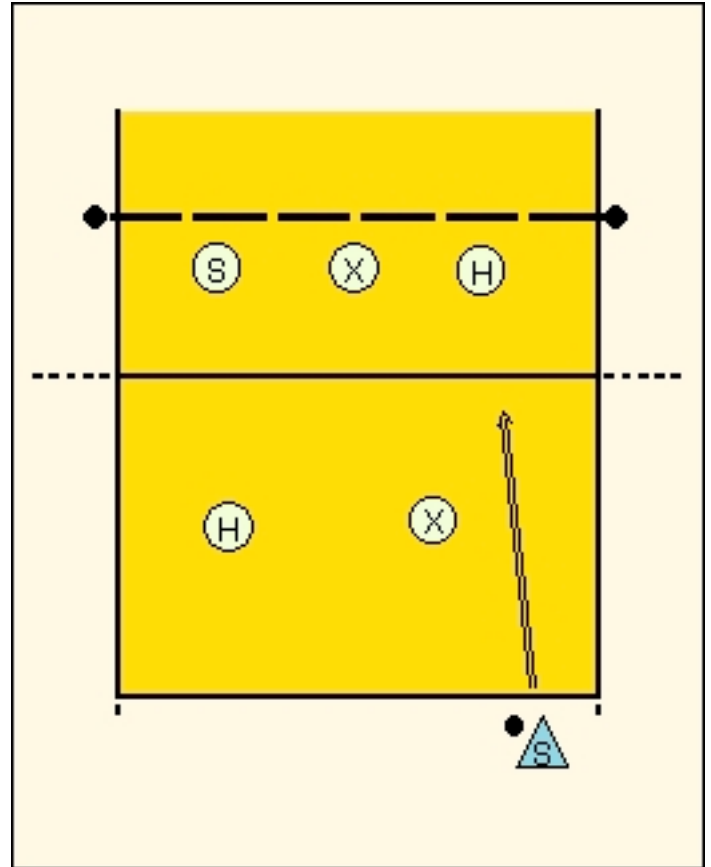


### Rotation 1 - The Serve

The basic idea behind this formation is that there are six hitters available to use so that there are always three front row hitters. This is done by having the setter come out of the back row to set.

The game starts with setters (S) opposite in the serving and 4th positions. Outside hitters (H) are opposite in the 2nd and 5th positions. Middle hitters (X) are in the 3rd and 6th positions.

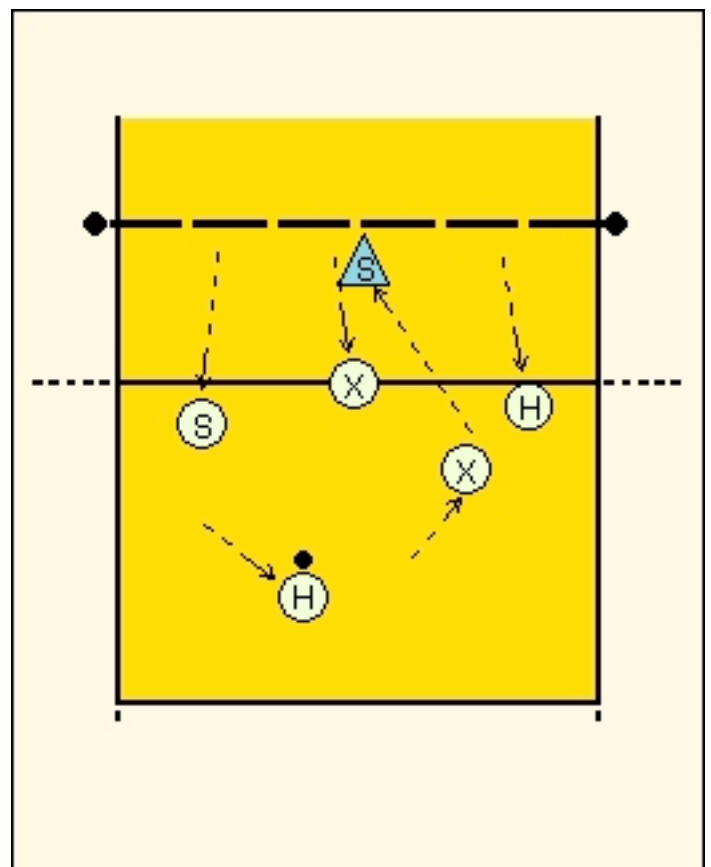
The back row setter (blue triangle) serves and moves up to the 10 foot line to cover short balls and dinks.



