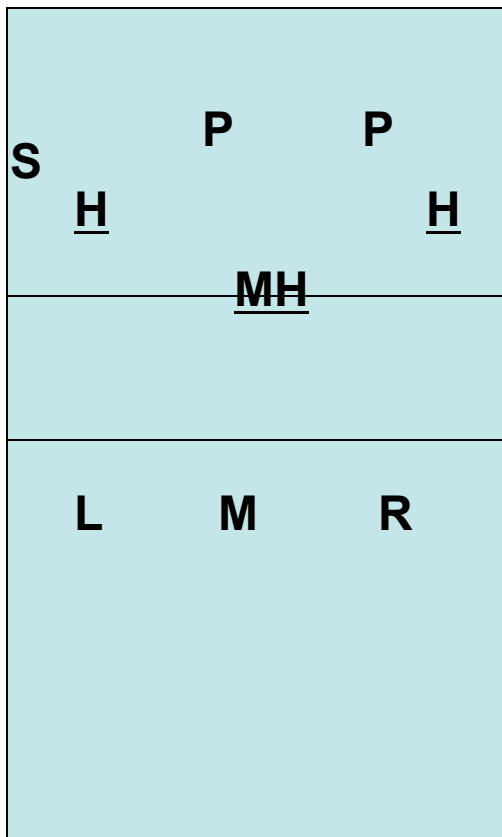
## Full Stack Left



- MH Option
  - Back 1
- OH Option
  - Back 2
- Setters Option
  - Jumps
- R Screams “BACK..BACK” and then moves inside to commit with the setter and stop the dump
- M Stays with the MH and commits on the Back 1
- L Calls out the BACK.... Stays with the back 2

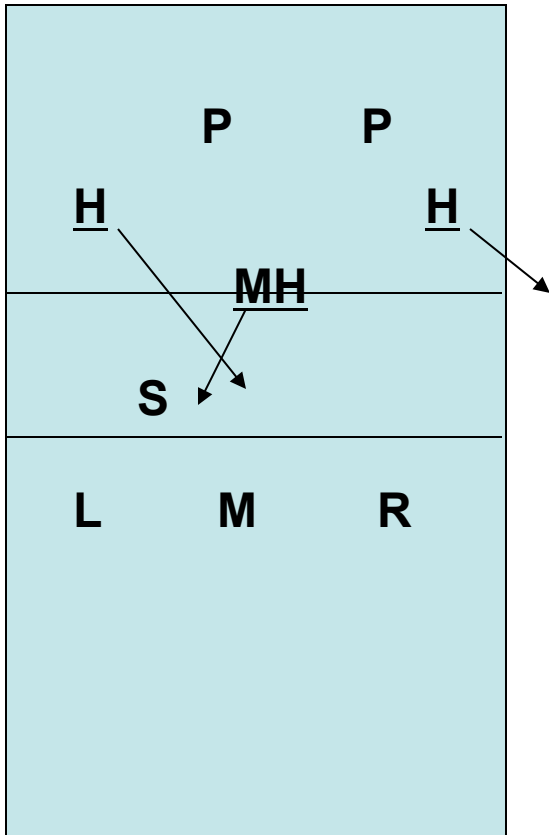
<b>Right Side</b>	<b>Middle</b>	<b>OH</b>
<b>X</b>	<b>1</b>	<b>outside</b>
<b>Back 2</b>	<b>1</b>	<b>Outside</b>
<b>Red/5</b>	<b>1</b>	<b>Outside</b>
<b>Red/5</b>	<b>1</b>	<b>Inside 2 or 32</b>
<b>Back 2</b>	<b>1</b>	<b>Inside 2 or 32</b>
<b>X</b>	<b>Slide</b>	<b>Out</b>
<b>Back 2</b>	<b>Slide</b>	<b>Out</b>
<b>X</b>	<b>Slide</b>	<b>Inside 2 or 32</b>
<b>Back 2</b>	<b>Slide</b>	<b>Inside 2 or 32</b>
<b>Back 2</b>	<b>Three</b>	<b>Outside</b>
<b>Back 1</b>	<b>Three</b>	<b>Inside 2 or 32</b>
<b>Back 1</b>	<b>Three</b>	<b>Outside</b>
<b>Red/ 5</b>	<b>Three</b>	<b>Outside</b>
<b>X</b>	<b>Back 1</b>	<b>Outside</b>
<b>Back 2</b>	<b>Back 1</b>	<b>Outside</b>
<b>Red/5</b>	<b>Back 1</b>	<b>Inside 2 or 32</b>

