

Serving:

Mark the passing result of every serve. The marks are as follows:

- **Ace Serve** – The serve earns us the point by hitting the floor, or just being unplayable by the other team. Do not mark an ace for setter error.
- ⊖ **1 option passed** – Mark this when the opponent's pass forces the setter to set the release set, set a down ball, or the team must play a free ball over the net. This may also be a pass that is tight to the net, or an overpass.
- ⊕ **2 option passed** – Mark this when the opponent's pass is playable, but not perfect. Usually the setter will have 2 options on this pass – the two outside hitters.
- ⊗ **Perfectly passed** – Mark this when the opposing team passes a perfect pass to the setter's position.
- ⦿ **Service error** – Mark this when we miss a serve.

Serve Receive:

Mark the result of every serve receive pass, including overhand passes. The marks are as follows:

- ⊖ **1 option passed** – Mark this when the player's pass forces the setter to set the release set, set a down ball, or the team must play a free ball over the net. This may also be a pass that is tight to the net, or an overpass.
- ⊕ **2 option passed** – Mark this when the player's pass is playable, but not perfect. Usually the setter will have 2 options on this pass – the two outside hitters.
- ⊗ **Perfectly passed** – Mark this when the player passes a perfect pass to the setter's position.
- ⦿ **Passing error** – Mark this when a player is aced by a serve due to either a poor passing effort or a tough serve. Make sure to assign unplayed serves (ones that hit the ground) to the nearest passer or the passer at fault.

Digging:

Mark a Dig when the ball is kept in play (playable) by a defensive move while we are on defense. A dig can be an underhand dig, an overhand dig, an extension..., any defensive movement to keep the opposing player's attack from hitting the ground. Mark a dig by filling in the box:

- **Dig**