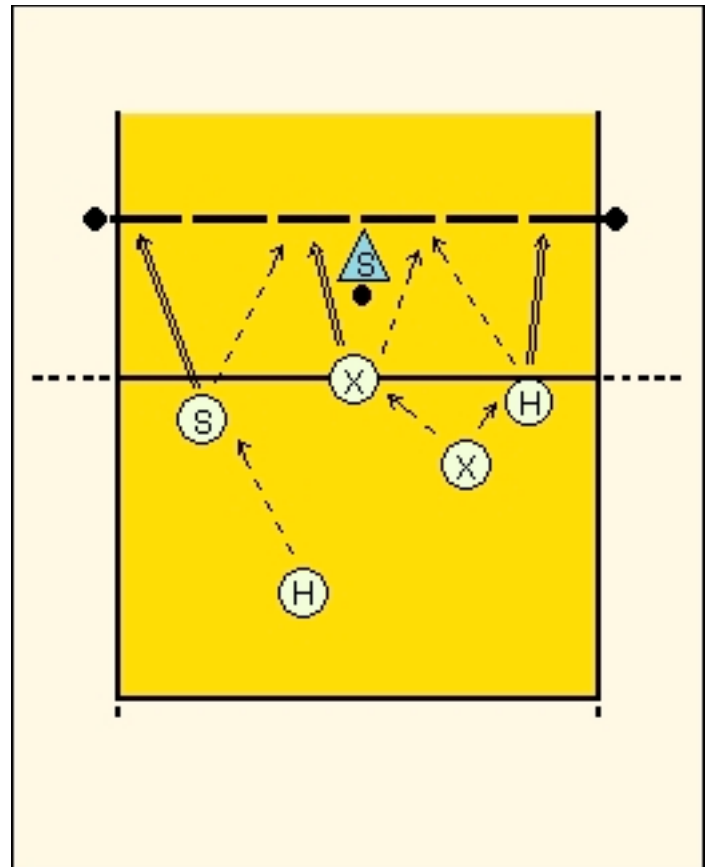
### Rotation 1 - Receiving

As the ball is returned, the setter moves up to the center front and the three front row players move back to prepare their approach.

The two remaining back row players are the primary passers; the outside hitters are secondary passers when not involved in a block.



