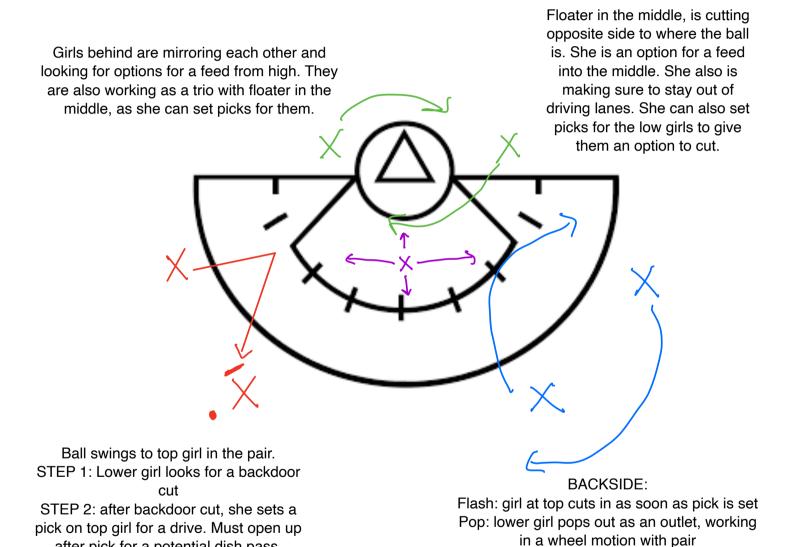
"Deuces"

Call in the play, repeat it, say "Name, PARTNER!" to your pair. Step back, make sure everyone is set and then run the play!



Ball then moves to other side where the process is the exact same! Ball can swing low to move ball to other top side.

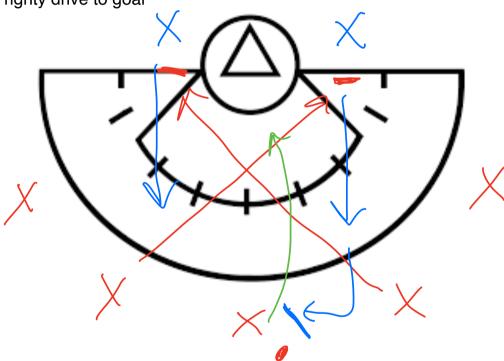
after pick for a potential dish pass.

This play is meant to be a continuous flowing offense with no clear end. This is meant to create MULTIPLE options for drives and feeds

"Ski"

- 1) Ball swings to top girl at the top
- 2) 2 girls adjacent to ball cut diagonally downwards to set picks on low girls, making sure to fill into their space for the meantime.
- 3) If the look is open, ball handler makes that pass

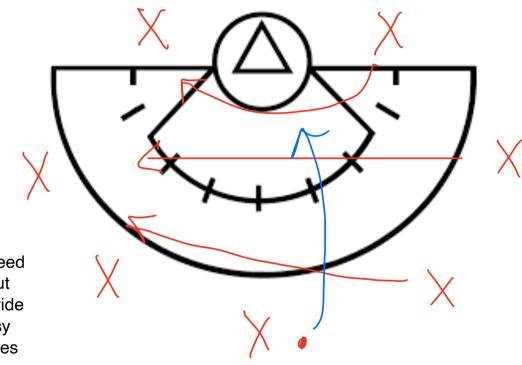
4) If not there, the girl to the right of the ball, (who cut up from low) sets a pick on ball for a righty drive to goal



First step = red Second step = blue Third step = green

"MONEY"

This is just an iso play. So, Ball swings around the 12. As soon as ball reaches girl at top, the girls on the ride side all sprint across to the other side. Girl with the ball then drives in off their backs, straight down to goal.



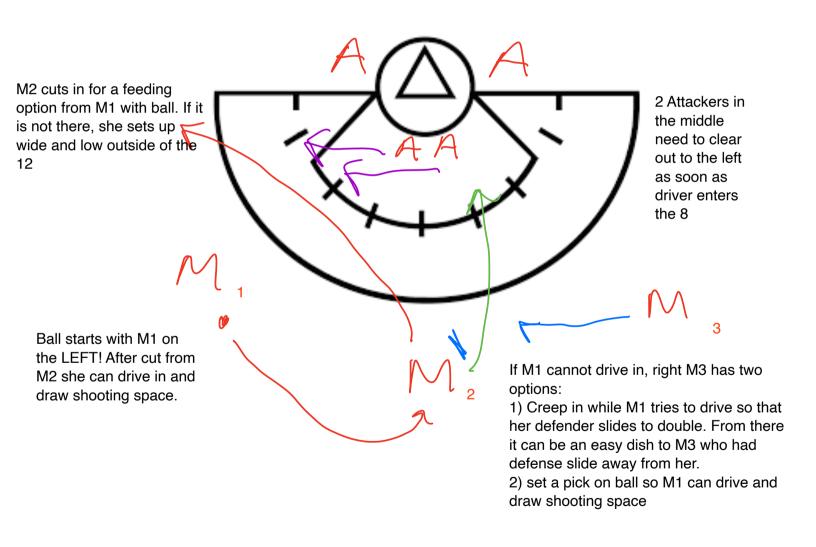
Girls on backside, need to spread out extremely wide to avoid easy crashes/slides

This play needs to happen QUICK and in very fast succession, as iso plays are very easy to catch on to. However, when they are done properly, they are very easy goals to score.

"A"

This play is designed for us to draw shooting space

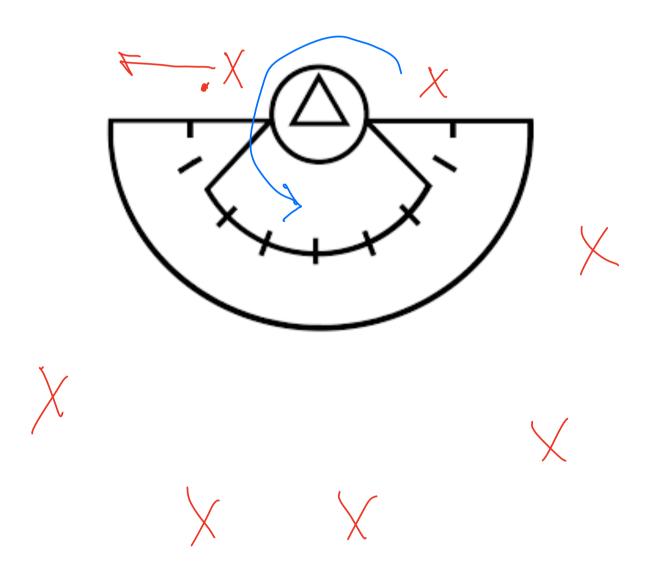
Attackers set up with 2 girls (ideally our tallest attackers) right next to each other in front of the crease, blocking the goalie's view and bringing defenders into a possible shooting space or 3 seconds situation.



"NIKE"

This is a low attack play that mimics a nike swoosh movement

Ball carrier drifts out wide, carrying her defender with her (especially effective against a defense that follows wide/low. Other low A needs to dodge her defender with a quick change of speed and change of direction and cut towards ball to receive a feed for a crease roll or a question mark cut.



High attackers and middies need to spread WIDE OUT so we can avoid an easy crash/slide situation