

**WEBBER INTERNATIONAL UNIV.**

Webber International vs. WEBBER INTERNATIONAL

**Saturday 2PM**

Developing Your Offensive System

Chris Burdick

Director of Lacrosse, Webber International Univ.
Defensive Coordinator, Chesapeake Bayhawks

**2019**

IMLCA Annual Convention
Baltimore, Maryland



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Webber International vs. WEBBER INTERNATIONAL

UNIV. | December 7, 2019

Building Your Offensive System

Chris Burdick

Chesapeake Bayhawks/Webber International University

Defensive Coordinator / Director of Lacrosse

System (noun) sys·tem /'sistəm

- a set of things working together as parts of a mechanism or an interconnecting network. Similar: structure, organization, order, arrangement, network
- a set of principles or procedures according to which something is done; an organized scheme or method

1. Objectives

1. Comprehension

1. Player understanding
 1. Smaller parts first
 2. Layers

2. Terminology and Language

1. Name everything
2. Make it make sense

3. Implementation

1. Building from smaller concepts
2. Skill development within concepts

4. Create an exponential growth curve for the entire season

1. Scout teams recreate other teams offense more efficiently
2. Easy to make adjustments in game and as season progresses

5. Building Offensive Language

1. Calls follow the same rhythm: Set | System | On ball | off ball
2. "42 Wing Triangle" 40 Set with 2 man system on ball and shape off ball triangle
3. "33 Follow Negative" 30 set with 3 man system on ball follow play off ball reverse rotation
4. "20 Pop Negative Drift Seal"

5. Sets

1. 20, 30, 40, 50, 60, 70, 80
2. 10, 90, Sideways
3. Invert

6. 1 man System

1. With ball: build a dodge tree
2. Off ball: Front (Jump) cut, back cut, drift, float, pop, fade, crash, squat

7. 2 man

1. 2 man game
 1. Hard pick, Pick roll, Slip, Drag
2. Basic 2 player movements
 1. ADJ to ball: Deep clear, Shallow cut, Stretch, Counter, float, drift
 2. Crease: pop, fade, creep, flash, switch, mirror

3. 3 man (Attack is 3 man unit/Mid is 3 man unit)
 1. On ball 3 man plays: triangle, pop, stack, away pick ect...
 2. Off ball 3 man: rotations, voids, whips, exchanges
 4. Shape rotations
 1. On ball / off ball
 2. Triangle, box, 5 man, 6 man
 5. Mumbo's
 1. Multiple sets
 6. EMO
 1. Drill emo in small parts
 1. Seal and slip/Void and fill/
 2. Plays / formation changes / both
 3. Number spots so it makes sense
 1. 1 feeder, 2 swing, 3 RH finisher, 4 LH finisher, 5 RH shooter, 6 LH shooter
 4. Examples: the fun part
 1. 6v6
 1. "42 Wing Triangle"
 1. 180 the triangle
 2. "33 Follow Negative"
- "20 Pop Negative Drift Seal"
1. EMO
 1. "50 X BOX Carry"
 2. "60 6 man wheel"
- "30 step X slip"

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Frame 1 - SLIDE 1



System (noun) sys·tem /'sistəm

- a set of things working together as parts of a mechanism or an interconnecting network.
- Similar: structure, organization, order, arrangement, network

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Frame 2 - SLIDE 1



System (noun) sys·tem /'sistəm

- a set of principles or procedures according to which something is done;
- an organized scheme or method

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Frame 3 - SLIDE 1



Objectives

Comprehension

- Player understanding
- Smaller parts first
- Layers

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Frame 4 - SLIDE 1



Objectives

Terminology and Language

- Name everything
- (Try to) Make it make sense

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Frame 5 - SLIDE 1



Objectives

Implementation

- Building from smaller concepts
- Skill development within concepts

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Frame 6 - SLIDE 1



Objectives

Create an exponential growth curve for the entire season

- . Scout teams recreate other team's offense more efficiently
- . Easy to make adjustments in game and as season progresses

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Frame 7 - Frame 7 - SLIDE 1

By scheduled
appointment
only



Walken's
Not
Accepted!