# 3 Hitter Situations



- MH Option
  - Back 1
  - Slide
  - Front 1
  - Three
- OH Option
  - Outside
  - Inside 2 or 32
- Right Side Option
  - Red (5)
  - Back 2
  - X series
  - Back 1

# 3 Hitter Situations



## MH Option

1

## OH Option

Outside

## Right Side Option

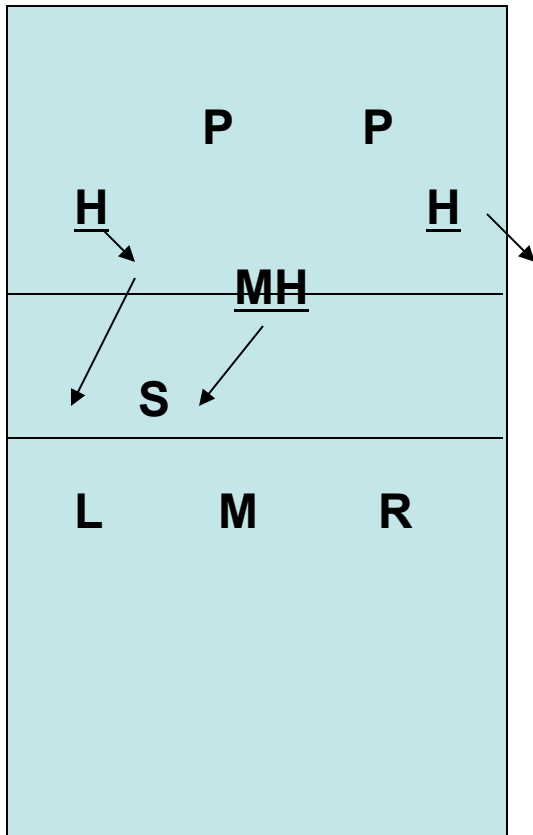
X series

- **L** Calls out “X...X”, Commits with the one... Then also jumps with the X set

- **M** If 1 is set... Jumps with the set. If X is set.... Jump again with the x set

- **R** Stays with OH... Calls “mine’ s out”

# 3 Hitter Situations



## MH Option

1

## OH Option

Outside

## Right Side Option

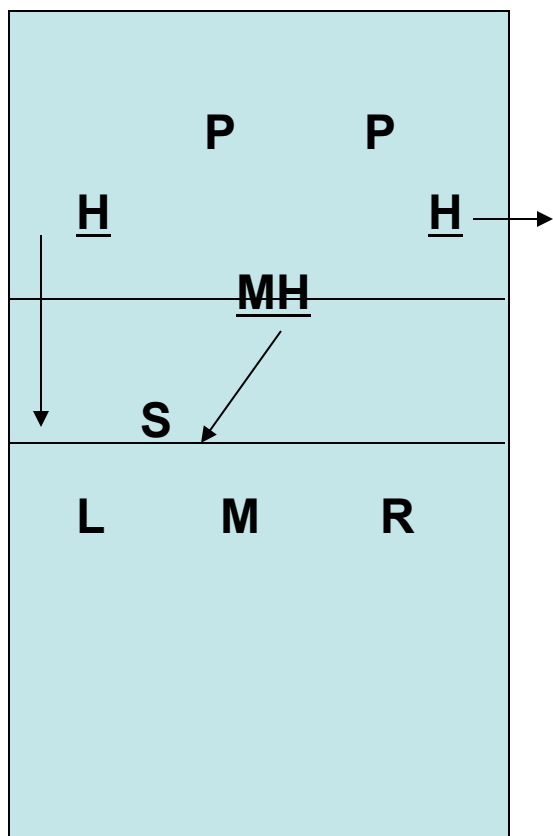
Back 2

- **L** Calls out “Back 2.. Back 2”, Stays with the Back 2... If 1 is set... Jumps with the set.

