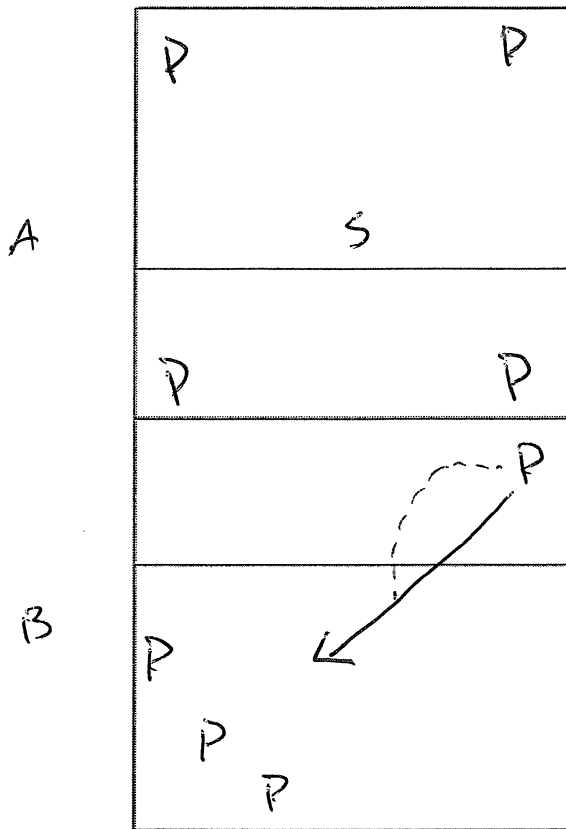


Drill Name: 4 Corner Pepper Skill Featured: Ball control



Objective:

Corner players dig to middle
from opposite players hit.
Setter in the middle sets
anyone. Goal is to keep
3 contacts going

Conditions: Variations

- Can start with "Friendlys"
- Setting only or Pass set
- Roll shots
- add spike or tip
- Read hitters hand.

Success Criteria:

Players will collapse in opposite corner, Setter
will call hitters names

Reference Points/Cues:

Dig high to middle, "anticipate", stationary
at moment of contact.