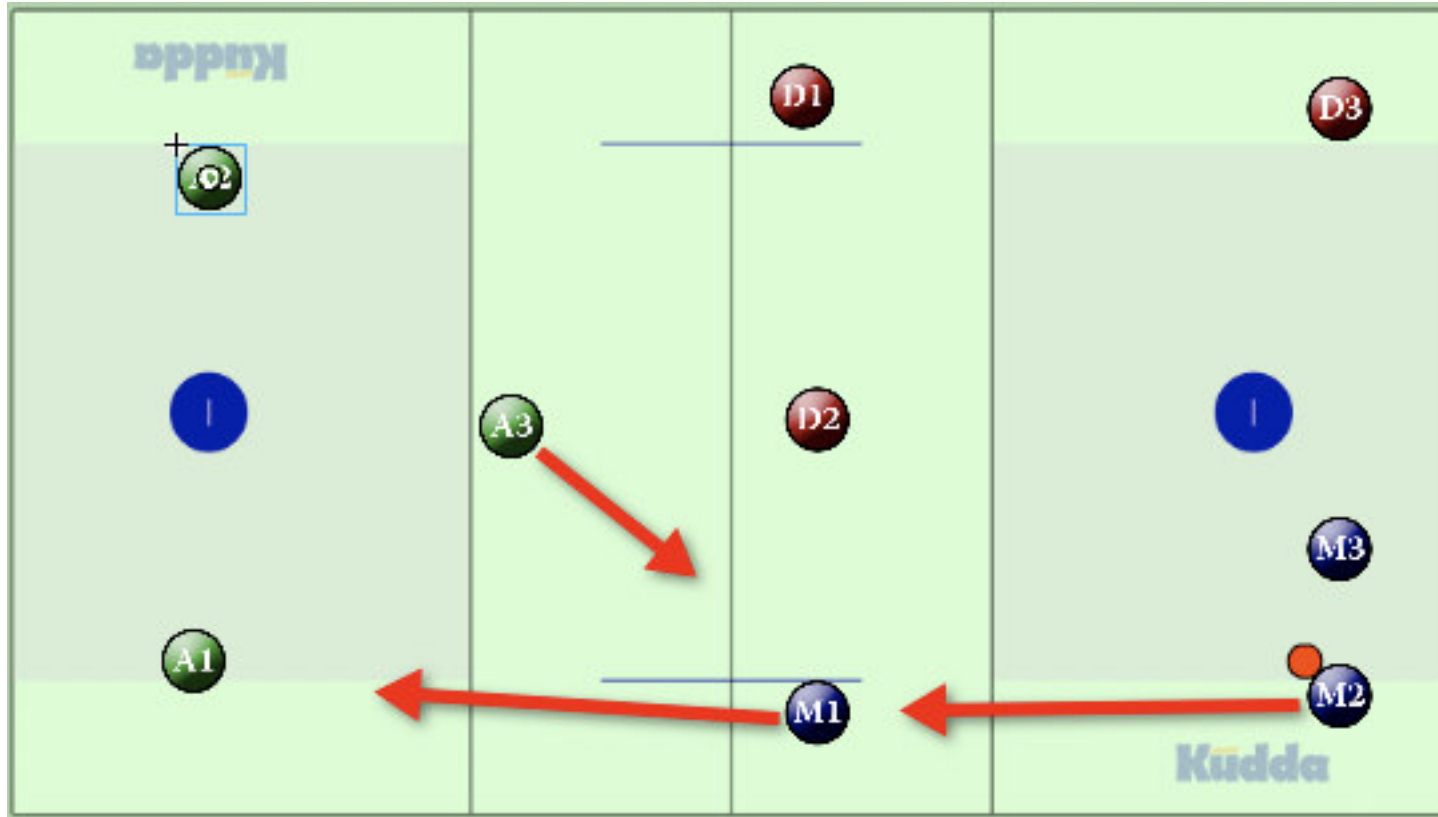


Jake Reed Clears and Rides

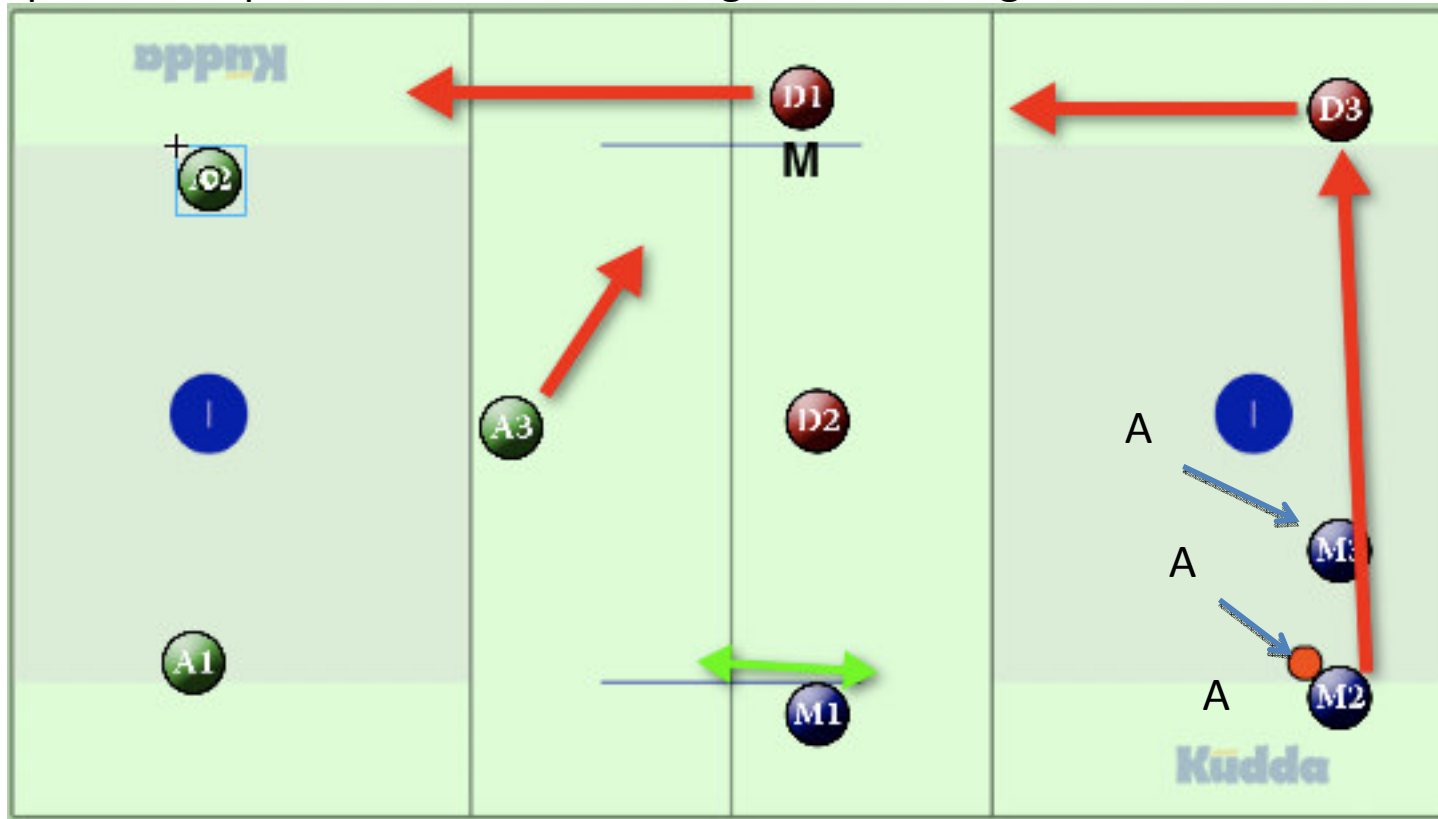
4 Across Clear

Ball starts in corner w/ M2. If M2 is covered by attackmen, M2's first option is to run the ball up. M1 needs to go across midline and if M1's man follows M1, M2 carries ball across. If not, M2 passes to open M1. Opposite side D1 needs to stay back.