7

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Frame 8 - Frame 7 - SLIDE 1

DIAGRAM PERSONNEL CODE

MAN TO MAN

A1 = RIGHTY

A2 = LEFTY

A3 = SPECIAL SKILL

M1= RIGHTY

M2= LEFTY

M3= SPECIAL SKILL

EXTRA MAN

1 FEEDER

2 SWING

3 RH FINISH

4 LH FINISH

5 RH SHOOTER

6 LH SHOOTER

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Frame 7 - SLIDE 1

SETS

20 SET

30 SET

40 SET / 90 SET

50 SET

60 SET /SIDEWAYS

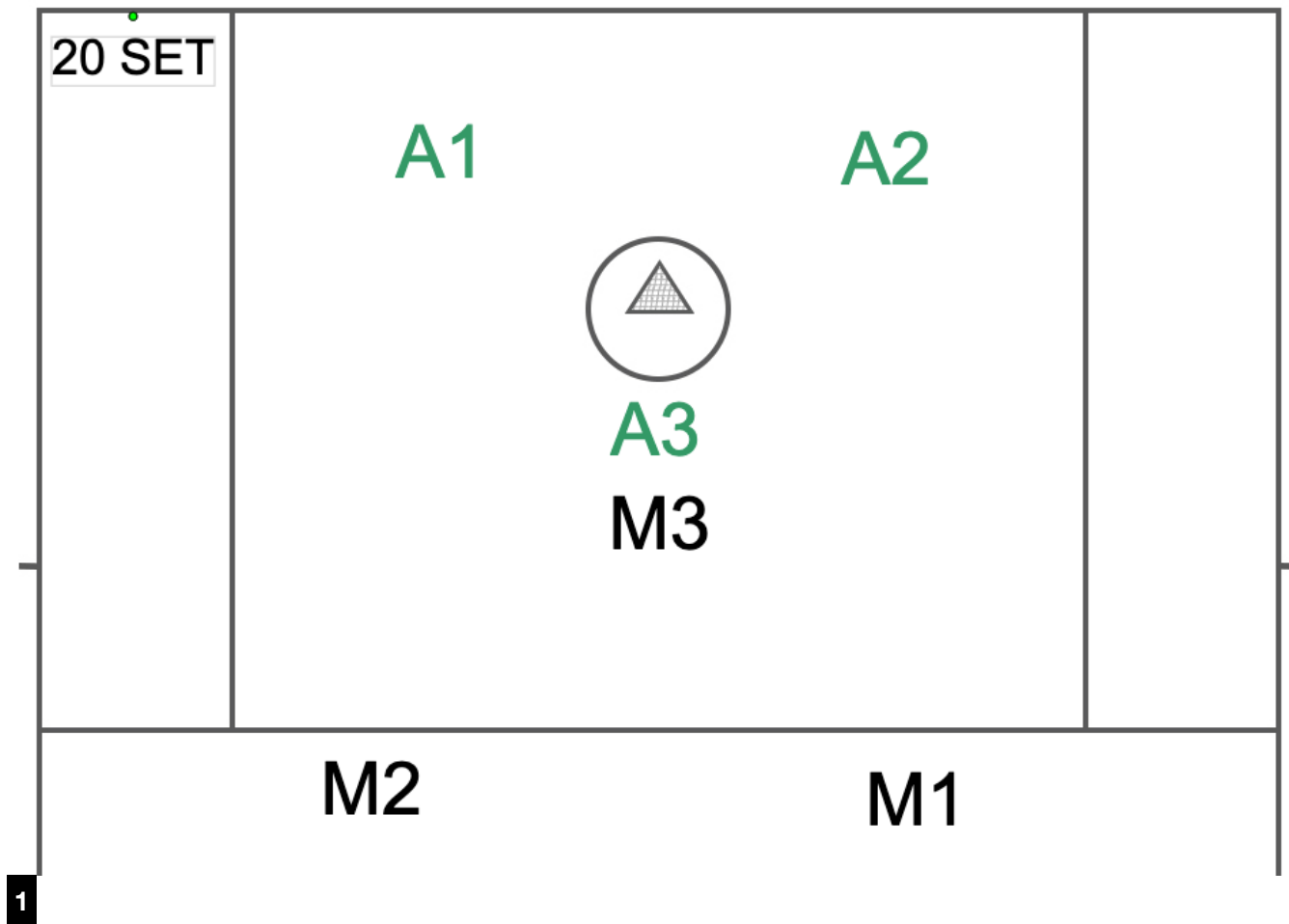
70 SET

80 SET

WEBBER INTERNATIONAL UNIV.