- **M** Commit with the 1.... Then move to set location

- **R** Stays with OH... Calls “mine’ s out”

# 3 Hitter Situations



## MH Option

1

## OH Option

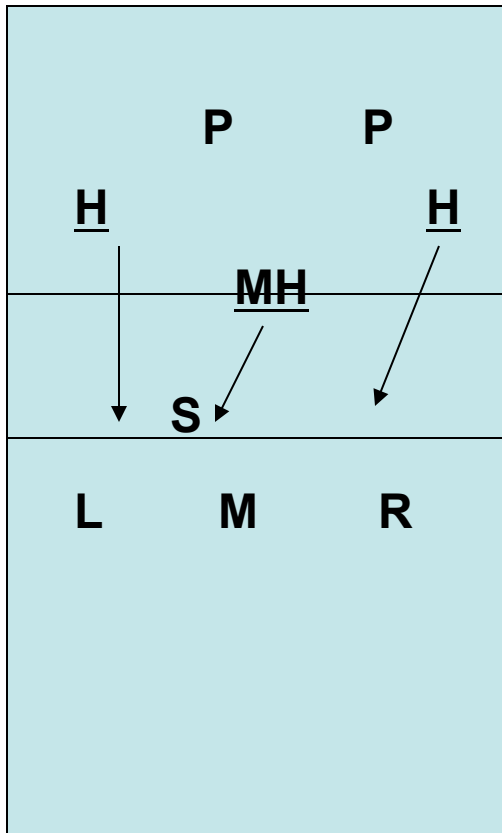
Outside

## Right Side Option

Red or 5

- **L** Calls out “Mines out” , Stay with hitter
- **M** Commit with the 1.... Then move to set location
- **R** Stays with OH... Calls “mine’ s out”

# 3 Hitter Situations



## MH Option

1

## OH Option

Inside 32

## Right Side Option

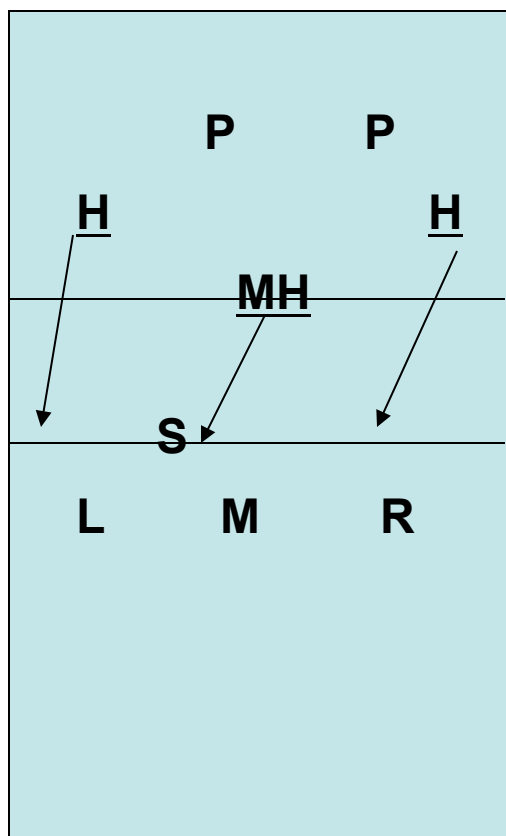
Back 2

- **L** Calls out “Back 2.. Back 2”, Stays with the Back 2... If 1 is set... Jumps with the set.