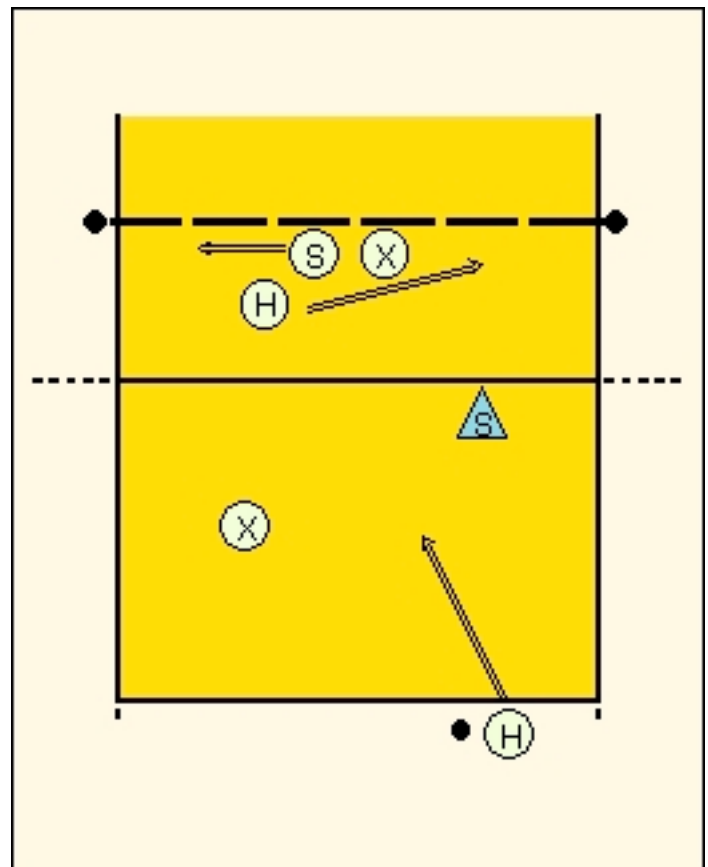
### Rotation 1 - Returning



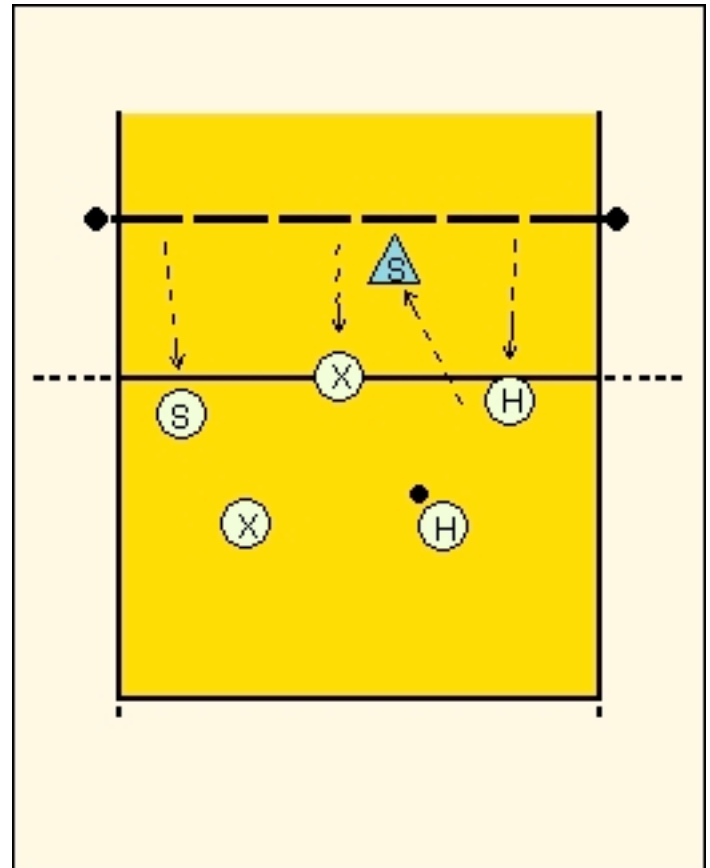
### Rotation 2 - Serving

The setter is now in the 6th position and moves up forward to cover dinks. The setter does not have to worry about overlapping because the server is off the court.

The outside hitter will move to the right front and the second setter acting the opposite hitter will move to left front upon contact with the serve. The middle hitter in the right front position will move over and stands in position in the middle of the court at the beginning of the serve.