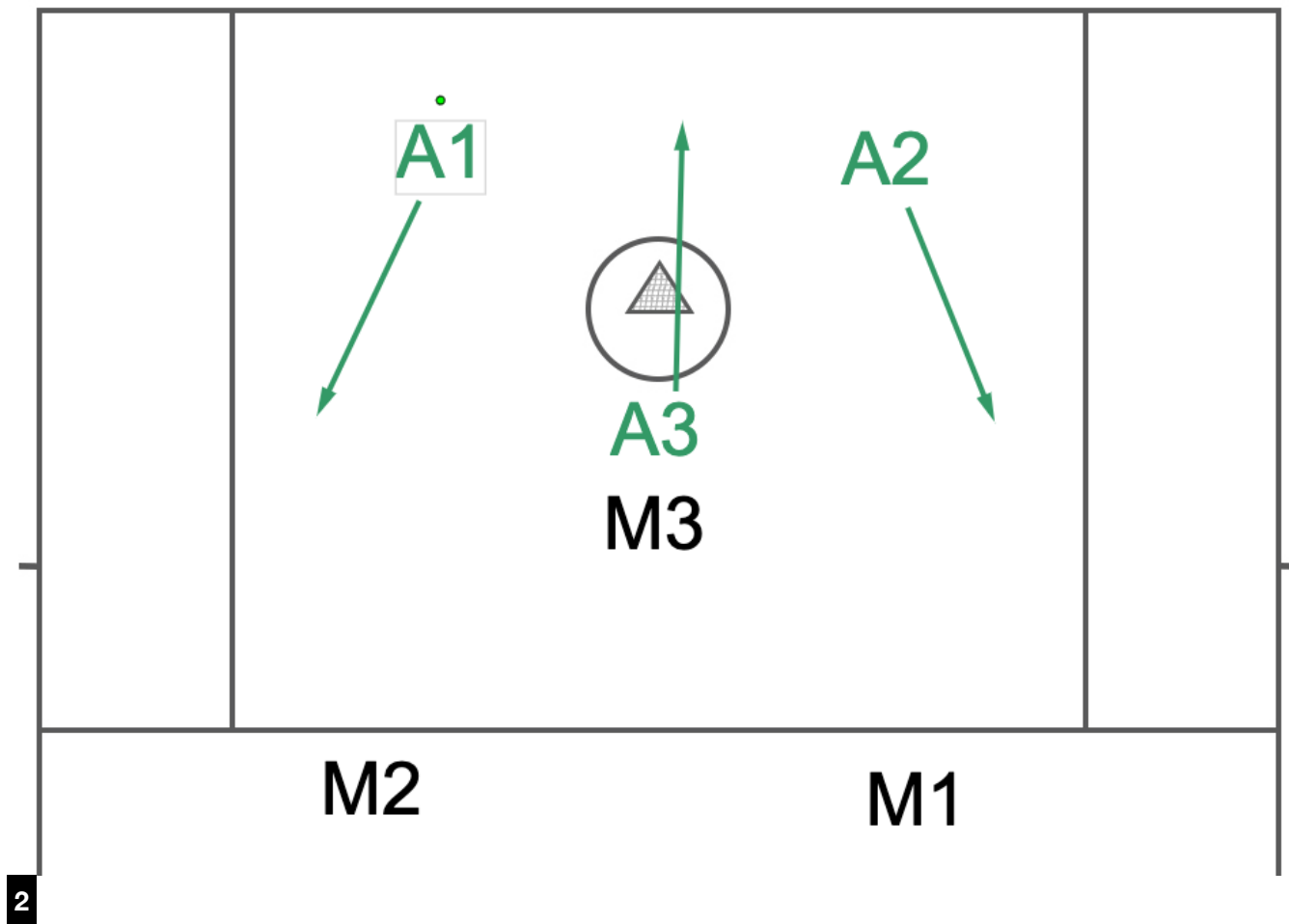
20 SET



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