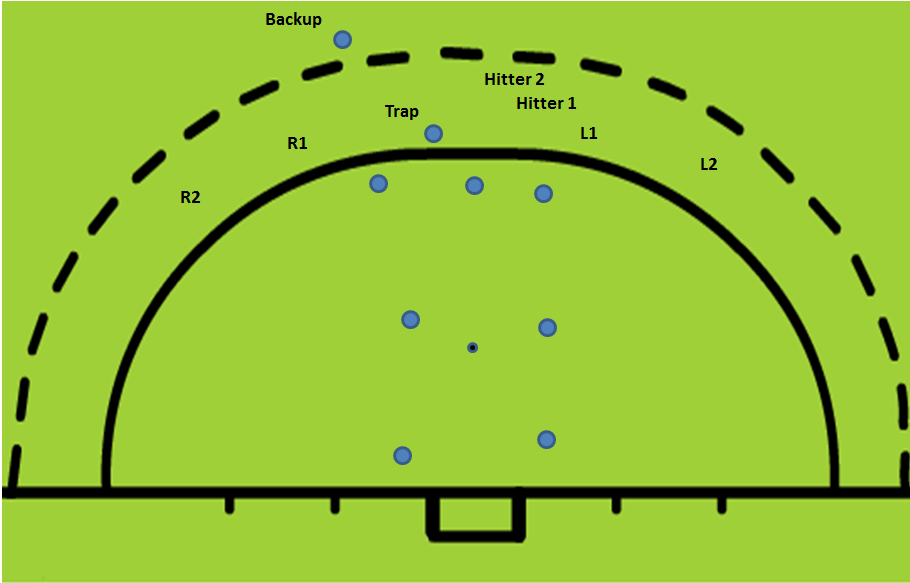
 **Positions**

* R2 1.5 yards outside post and end line for tip
* R1 8 yards out and aligned with post
* L2 8 yards out a 1.5 yards outside post
* Injector 3 yards out and 1.5 yards outside post
* L1 1.5 yards in circle and 1.5 yards outside post
* Hitter 2 moves behind trap, and 3 yards to right, 1 yard in.
* After strike, Hitter 1 adopts rebound position three to four yards inside circle
* For tippers, feet are just outside goal so that stick will be inside and all we’re looking to is touch the ball, not redirect it.
* Backup on line of injection to trapper but outside broken line in case trap is missed (and for option 7).



**Options (for 1-6 ball is injected to trapper)**

1. Straight hit/drag flick.
2. Pass to L1 and hit for R1 deflection or R2 tip
3. Pass to Hitter 2 for shot to far post
4. Pass to Hitter 2 for L1 deflection
5. Pass to Hitter 2 for Injector deflection
6. Straight hit for R1 touch
7. Trap is “missed” and ball is controlled by Backup outside broken line, everyone sheds right/center outside of flick spot; roll back to L1 for reverse shot (no height restriction)