- **M** Commit with the 1.... Then move to set location

- **R** Stays with OH... Calls “Coming in.. Coming In”

# 3 Hitter Situations



MH Option

1

OH Option

Inside 32

Right Side Option

Red or 5

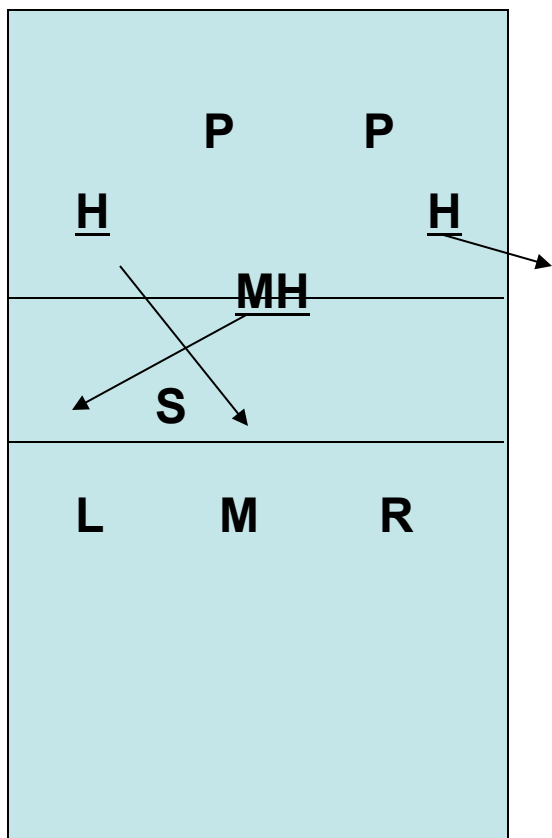
- **L** Calls out “Mine’s out”, Stays with the Back 2... If 1 is set... Jumps with the set.

- **M** Commit with the 1.... Then move to set location

- **R** Stays with OH... Calls “Coming in.. Coming In”



# 3 Hitter Situations



## MH Option

Slide

## OH Option

Outside

## Right Side Option

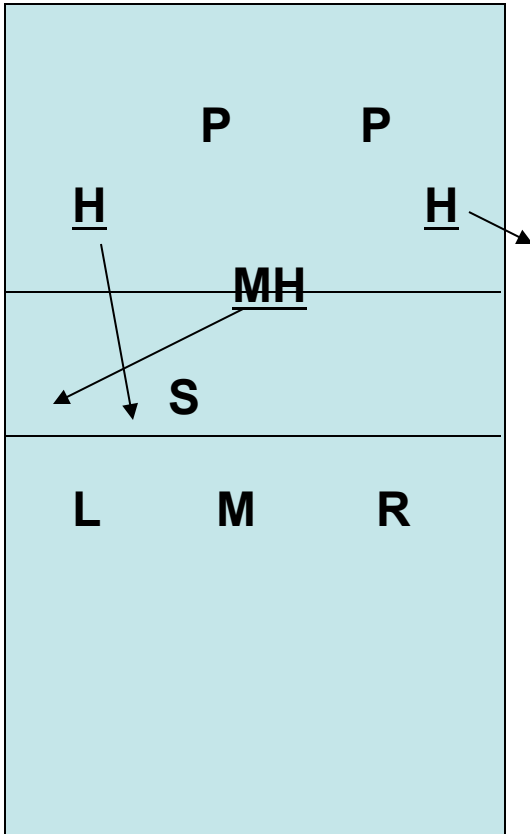
X Series

- **L** Yells out “X..X” Then picks up the slide and moves outside to swing block the slide... Jumps with the set.

- **M** Yells “Slide...Slide” ... Pick up the X series hitter.. React to the set

- **R** Stays with OH... Calls “mine’ s out”