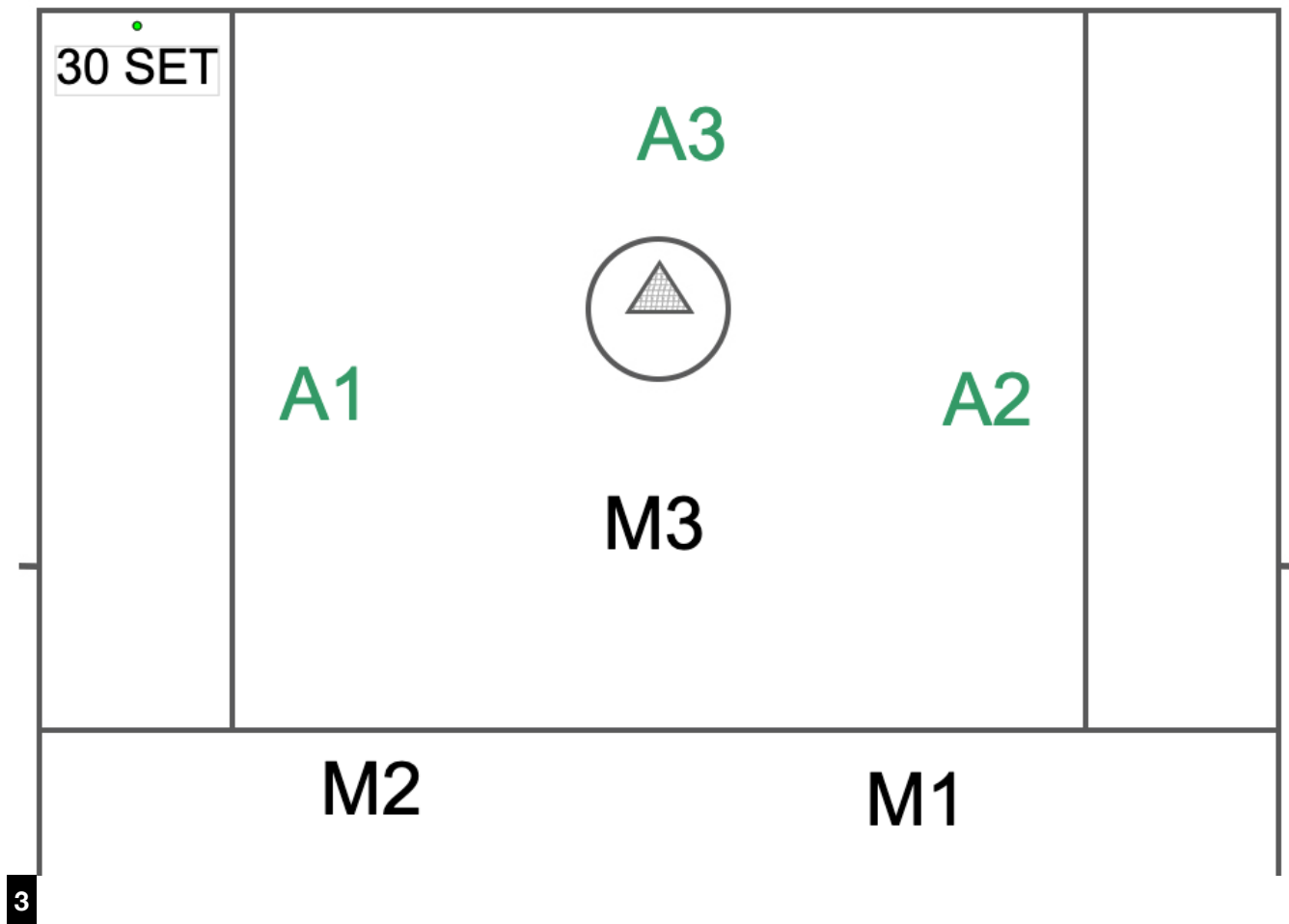
20 TO 30