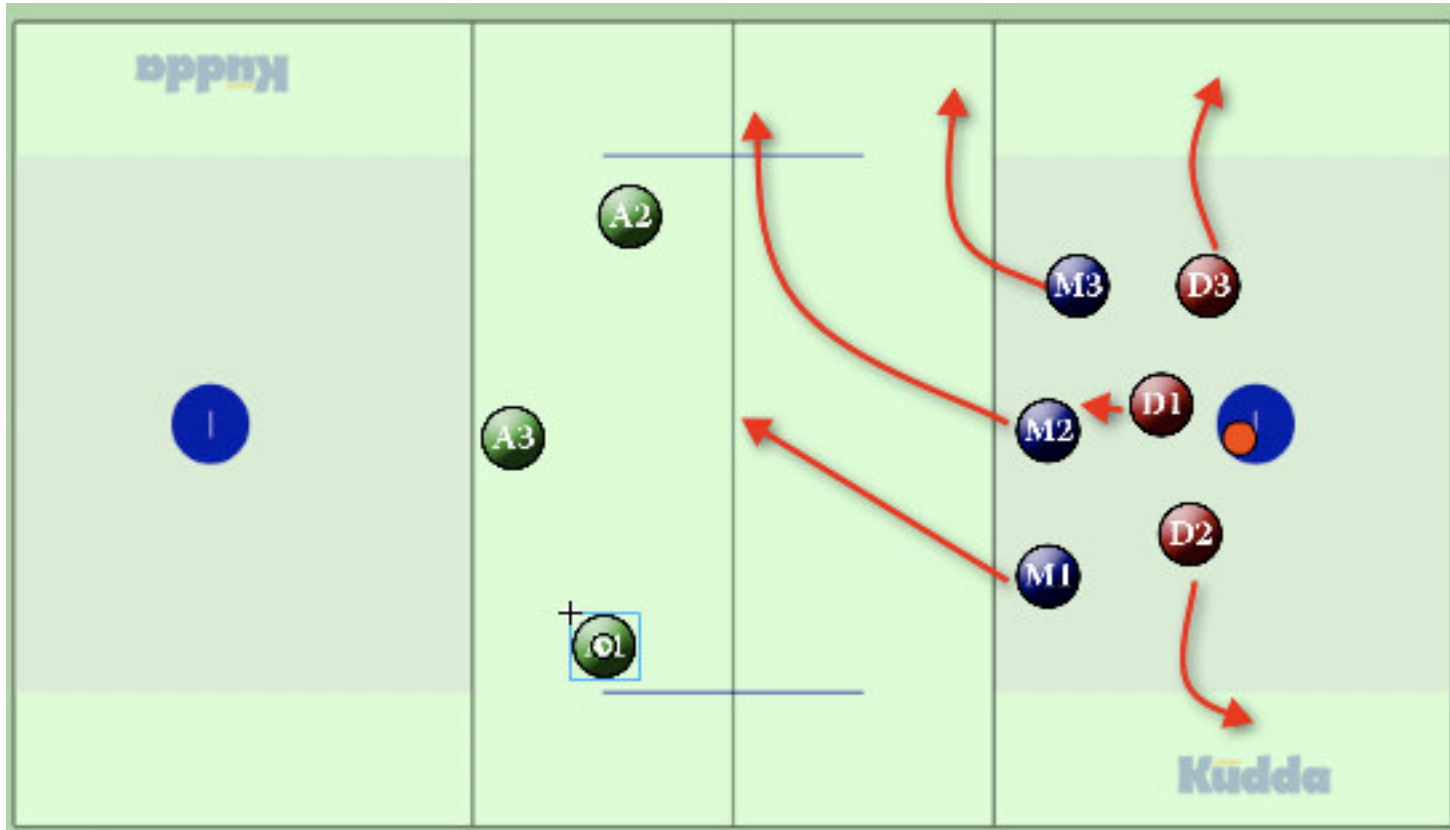
4 Across Clear

If M2 is doubled by M3's attackmen, and the third attackmen covers M3, M2 needs to pass opposite to D3. D3 then carries ball up and reads what D1's defender (M) does. If M stays w/ D1, D3 carries ball over midline. Opposite M1 needs to stay back. If D1's middle plays D3, D3 passes to open D1. D3 is also looking for A3 cutting to ball.



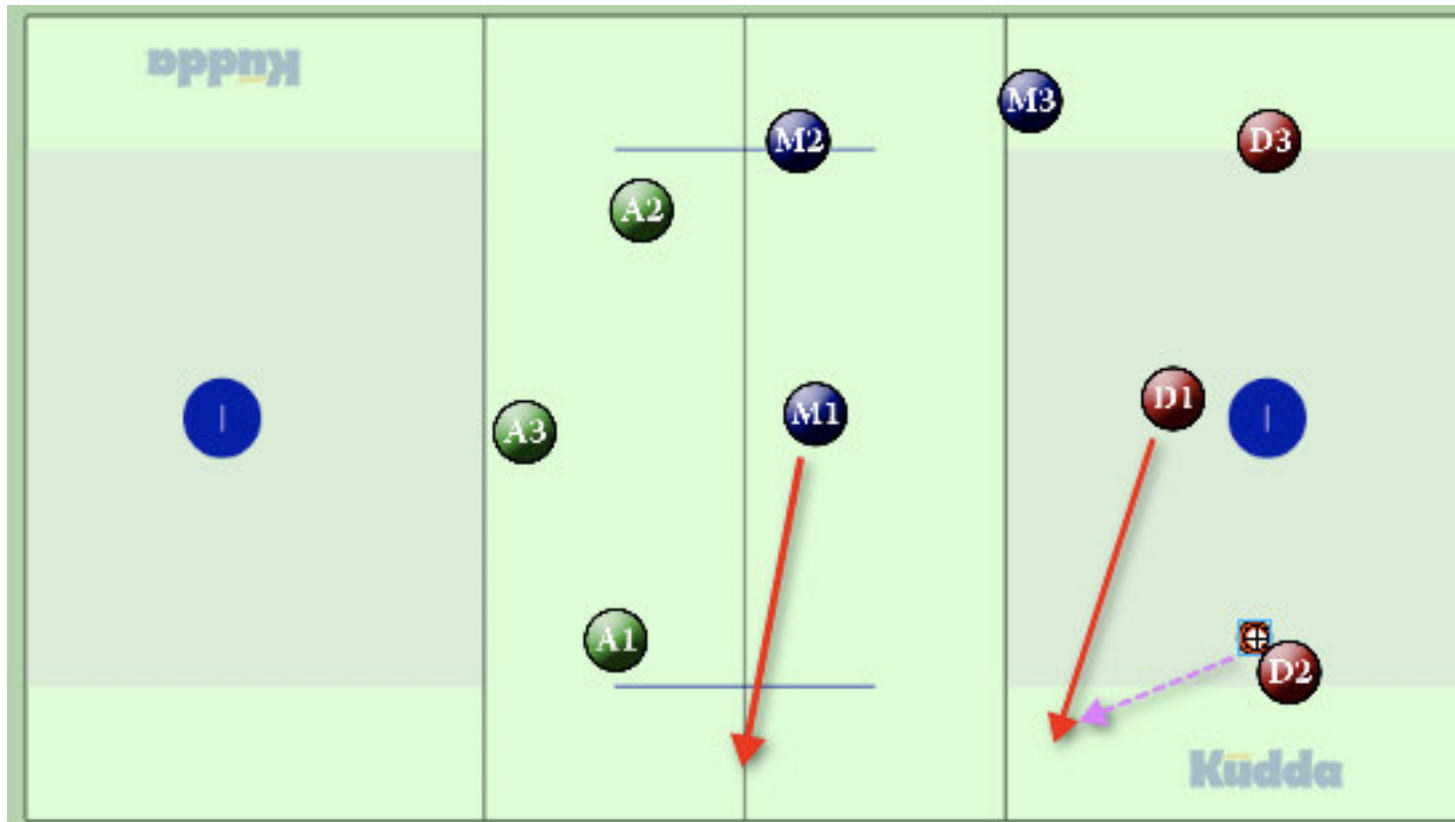
Aftershot Clear

After goalie makes the save, he immediately shouts, "Clear!" Two outside defenders break to GLE while center defender goes about 5-10 yards up. **M1** breaks and becomes option 1 for the fast break. **M2** quickly goes to midfield line (Option 2) and **M3** goes to restraining line (Option 3).



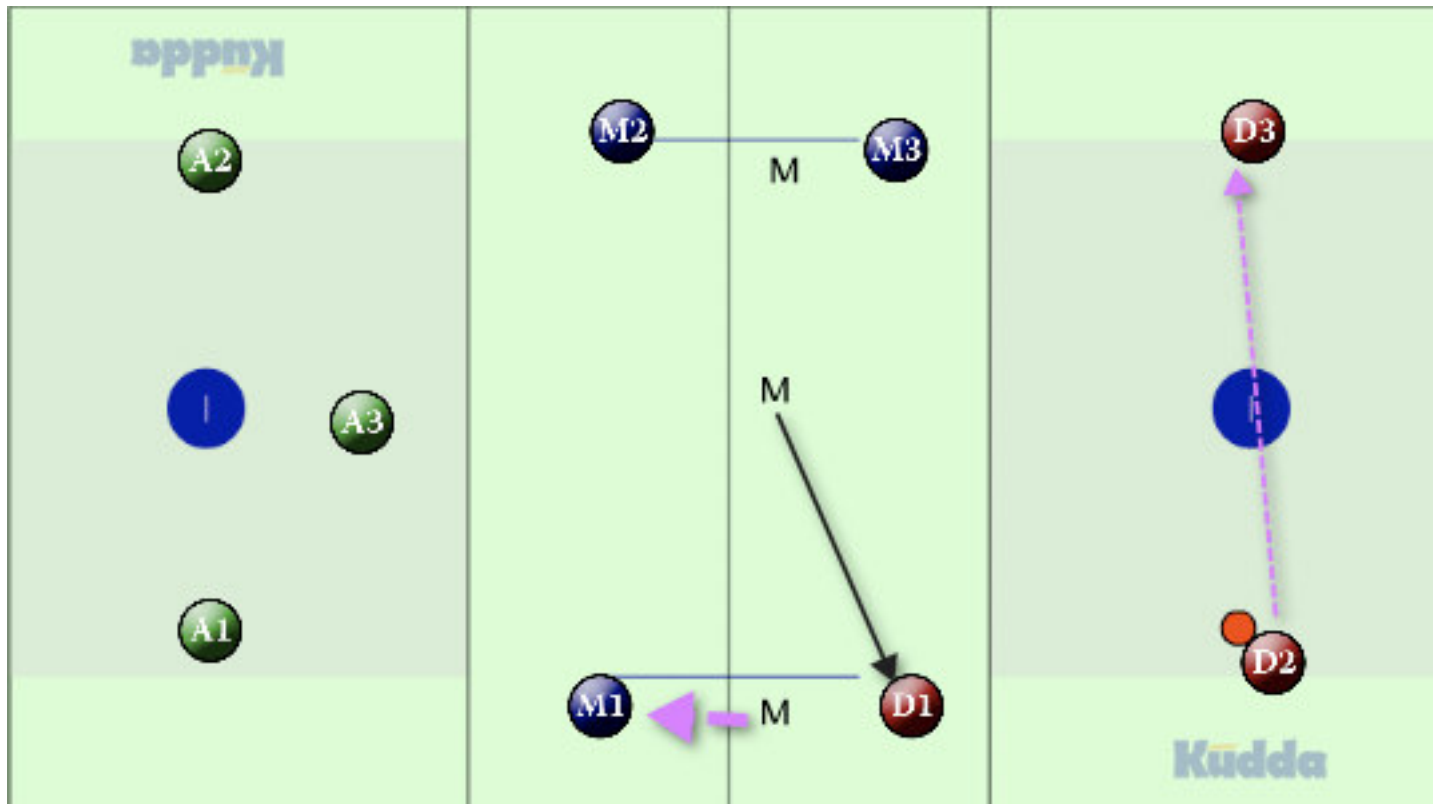
Aftershot Clear_2

If passing to the breaking middies is not there, goalie passes to one of the defenders at GLE. **D2** looks to then pass to breaking **D1**. If that is not open, then proceed into an Open Clear as **M1** moves out and **D1** continues cut to sideline.