# 3 Hitter Situations



## MH Option

Slide

## OH Option

Outside

## Right Side Option

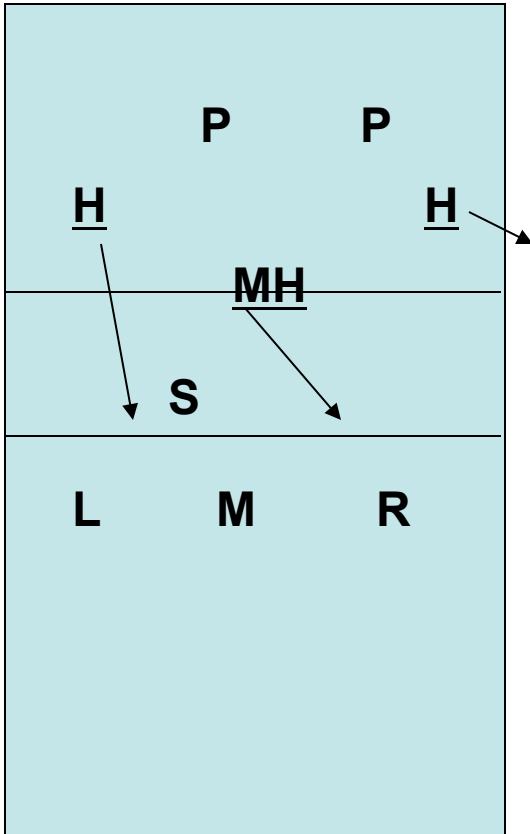
Back 2

- **L** Yells out “Back 2”  
Then picks up the slide and  
moves outside to swing  
block the slide... Jumps with  
the set.

- **M** Yells “Slide...Slide” ...  
Pick up the Back 2 hitter..  
React to the set

- **R** Stays with OH...  
Calls “mine’s out”

# 3 Hitter Situations



## MH Option

Three

## OH Option

Outside

## Right Side Option

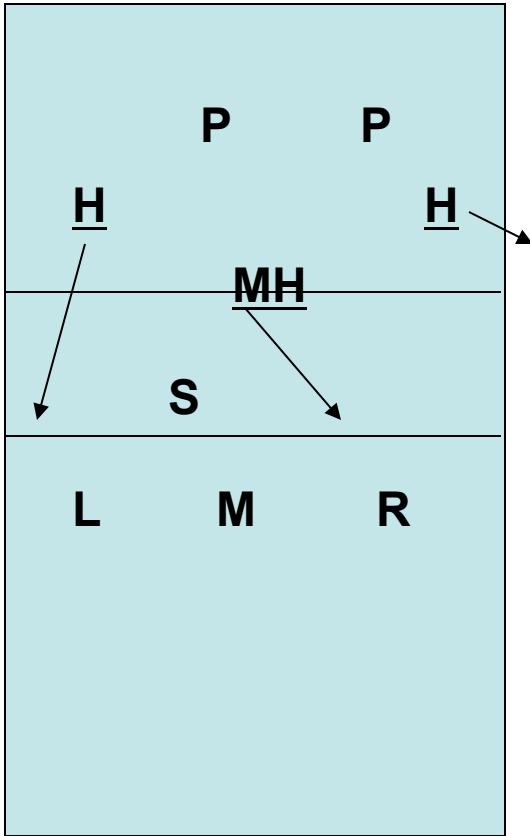
Back 2

- **L** Yells out “Back 2”, “Back 2”

- **M** Yells “Three..Three” ...  
Move to get in front of hitter..  
React to the set

- **R** Stays primarily with OH... Calls “mine’s out”.  
If 3 is set then help out with the block

# 3 Hitter Situations



## MH Option

Three

## OH Option

Outside

## Right Side Option

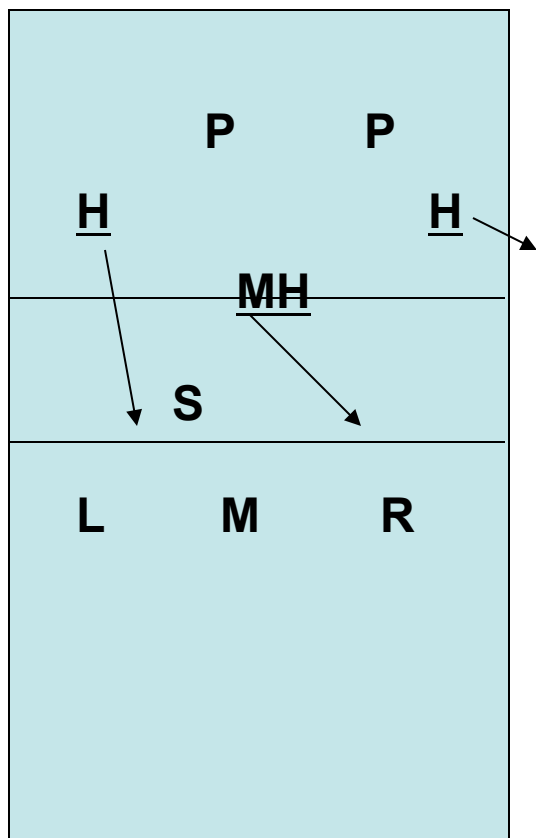
Red or 5

- **L** Yells out “5.... Mine’s out.” Moves a little more outside.