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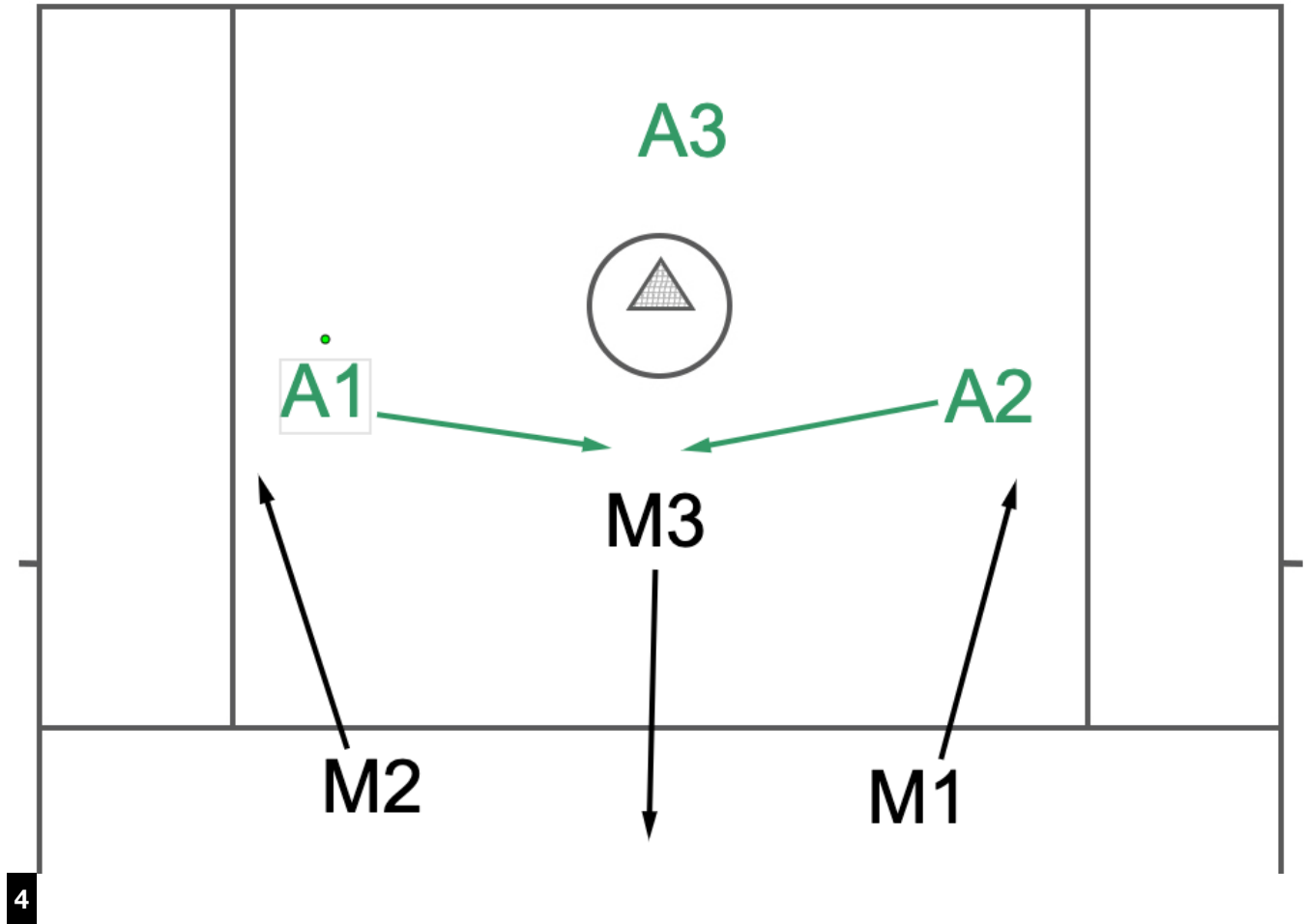
30 SET



