# Setting Development

#### Posture

- o Back to the net
- Athletic posture
  - On the balls of your feet, feet shoulder width apart, knees bent, hips loaded, lean forward, arms loaded
  - Ready to move in any direction

#### Footwork

- Wait and see the ball
  - Hold on to the net if athlete has the tendency to have a false step
- o First step in the direction of the ball
- o Long strides
- o Importance of always finishing left right to square to target
- o 2 step, 3 step, 4 step
  - Pinwheel without the ball
  - Footwork with ball then push to target and finish with coverage

### Contact Point

- Neutral upper body
- Contact high
- o Footwork and CATCH
- o Call the set as the ball is being tossed to ensure the athlete is neutral

### Hand Work

- Even follow through
- Wall work
  - Use basketball, medicine ball, or setter ball to build strength
  - Routine
    - 100 small sets
    - 50 sets with left hand
    - 50 sets with right hand
    - 10 rainbows
    - 10 up downs
    - 10 sets of 3/6/9
    - 10 set up sets
    - 5 up downs (away from wall)
- o Encourage setters to set on their own
  - Set during TV commercials, set 1,000 balls per day, etc.

## • Jump Setting

- o Footwork, left right, jump
- Set at the peak of the jump
- Spin Setting

- Do not teach spin setting until a solid foundation of footwork and consistent contact point has been established
- o Used when the athlete would have trouble getting to the ball or to jump set
- Squared at the point of contact
- o Moving forward = plant right, knee drive with left
- Moving backward = plant left, pivot right
- Out of System Setting
  - o 5x5 and high
  - O Use hands!
  - o Platform
    - No spin
    - Use legs
- Emergency Setting
  - One hand
    - Use right hand
  - o Ball that goes into the net
    - Approach the net and remain parallel
- Attacking
  - o Zone 2, 3, 4
    - Neutral
    - Contact high
    - Finish tight to body
  - Deep corners
    - Finish high
  - Attacking progression
    - Hold ball on box
    - Attack from the box but off a toss
    - Attack from the ground off a toss
    - Attack vs block