- **M** Yells “Three..Three”  
... Move to get in front of hitter.. React to the set

- **R** Stays primarily with OH... Calls “mine’s out”.  
If 3 is set then help out with the block

# 3 Hitter Situations



## MH Option

Three

## OH Option

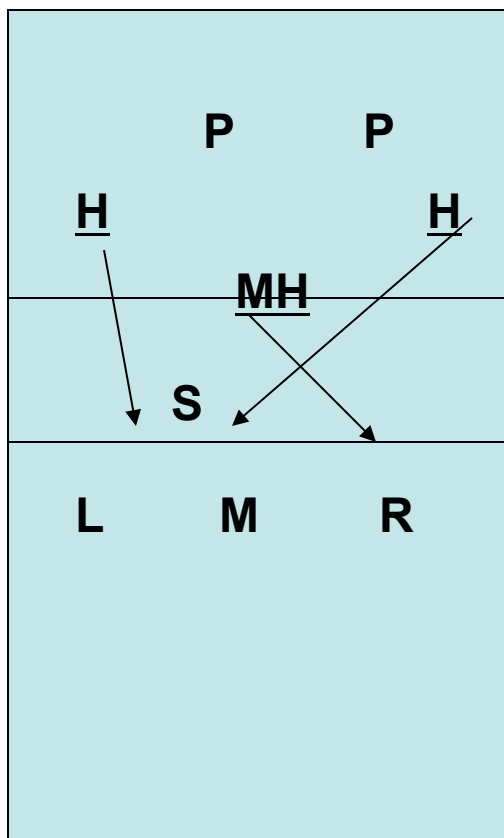
Outside

## Right Side Option

Back 1

- **L** Yells out “Back 1”.  
Step inside to take away the cross court
- **M** Yells “Three..Three” ...  
Move to get in front of hitter..  
React to the set
- **R** Stays primarily with OH... Calls “mine’s out”. If 3 is set then help out with the block

# 3 Hitter Situations



## MH Option

Three

## OH Option

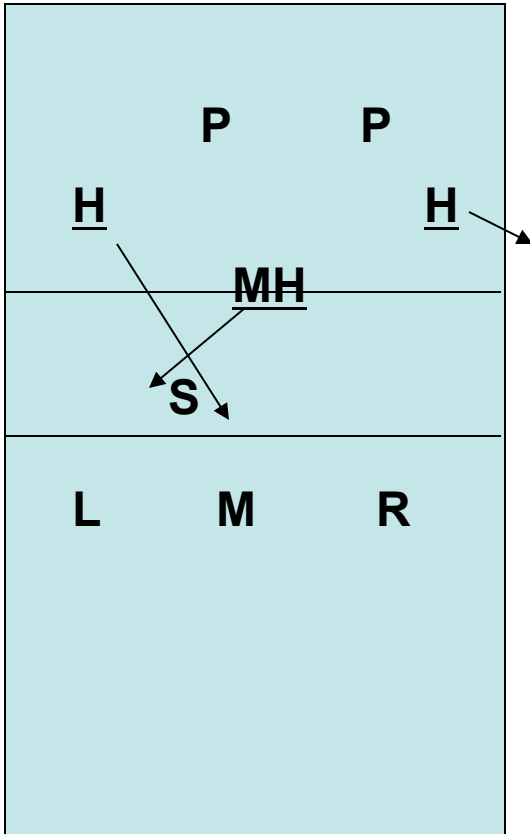
Inside 2

## Right Side Option

Back 1

- **L** Yells out “Back 1”.  
Step inside to take away the cross court
- **R** Yells “Inside 2”.. Then commits to the three set.
- **M** Yells 333 then answers the” Inside Call”.... Releases the 3 and picks up the Inside 2..... React to the set