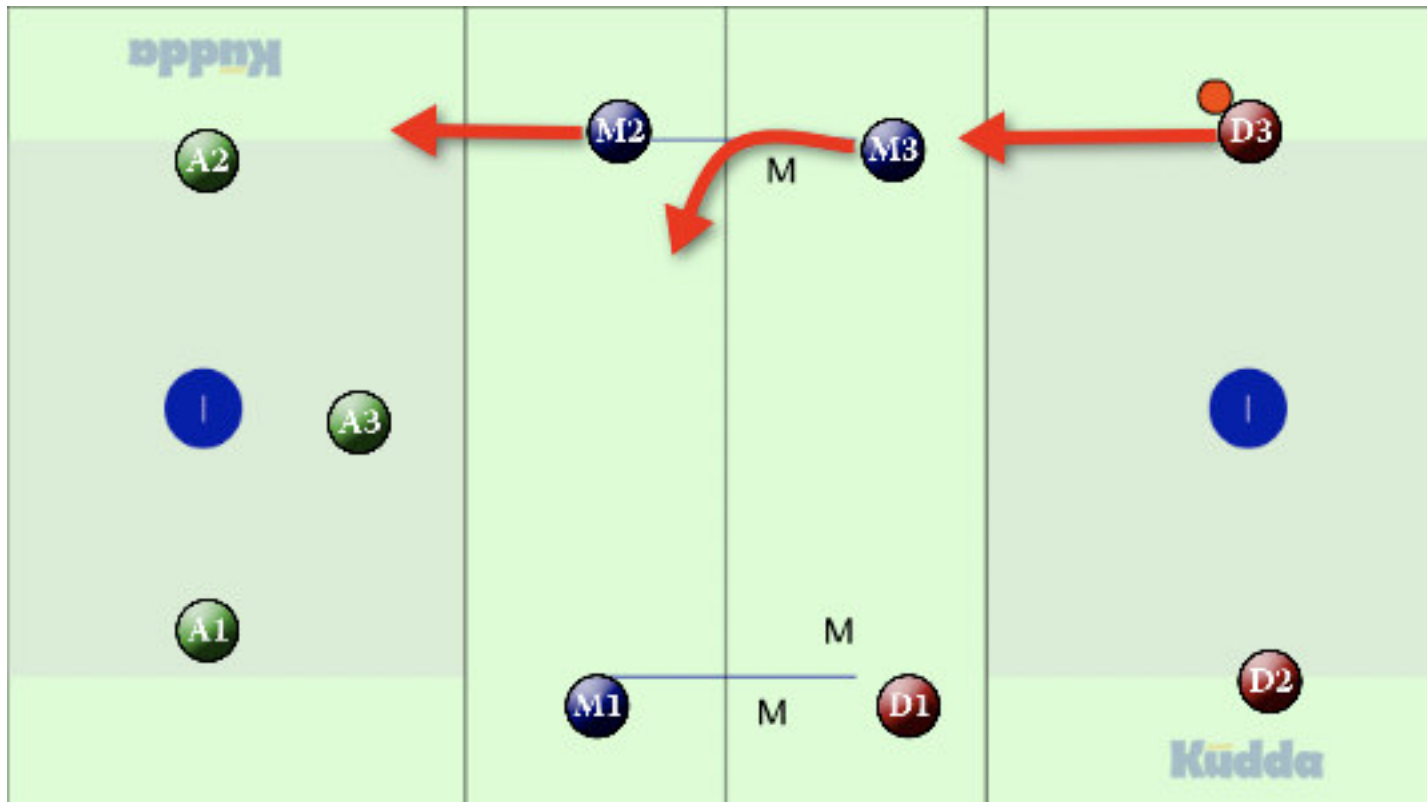
Open Clear

Clearing team leaves the middle Open. Want to force the riding team to also leave the middle open so when you reverse field, no riders in middle. **D2** passes to **D3**.



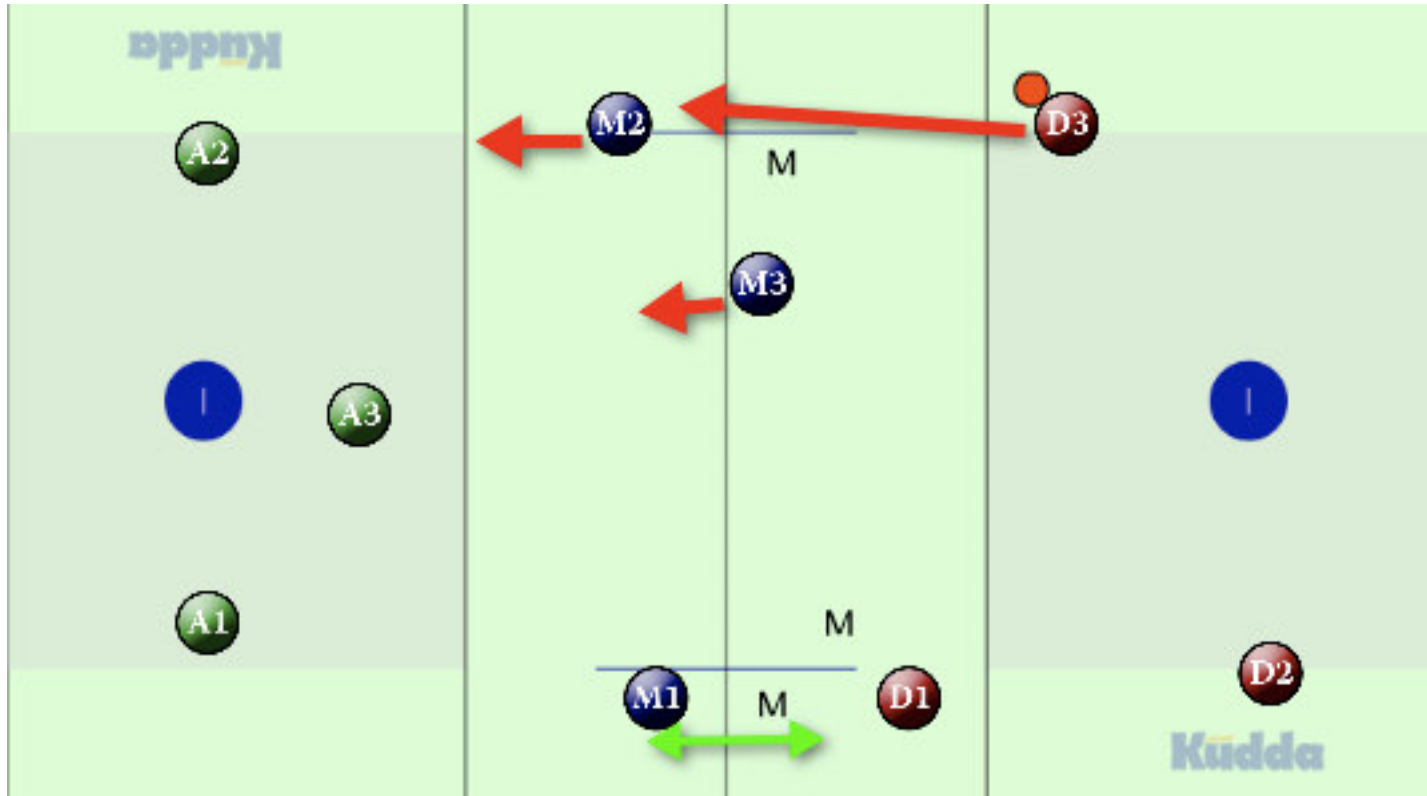
Open Clear

D3 immediately looks to **M2** who is Option 1 if the defending middle doesn't stay w/ **M2**. **M3** breaks towards the open middle of the field and is Option 2 depending on what the D middle does. **M3** should not be in the same line as **M2**. Option 3 is **D3** bringing the ball up. There will be an attackmen riding who can't cross the line.



Open Clear_2

It is very important that the opposite middie, in this case **M1** stays on the defensive side of the field to allow all three clearers, **M3**, **M2** and **D3** the option to go across the midline.