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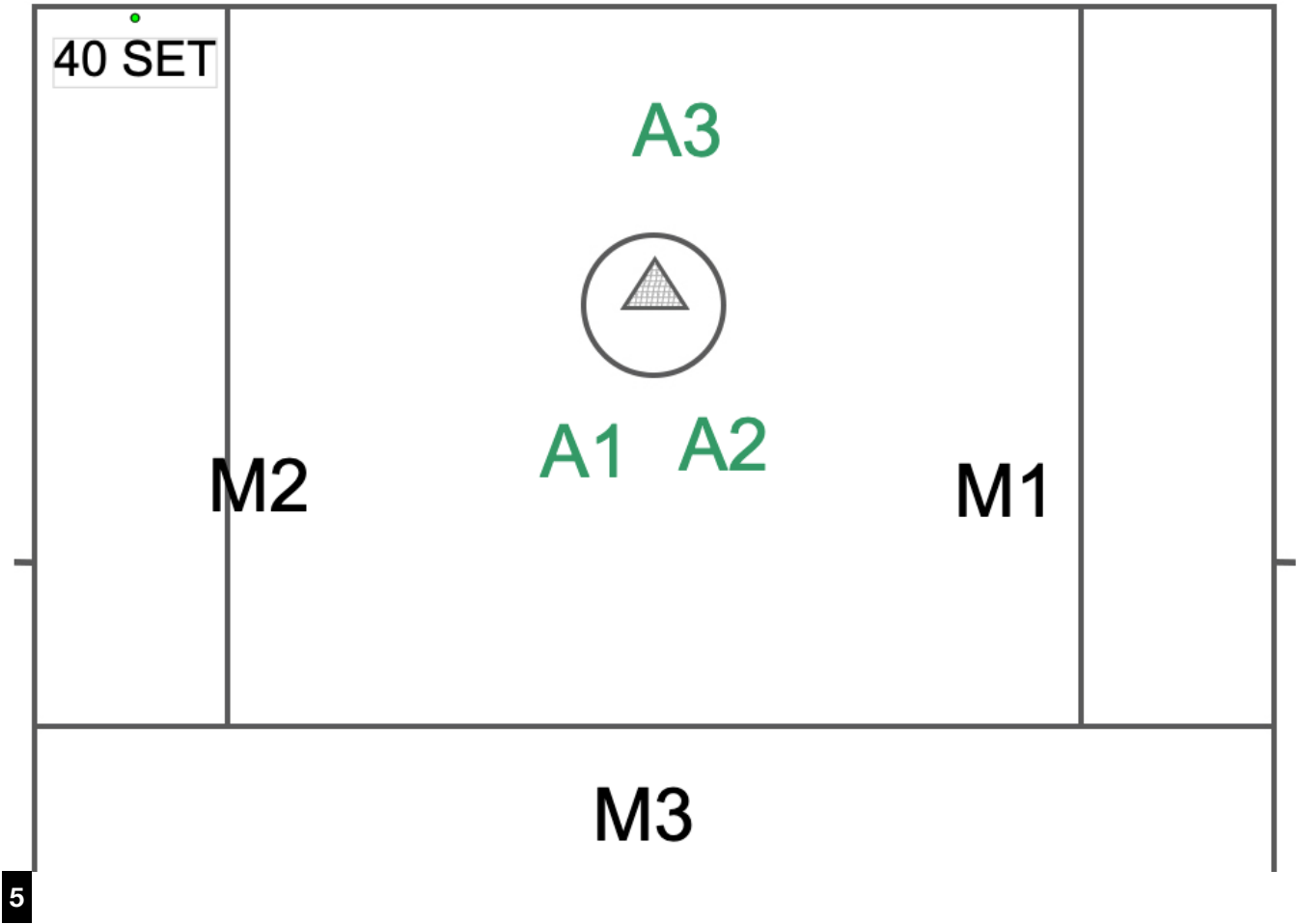
30 TO 40