# 3 Hitter Situations



## MH Option

Back 1

## OH Option

Outside

## Right Side Option

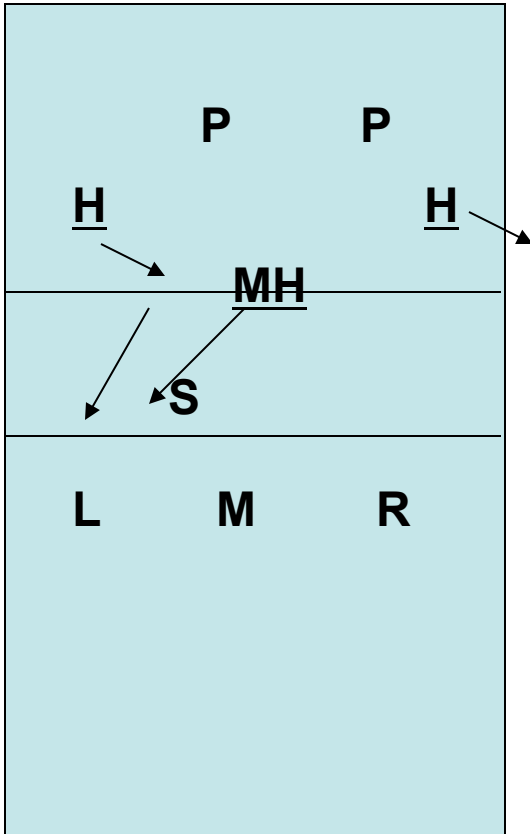
X Series

- **M** Yells “Back 1.. Back 1”  
... Pick up the 2 hitter.. React to the set

- **L** Yells out “X..X..X” Then picks up the Back 1... Commits with the hitter.... And then reacts to the set.

- **R** Stays with OH... Calls “mine’ s out”

# 3 Hitter Situations



## MH Option

Back 1

## OH Option

Outside

## Right Side Option

Back 2

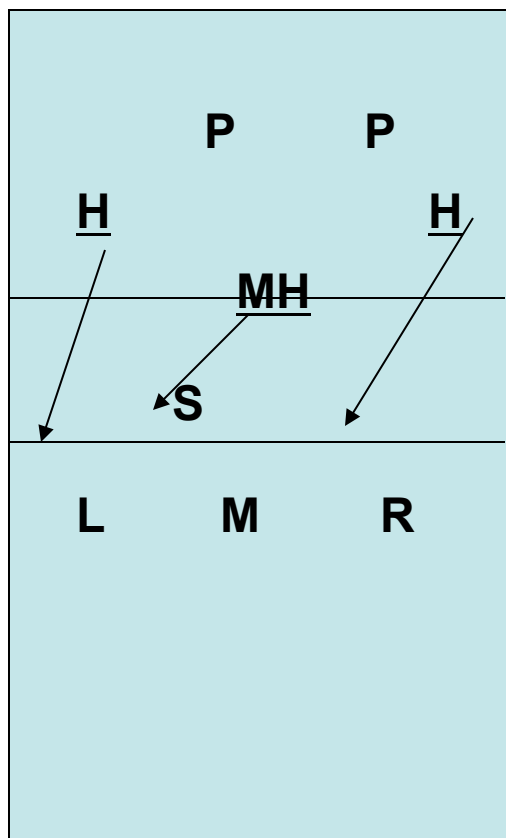
- **M** Yells “back 1... Back 1”  
... Commits to the hitter..  
Then react to the set

- **L** Yells out “Back 2”. Gap  
block move.....Helps with  
the 1 if set... Primarily stay  
with 2

- **R** Stays with OH... Calls  
“mine’ s out”



# 3 Hitter Situations



## MH Option

Back 1

## OH Option

Inside 2 or 32

## Right Side Option

Red or 5

- **L** Yells out “5..5..5” Gap block move.....Helps with the B1 if set... Primarily stay with 5

- **M** Yells “back 1... Back 1” ... Commits to the hitter.. Then react to the set

- **R** Stays with OH... Calls “mine’ s Inside.... Inside 32”