31 Clear

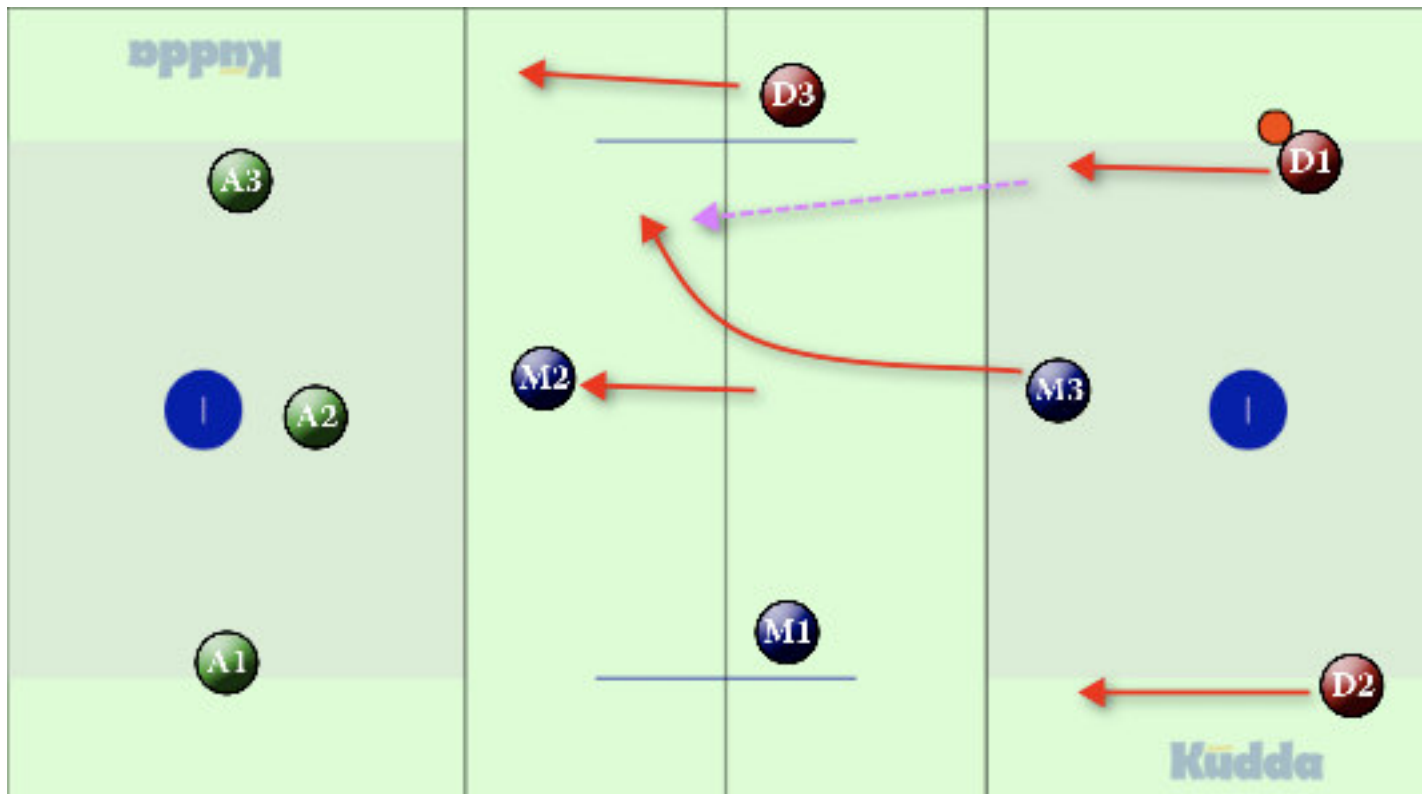
D3 can be subbed for a clearing middle. The most important player in this clear is **M3**. **M3** will hunt the ball and if gets the pass will clear the ball. If not open, **D2** will pass across to **D1**. **M3** tries to get open for a pass from **D1**.



31 Clear_2

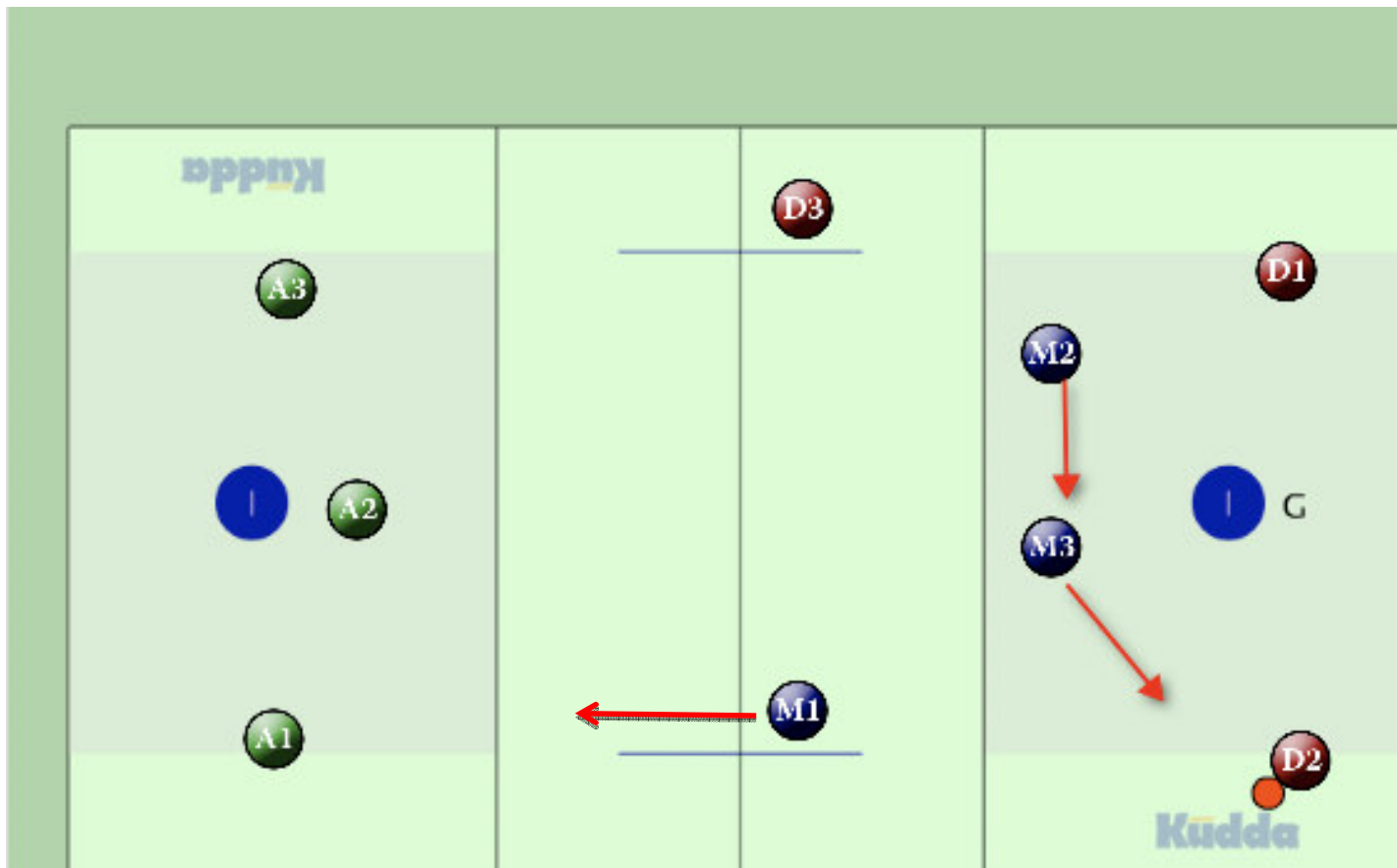
M2 goes across the midline opening up the middle as **D1** brings the ball up. **D3** also goes across taking his man with him. **M3** then breaks out across midfield for an open pass. Opposite middle, **M1**, must stay back.

Try to get the ball to **M3** early or after he breaks across midfield line.



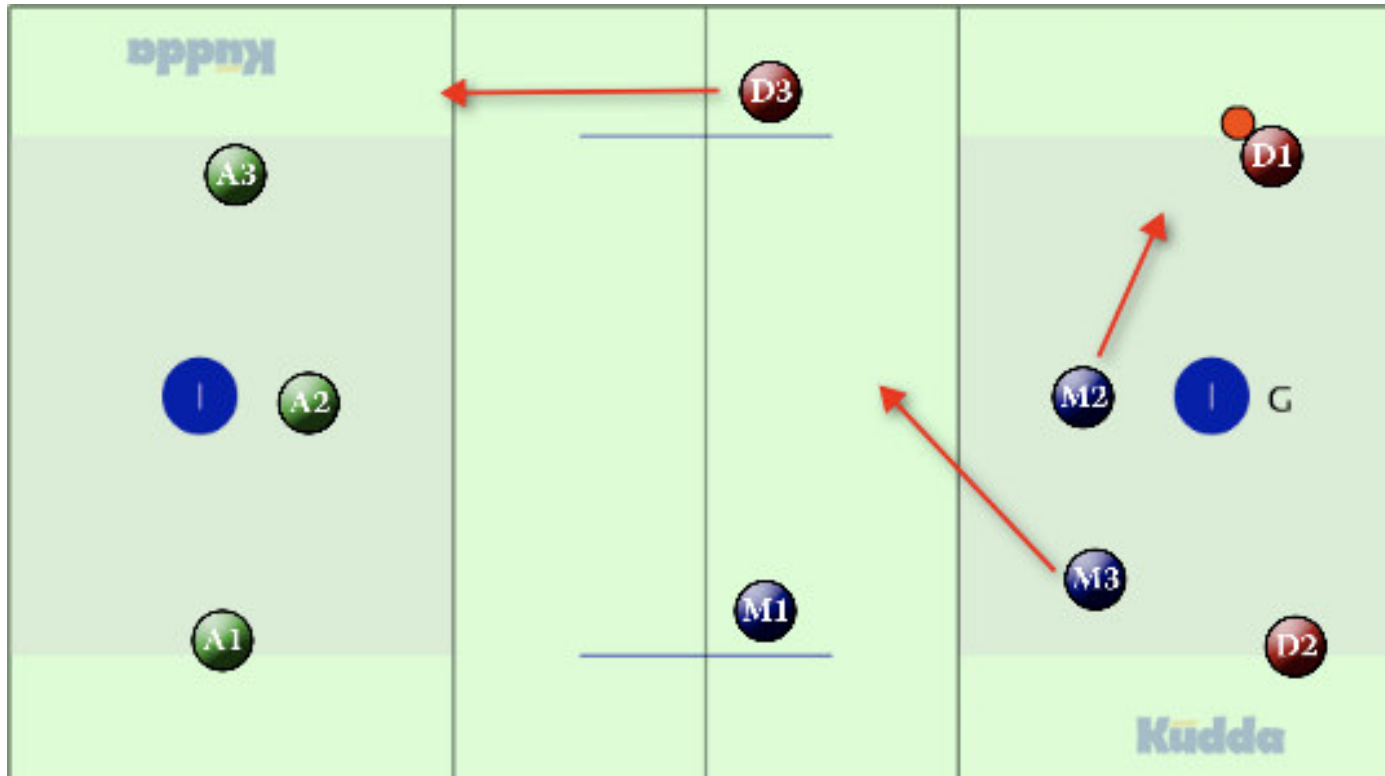
32 Clear

The object of the 32 clear is to get the ball in the sticks of your best stick handlers. Again, **D3** can be subbed for a clearing middle. If ball starts w/ **D2**, **M3** breaks to ball and **M2** breaks to middle. If **M3** gets pass, he looks for **M2** breaking up field. **M1** goes across midline.



