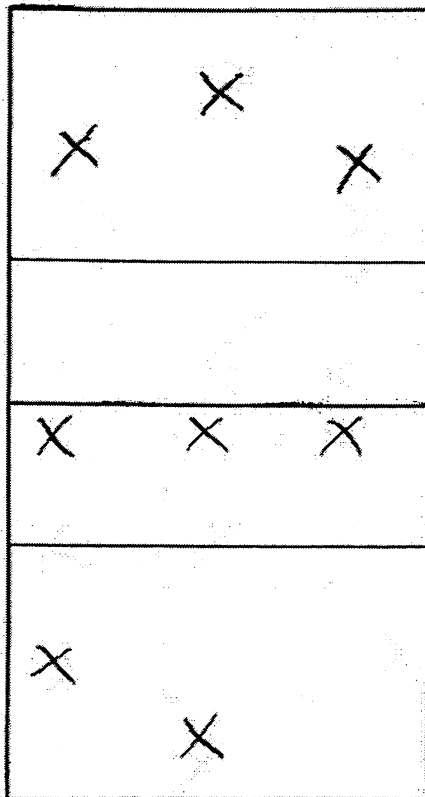


Drill Name: Neville's Pepper Skill Featured: Defensive Mindset

Neville's
Side



Objective:

Score 6-10 points
(depending on time).

Each player tracks his/
her own.

Conditions:

If there is a "NO GO"
on Neville's side (ball
falls with no one on the
floor with it), those 3
players lose ALL their
points.

Success Criteria: x x So

3 players on Neville's side ONLY can score point.
They are allowed front row attacks. Each time
they win, they stay and get 1 point. Other side
front row goes to back of line & players move up.

Reference Points/Cues:

Servers: Try to put them out of system (deep,
short, at best setter, etc)

Neville's Side: figure out how to score
against a 6-man team.

*Decide if missed serves count as point.

*Coaches can toss in a ball if serve is missed
to create more contacts.