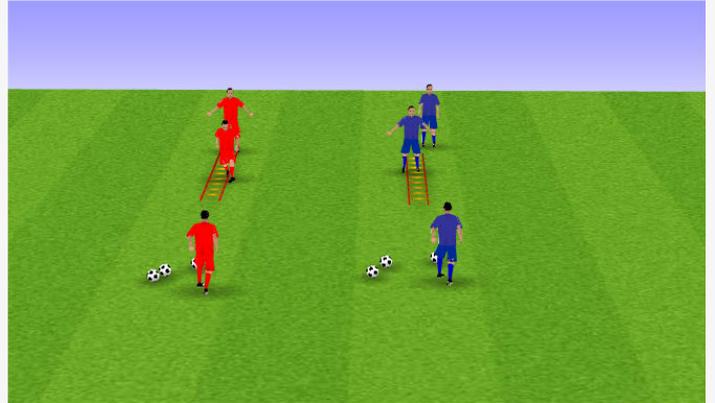


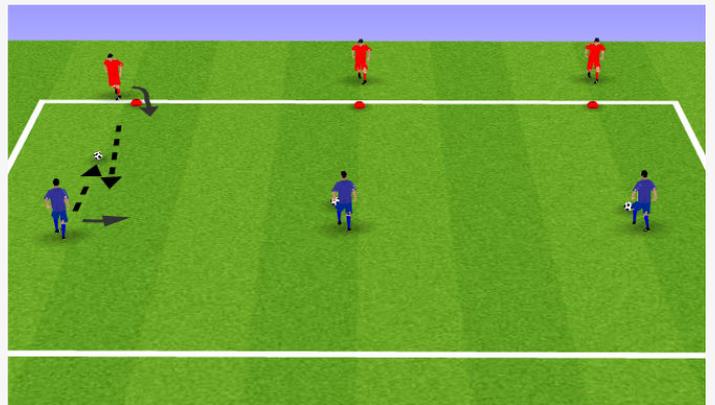
## Ladder Review

Footwork in ladder: 4x each  
diagonal-scoop, make players move r/l  
out/in-basket, mid range serves from ground  
single leg r/l-volleys/high balls to head  
Dynamic stretch on way back to ladder, stretch as needed



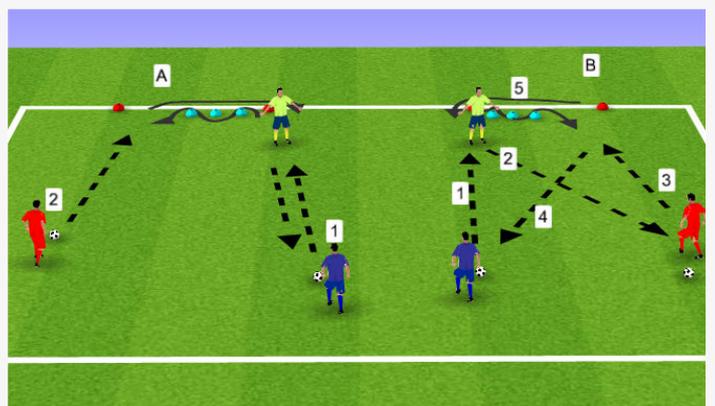
## Passback-Basic

Pairs with one ball  
GK starts behind cone and partner passes ball when verbal "Ball" and nonverbal points to foot  
Two touch back to partner, GK drop step and goes around cone for next ball with opposite foot  
CP: Should aim at farthest foot away, prep first touch away from body, footwork back around cone, loud command voice



## Passback to shot

In Groups of 3:  
A. GK steps in front of red cone, demands ball verbal and nonverbal. Blue server passes ball and GK two touch back to server. Goes thru cones then shot from red server. Distribute back to servers on the ground and go back around to the beginning. 3 repetitions then rotate 2x. Change sides  
B. GK steps in front of red cone, demands ball verbal and nonverbal. Blue server passes ball and GK two touch (across body) to red server. GK drop step back thru cones to shot 3 then distribute back to blue server 4. Return to start behind red cones. 3 repetitions, rotate 2x, change sides. Challenge: Second round volley from red server, overhand distribution to blue.  
CP: demand for ball, safety of which foot, big first touch to get ball in front, low thru cones, set for shot, footwork back around to set, eyes on server, shoulders forward, 1st touch across body, ground distribution



## Passback Frame

In Frame: Start on stomach

GK calls for ball, 1. blue server passes ball 2. GK two touch to counter goal. GK goes thru cones to 3. red shot waist and lower (stretch older players) 4. distribute to blue server  
3x then rotate 2 rounds, change sides.

Add: two footed thru cones, one touch clear so higher counter goal or target GK, shots above waist

CP: Demand ball verbal and nonverbal, loud, eyes on server, quick footwork, set on shot, distribution decisions ground or high