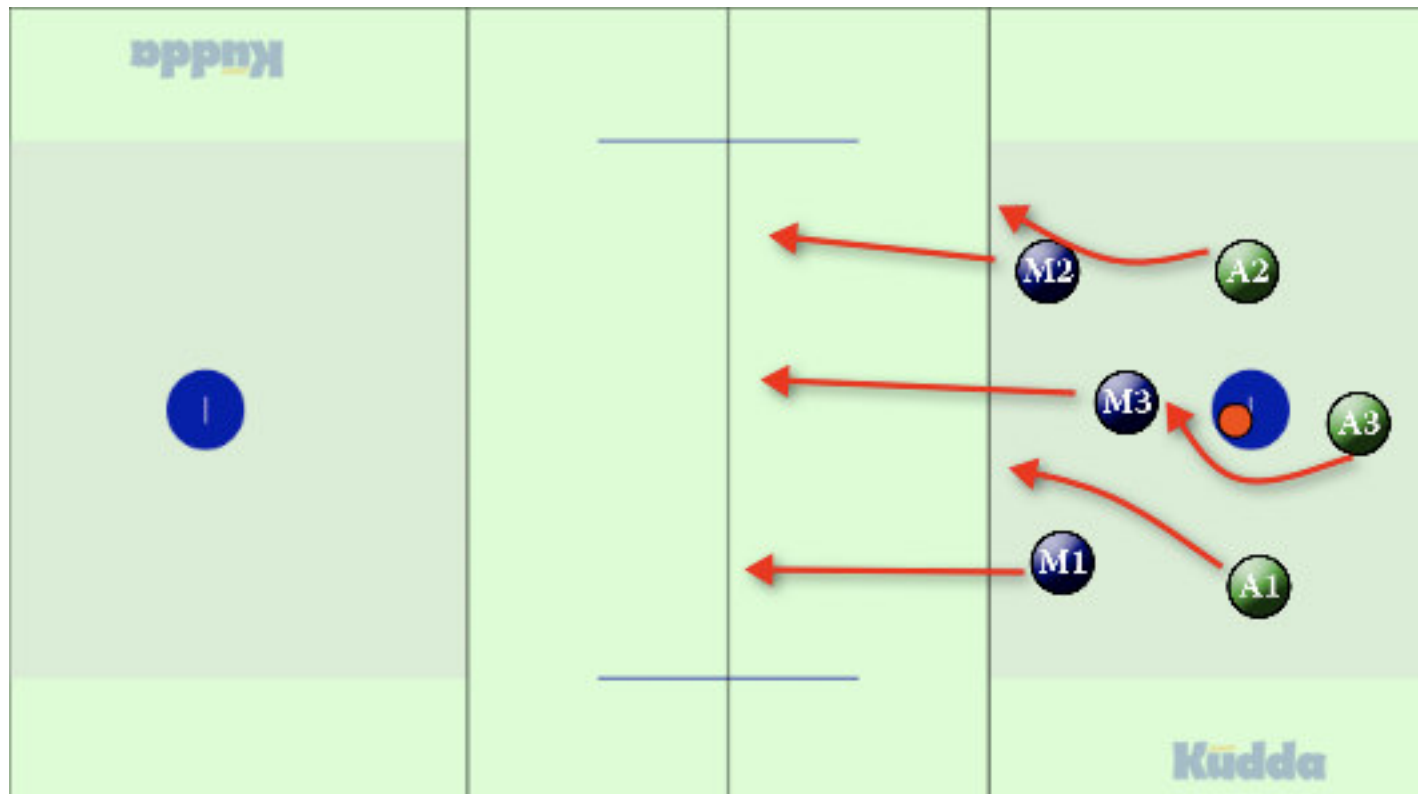
32 Clear_2

If middies not open, reverse field to **D1**. **M2** breaks to ball while **M3** breaks into middle up field. **D3** goes over midline, while opposite middle, **M1**, stays back. Look to get the ball into **M2** or **M3**. If not **D1** brings ball up looking for open middies.



After Shot Ride

After a shot and save by goalie, all three middies drop back to midfield and play a 3 deep zone. The closest attackman, **A3** gets on goalie while **A2** and **A1** drop to restraining line watching the goalie.



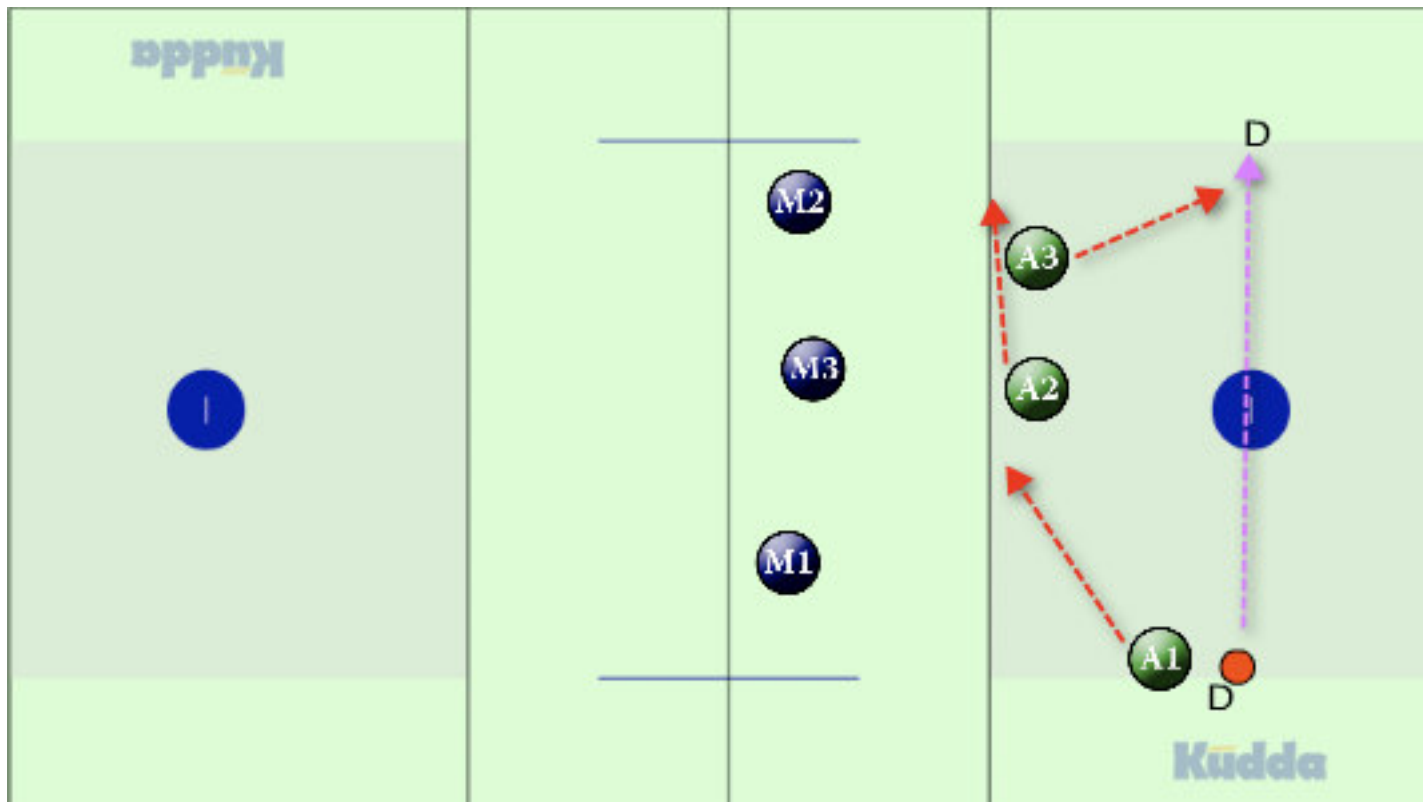
After Shot Ride_2

If goalie passes to one of the defenders on GLE, A1 plays ball while A2 covers the middle and A3 goes backside.



