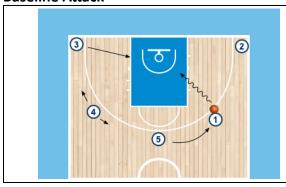


5 OUT SPACING

WING/SWING PENETRATION

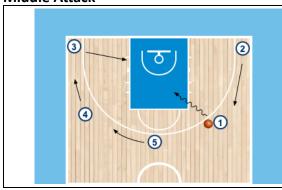
General rule = any drive from a wing/swing cues a corner cut

Baseline Attack



- 1 will attack to score
- 2 will hold space
- 3 will corner cut
- 4 will find a passing window (not 3 in a row)
- 5 will fill behind the ball

Middle Attack



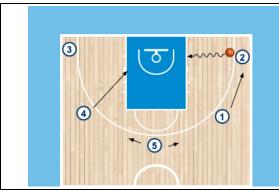
- 1 will attack to score
- 3 will corner cut
- 4 will space away
- 5 will space away
- 2 will fill behind

CORNER PENETRATION

General rule = any drive from the corner cues a wing/45 cut

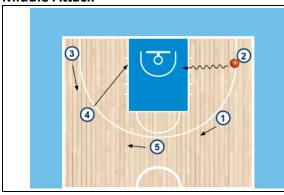
Baseline Attack





- 2 will attack to score
- 1 will fill behind
- 4 will wing cut
- 3 finds a passing window (not three in a row)
- 5 finds a passing window (not three in a row)

Middle Attack



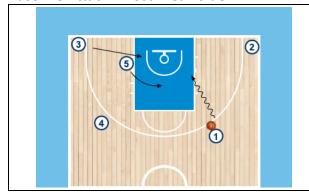
- 2 will attack to score
- 1 will push away/stretch spacing
- 4 will wing cut
- 3 finds passing window (not three in a row)
- 5 will push away

4 AROUND 1 SPACING

WING/SWING PENETRATION

General rule = any drive from a wing/swing cues a corner cut

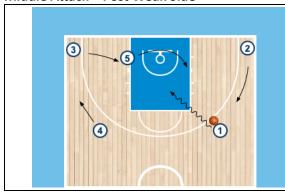
Baseline Attack - Post Weak Side



- 1 will attack to score
- 2 will hold space
- 5 will circle cut
- 3 will corner cut
- 4 will find a passing window (not 3 in a row)

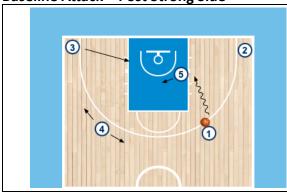


Middle Attack - Post Weak Side



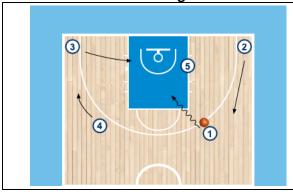
- 1 will attack to score
- 5 will circle under to opposite block
- 3 will corner cut
- 2 will find a passing window (may fill behind)
- 4 will space away

Baseline Attack - Post Strong Side



- 1 will attack to score
- 2 will hold space
- 5 seal the help
- 3 will corner cut
- 4 finds a passing window (not three in a row)

Middle Attack - Post Strong Side



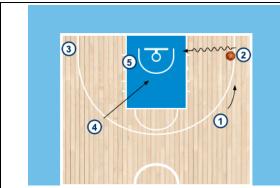
- 1 will attack to score
- 5 will hold space/seal
- 3 will corner cut
- 4 will space away
- 2 will find a passing window (may fill behind)

CORNER PENETRATION

General rule = any drive from the corner cues a wing/45 cut

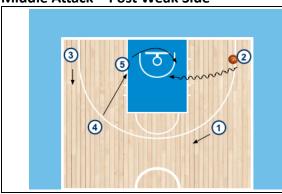
Baseline Attack - Post Weak Side





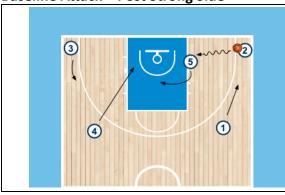
- 2 will attack to score
- 1 will fill behind
- 5 will hold space/seal the drop defender
- 4 will wing cut
- 3 finds a passing window (not three in a row)

Middle Attack – Post Weak Side



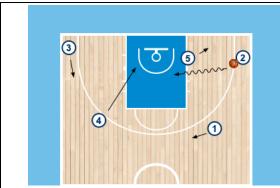
- 2 will attack to score
- 1 will push away/stretch spacing
- 5 will circle under
- 4 will wing cut
- 3 finds passing window (not three in a row)

Baseline Attack – Post Strong Side



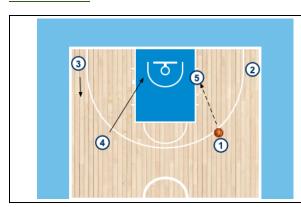
- 2 will attack to score
- 1 will fill behind
- 5 will circle cut top of smile
- 4 will wing cut
- 3 finds a passing window (not three in a row)





- 2 will attack to score
- 5 will space away (take post away)
- 1 will push away/stretch spacing
- 4 will wing cut
- 3 finds a passing window (not three in a row)

POST CATCH



On 5's catch

- 4 will wing cut
- 3 will lift and find s passing window
- 1 & 2 will hold space and find a passing window