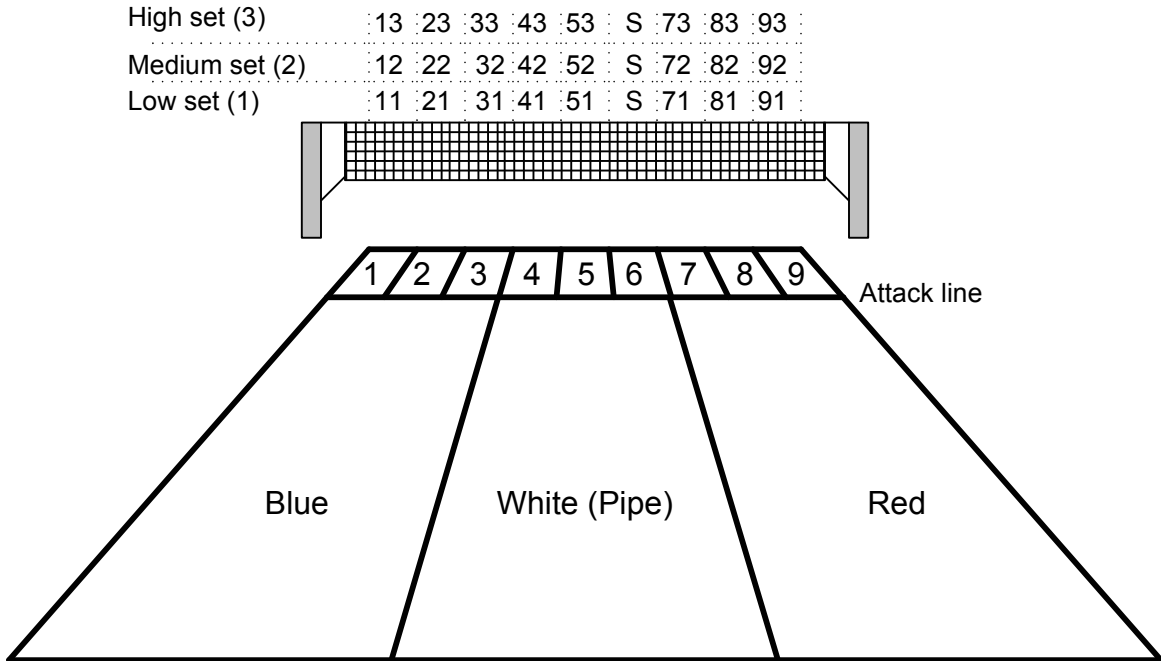


# Attack Zone and Play Numbering System Chart



In this play and zone system, the first number refers to the zone along the net, and the 2nd number refers to the height of the set, or the play tempo.

Thus, a straightforward outside hitter attacking a set near the leftside antenna ("One" or "Hut"), is running a 13 (a medium to high set delivered to zone 1, near the left antenna).

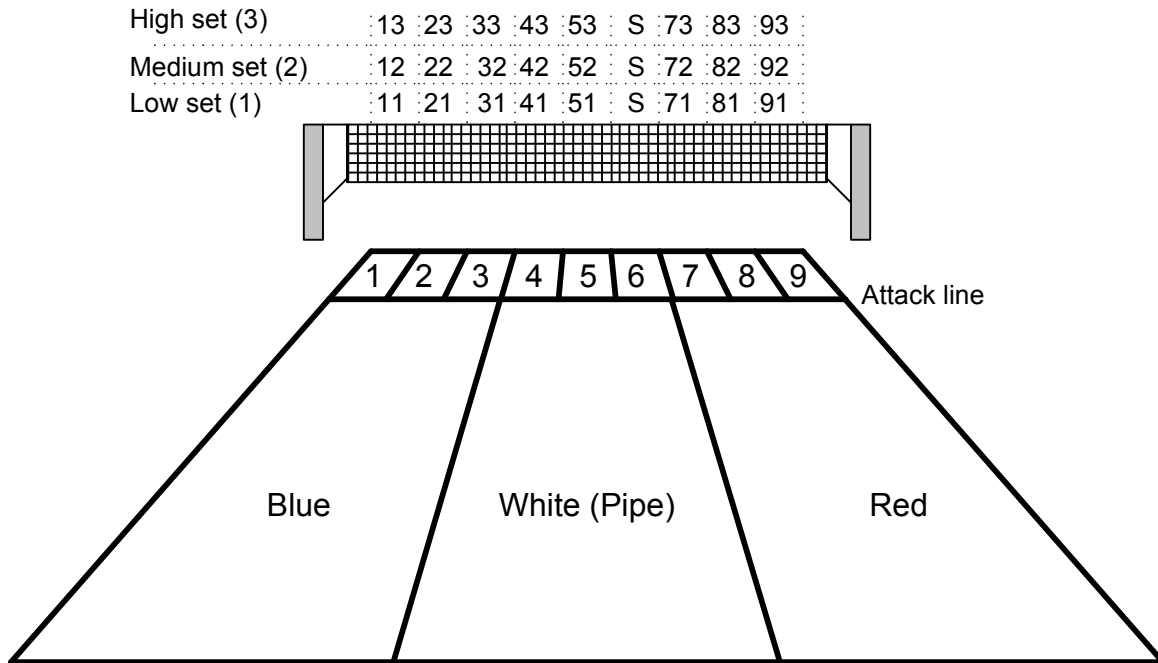
When we setup plays, you will see names and 6 numbers assigned to each play.

Each number refers to the attack assignment of the player in that position or assignment, arranged according to

LF - MF - RF  
LB - MB - RB

A zero indicates no hitting assignment, while "r" indicates "release" or the "in case all else fails" assignment.

# Attack Zone and Play Numbering System Chart



This example is for a "Straight-away" play, where each hitter pretty much stays in her typical pattern.

The outside hitter is assigned a "One" or "Hut" (13), the middle hitter is assigned a middle quick "A" (51), the right side hitter is assigned a release "D" (92/93), and Left Back has a "White" hitting assignment.

The name of the play is "Straight-away".

The coded description of the play is

13 - 51 - 93R  
Pipe - 0 - 0

Using this system, we can describe plays and hitting assignments.

The use of this system will become more apparent as you use it, and as you see how we can use it to describe combination plays such as Tandems and Crosses (or X's).