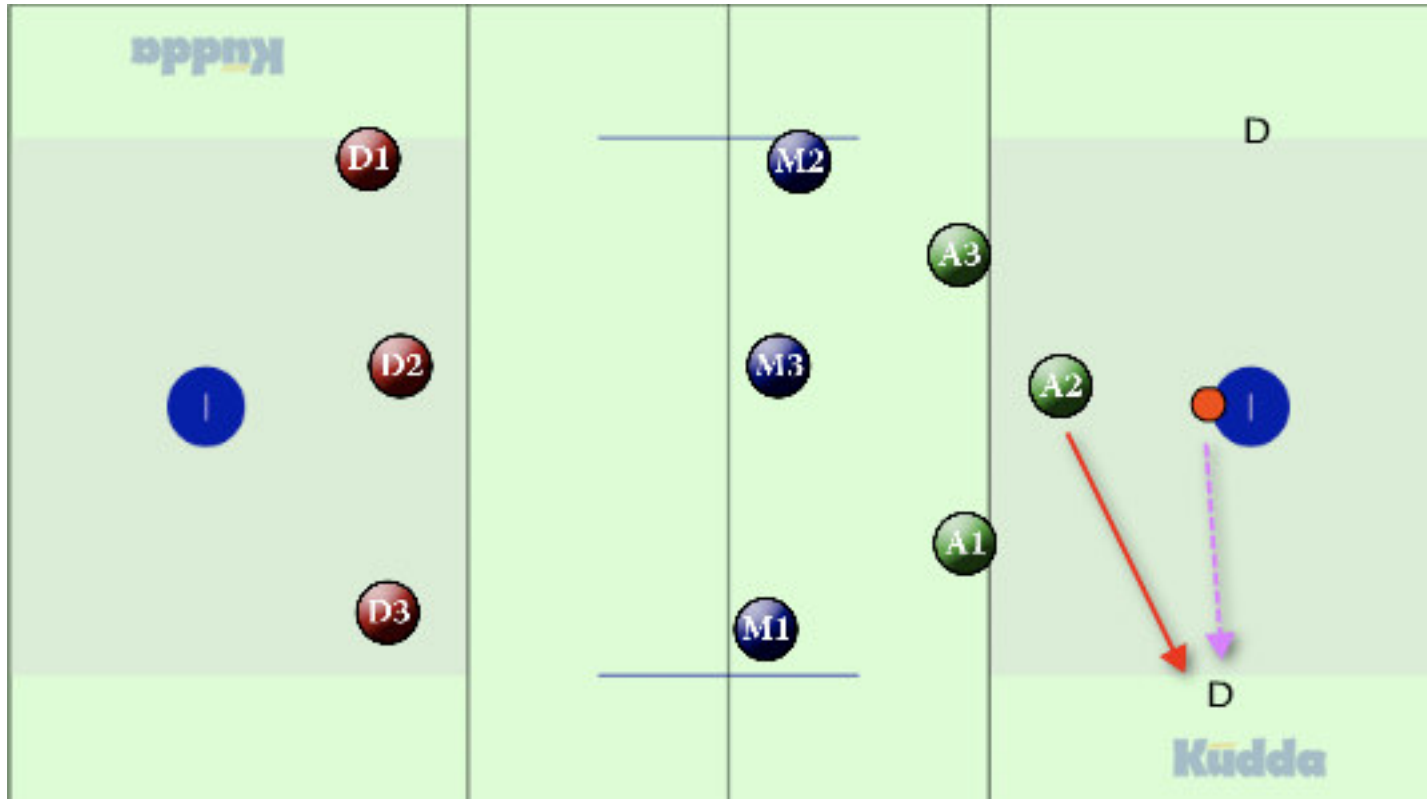
After Shot Ride_3

If ball is reversed, A3 plays ball, A2 slides over and A1 covers middle. The three attack play in a triangle.



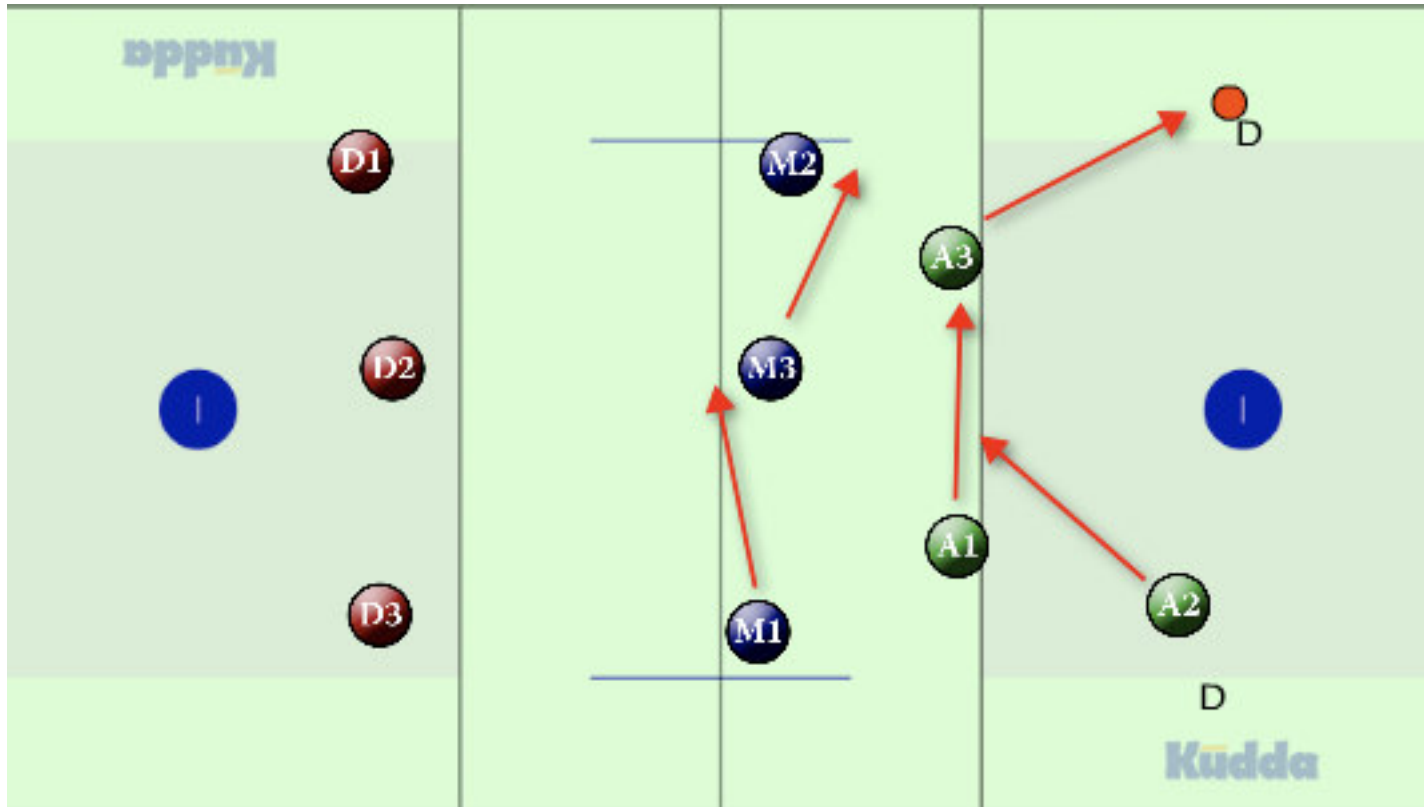
12 Ride

The 3 attack form a triangle with **A2** being your fastest. **A2** will go and play the first pass and force clearing team to make long cross field passes. **M3** will be a great place to have your long pole middle. The 3 middies can NOT get beat and can Not let their man get behind them.



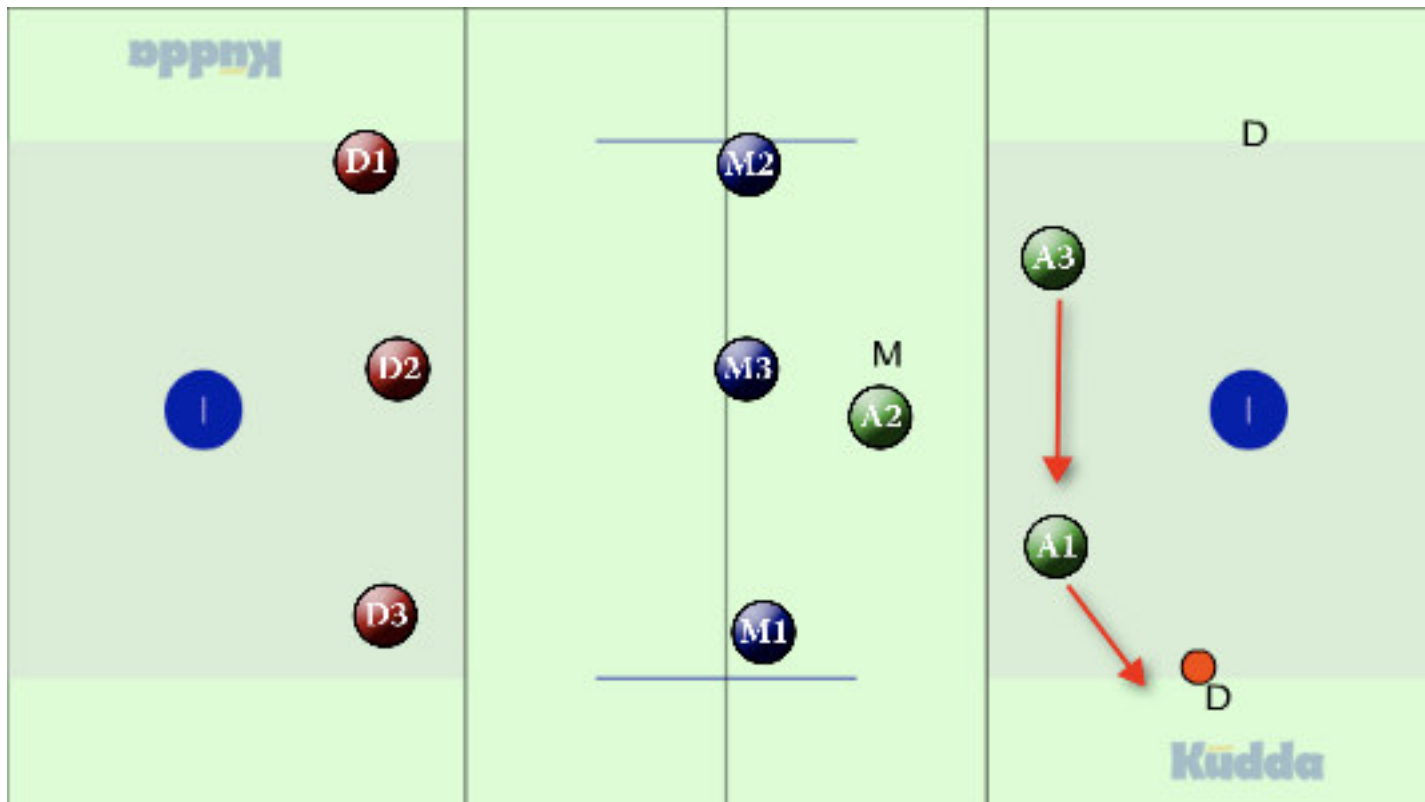
12 Ride_2

After a reverse to opposite defender, **A3** plays ball, while **A1** and **A2** slides over. After that 1st cross field pass, now it's a good time to have **M1** push across to middle to push the long pole, **M3**, to double the ball.



