

**ON FIELD GROUP**

1)
2)
3)
4)
5)

**DEFENSE ONE**

1)
2)
3)
4)
5)

**DEFENSE TWO**

1)
2)
3)
4)
5)

**BASERUNNING GROUP**

1)
2)
3)
4)
5)

**ON FIELD ROUNDS**

**SWINGS:**

**ROUND 1**  
 1 – <2OUT SCORE HIM @3<sup>RD</sup>  
 5 – OPPO (LIVE ON LAST SWING)

**ROUND 2**  
 1 – H&R  
 5 – 2K APPROACH (LIVE ON LAST SWING)

**ROUND 3**  
 1 – MOVE RUNNER @2B  
 5 – 2 OUTS W/RUNNER @2B (LIVE ON LAST SWING)

**INFIELD ROUNDS**

- PLAY SWINGS 1-4 LIVE (RUNNER AT 1B ALWAYS 1 OUT)
- REGROUP SWING 5
- PLAY 6<sup>TH</sup> SWING LIVE (RUNNER AT 1B ALWAYS 1 OUT) FINISH THE PLAY

**OUTFIELD ROUNDS**

- PLAY SWINGS 1-4 LIVE, THROW GOES TO SHAG BUCKET (RUNNER AT 1B ALWAYS 1 OUT)
- REGROUP SWING 5
- PLAY 6<sup>TH</sup> SWING LIVE (RUNNER AT 1B ALWAYS 1 OUT) FINISH THE PLAY

**BASERUNNING ROUNDS**

**ROUND 1**

- RUNNER AT 1<sup>ST</sup> & 3<sup>RD</sup>:
- REACT LIVE ON SWINGS 1-5
- LIVE SWING 6 – FINISH THE PLAY

**ROUND 2**

- RUNNERS AT 1ST
- REACT LIVE ON SWINGS 1-5
- LIVE SWING 6 – FINISH THE PLAY

**ROUND 3**

- RUNNERS AT 1<sup>ST</sup> & 2<sup>ND</sup>:
- REACT LIVE ON SWINGS 1-5
- LIVE SWING 6 – FINISH THE PLAY

**PITCHER DUTIES**

MOUND	FUNGO/BASES	SCREENS	WALL