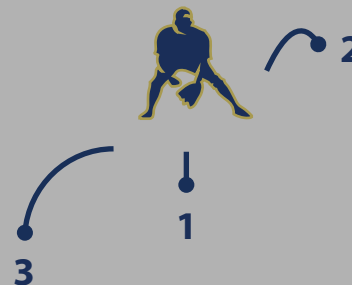


## 1. Field Through - IF Back (Roll)

## 2. Drop-step Left, Get In Front (Roll)

## 3. Sweeping Backhand - Set Feet (Flip)



VARIATION / PLAY	PRE-PITCH MOVEMENT	PREP-STEP	FIRST STEP(S)	ROUTE	FOOTWORK	FIELDING FOOTWORK	GLOVE POSITION	THROWING FOOTWORK	RELEASE POINT(S)	GOALS / CHECK POINTS
<b>1. Field Through - IF Back</b> This play is made on a hard-hit ball where the infielder doesn't have time to move his feet.	Hop Step	Forward Lean	Stationary	No Route	No Footwork	Forward Lean	Neutral (2 hands)	Step Through / Shuffle Throw / Follow	1 - O'clock	Lean / Create Momentum to Throw / Don't Rush
<b>2. Drop-step Left, Get in Front</b> This play is hard-hit ball to the infielder's left close to them. The infielder drop-steps to create depth on the ball and instead of fielding the ball side-saddle with a forehand, they move their feet and get in front of the ball.	Hop Step	Right Foot	45 to 75 Degree Drop-step	Straight Line Angle Back	Drop-step / Crossover	Right / Left / Field	Neutral (2 hands)	Step Through / Shuffle Throw / Follow	1 - O'clock	Create Depth on Ball / Get in Front of Ball / Create Momentum to Throw
<b>3. Sweeping Backhand - Set Feet</b> This play is a ball hit to the right of the infielder (routine speed or just a little slower). The infielder backhands the ball putting them into a position to throw the ball quickly with momentum and direction towards 1B.	Hop Step	Right Foot	Left Foot Step Right	C - Route	Left Foot Step Right	Right / Left / Field	Backhand (1 hand)	Shuffle Throw / Follow	12 or 1 - O'clock	1 Step Throw / Front Foot Timing when Fielding Ball / Gain Direction in Throw