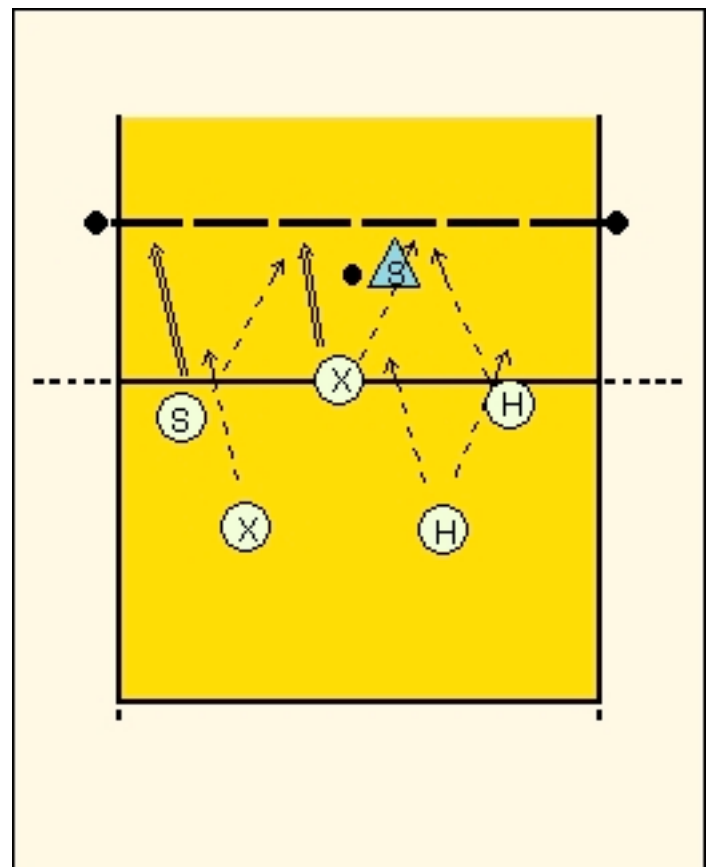


## Rotation 2 - Receiving



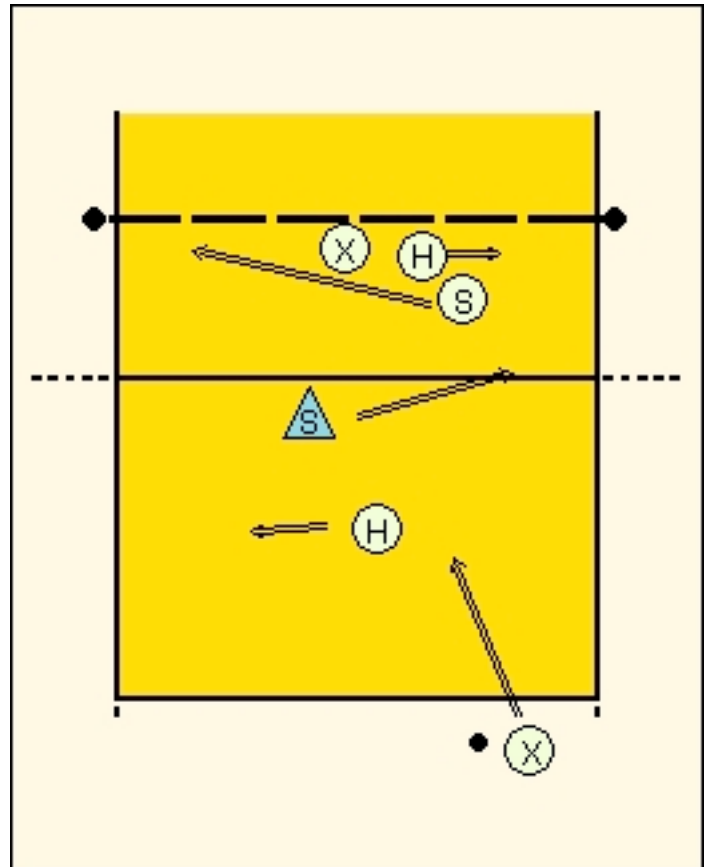
## Rotation 2 - Receive Return

Again the setter has three hitters in the front row and two available in the back row for a back-row attack.

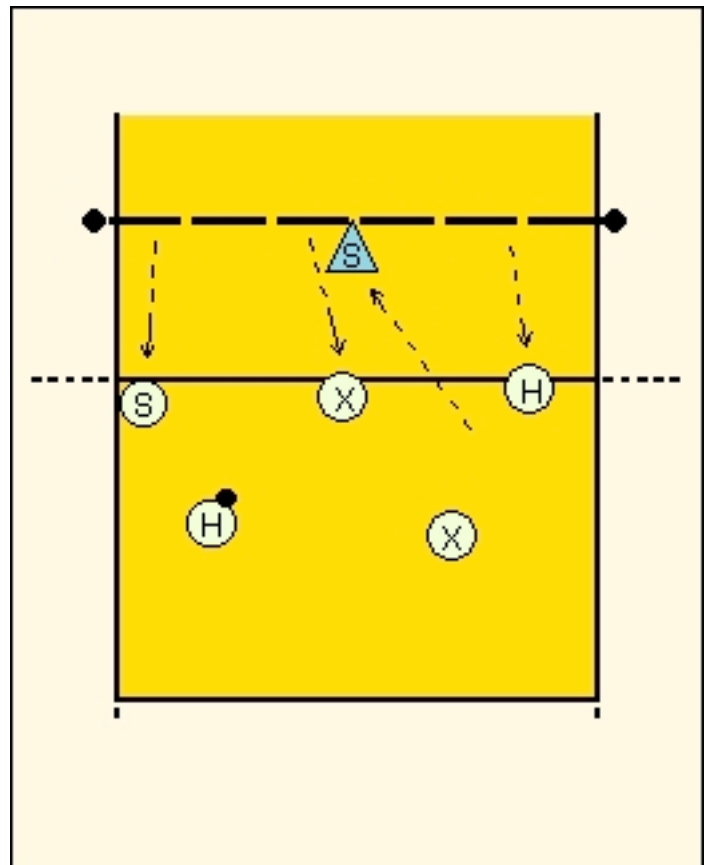


### Rotation 3 - Serving

Upon the serve, the setter and the back-row hitter will switch positions. In the front row, the middle hitter sets up in the middle of the front court and upon the serve, the outside hitter moves to the right front and the setter comes across to the left front and acts as an opposite hitter.



### Rotation 3 - Receiving



Rotation 3 - Receive Return