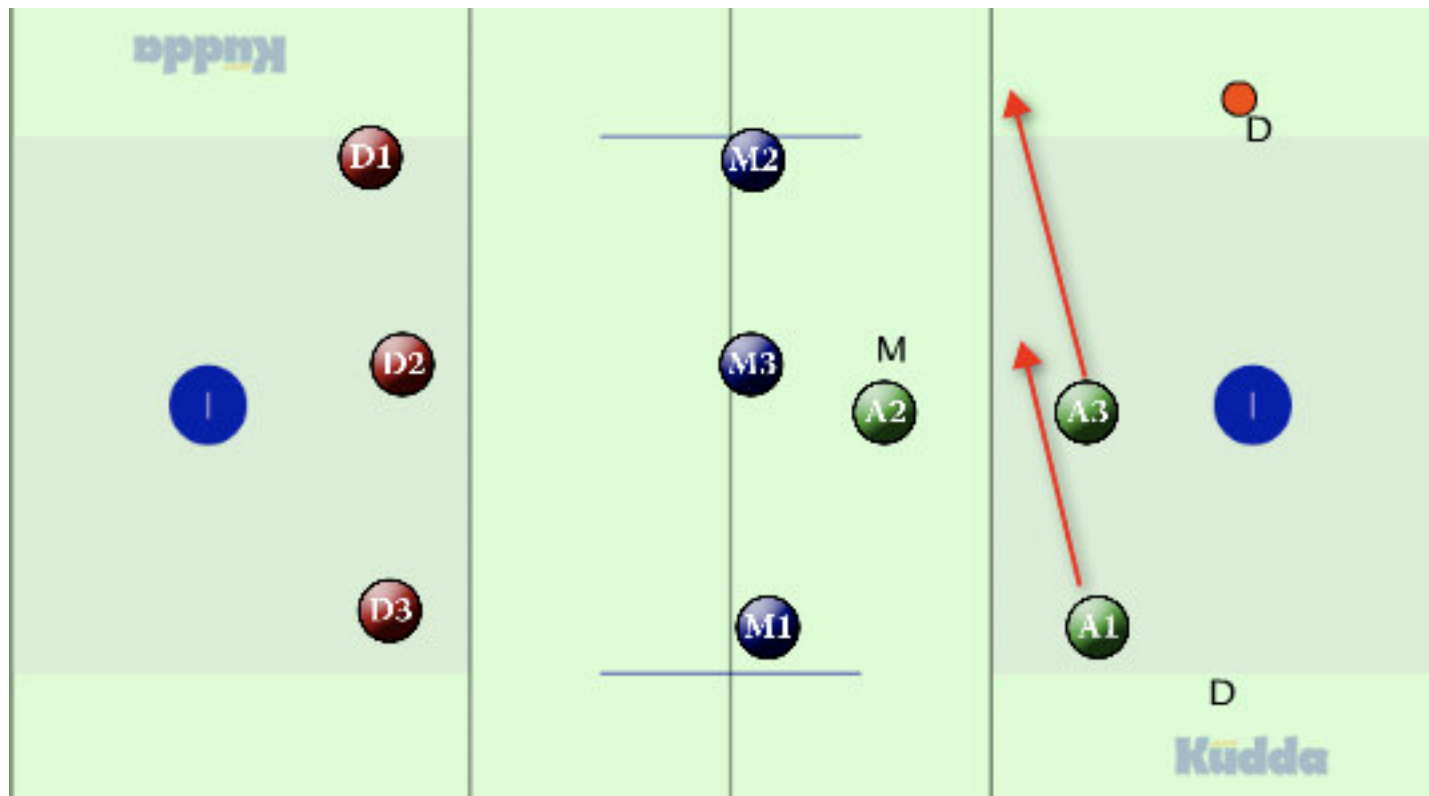
21 Ride

Riding team sets up w/ 2 attack low and the third attack, **A2**, guarding a middle. **M3** is the long pole. **A1** plays the ball while **A3** covers the middle.



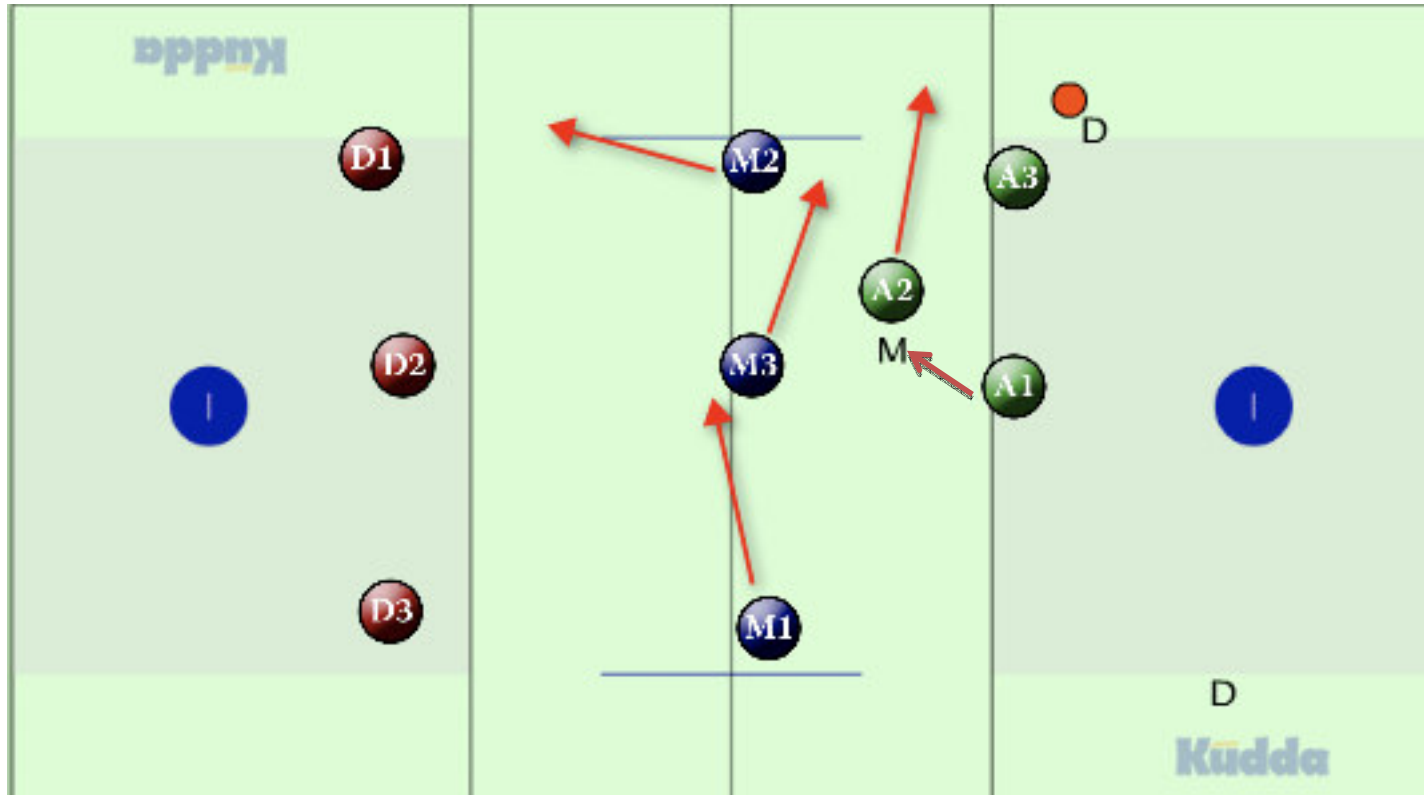
21 Ride_2

If ball is reversed, **A3** takes an angle to cut off ball. **A1** covers the middle while **A2** stays with middle.



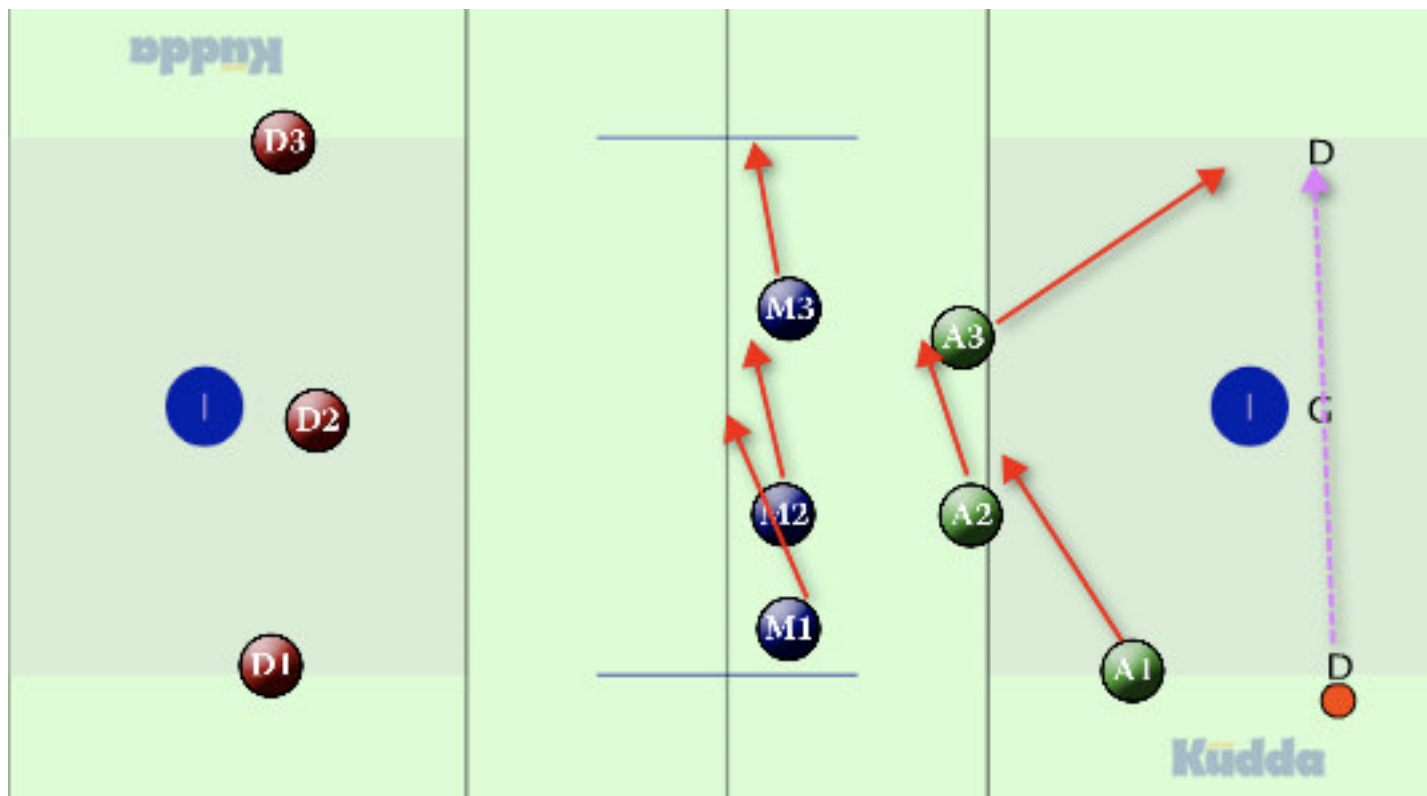
21 Ride_3

If A3, on the ball, gets beat, A2 will have to cover. A1 can try to cover that middle. Also M1 can slide across to push M3, the long pole, to help double. M2 has to stay with his player and not allow a pass over behind him.



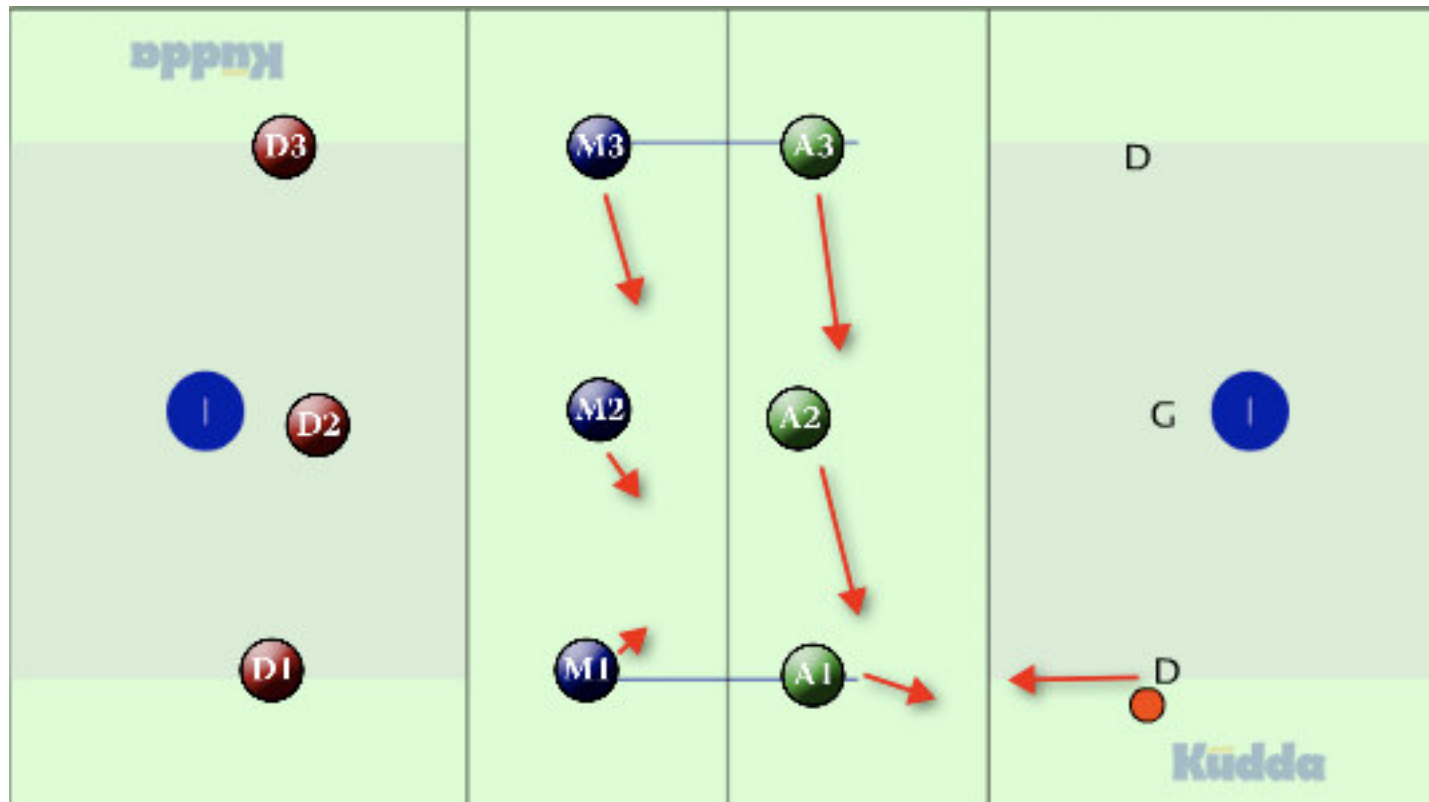
33 Ride_2

If ball gets reversed, all players must get into their zones/thirds. Again, this is a very safe ride that will not give up unsettled breaks.



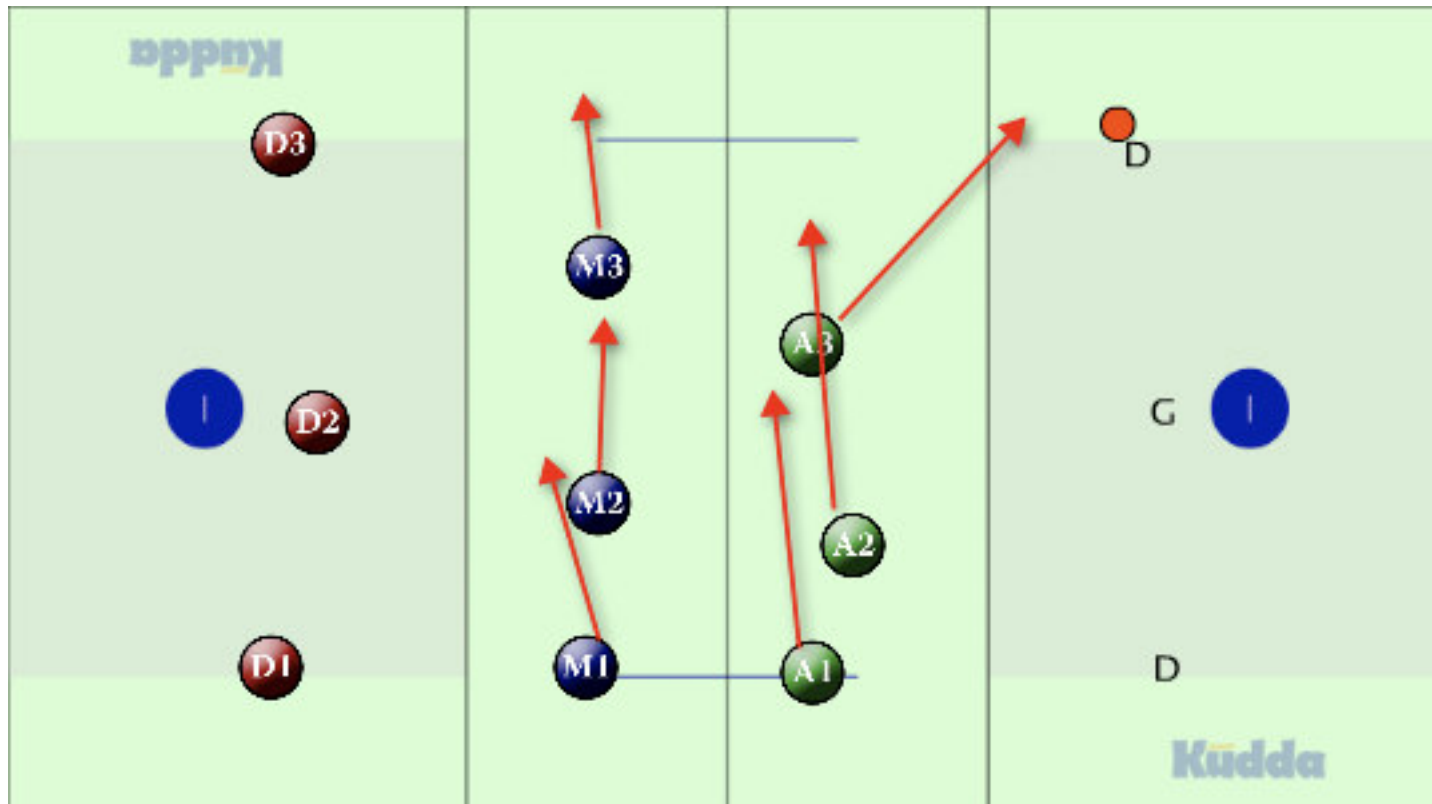
Deep 33 Ride

The Deep 33 Ride can cause turnovers as the clearing team will often go offside as they are not used to being so far up the field. The middies will pick up the clearing middies as they cross over the midfield line. The defense needs to stay with their man and not allow them to get open as this would be a shorter pass.



Deep 33 Ride_2

If they reverse, all players must react and get back into their zones. Again, defense must seal off their man and riding attack must take good angles to cut off ball.



Pressure Ride

The Pressure Ride is a great change as the clearing team may not be used to the pressure. A2 seals off goalie while M3 and M1 play ball side. The only option is the long pass to the opposite defender by the midfield line which is very difficult.