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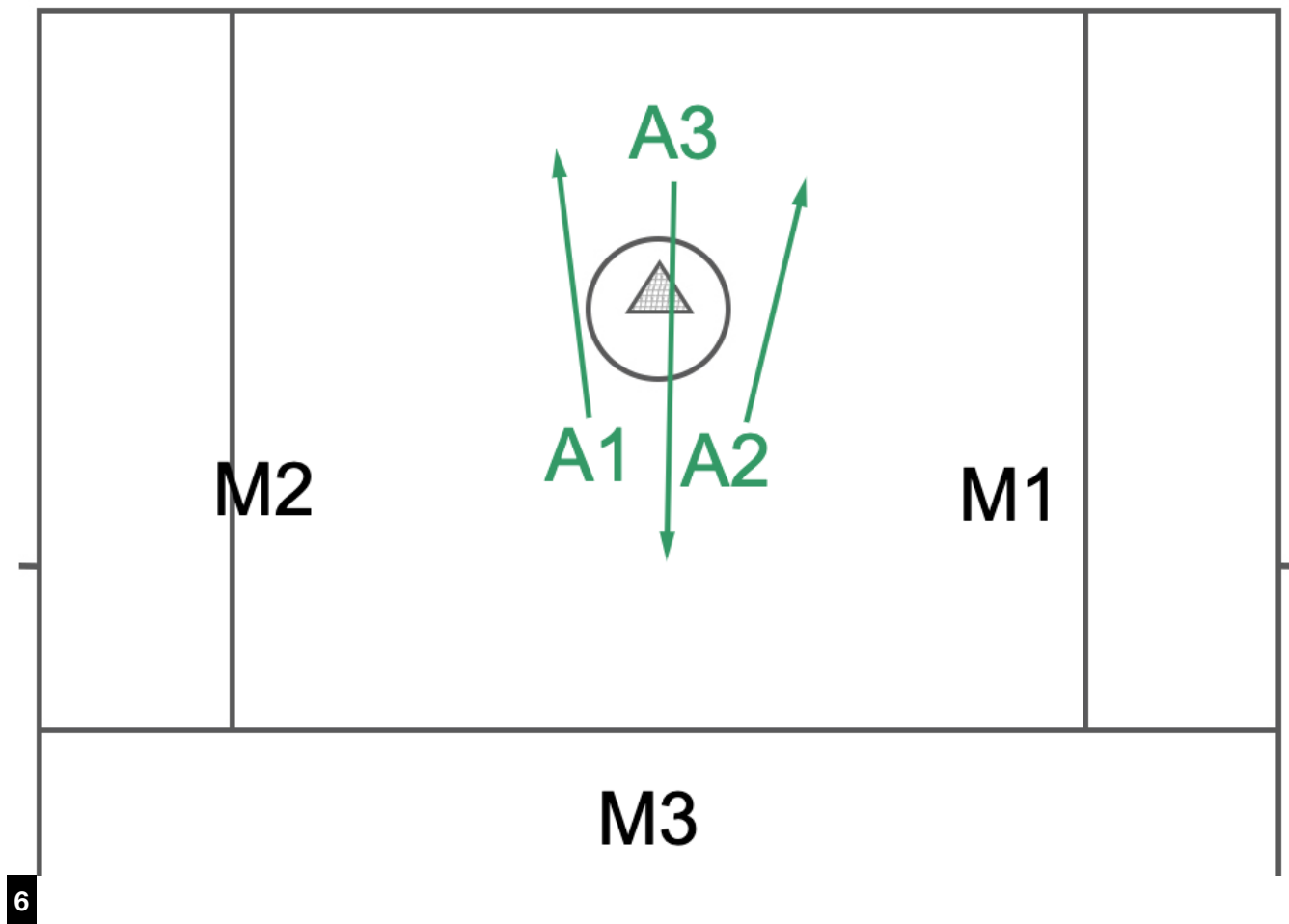
40 SET



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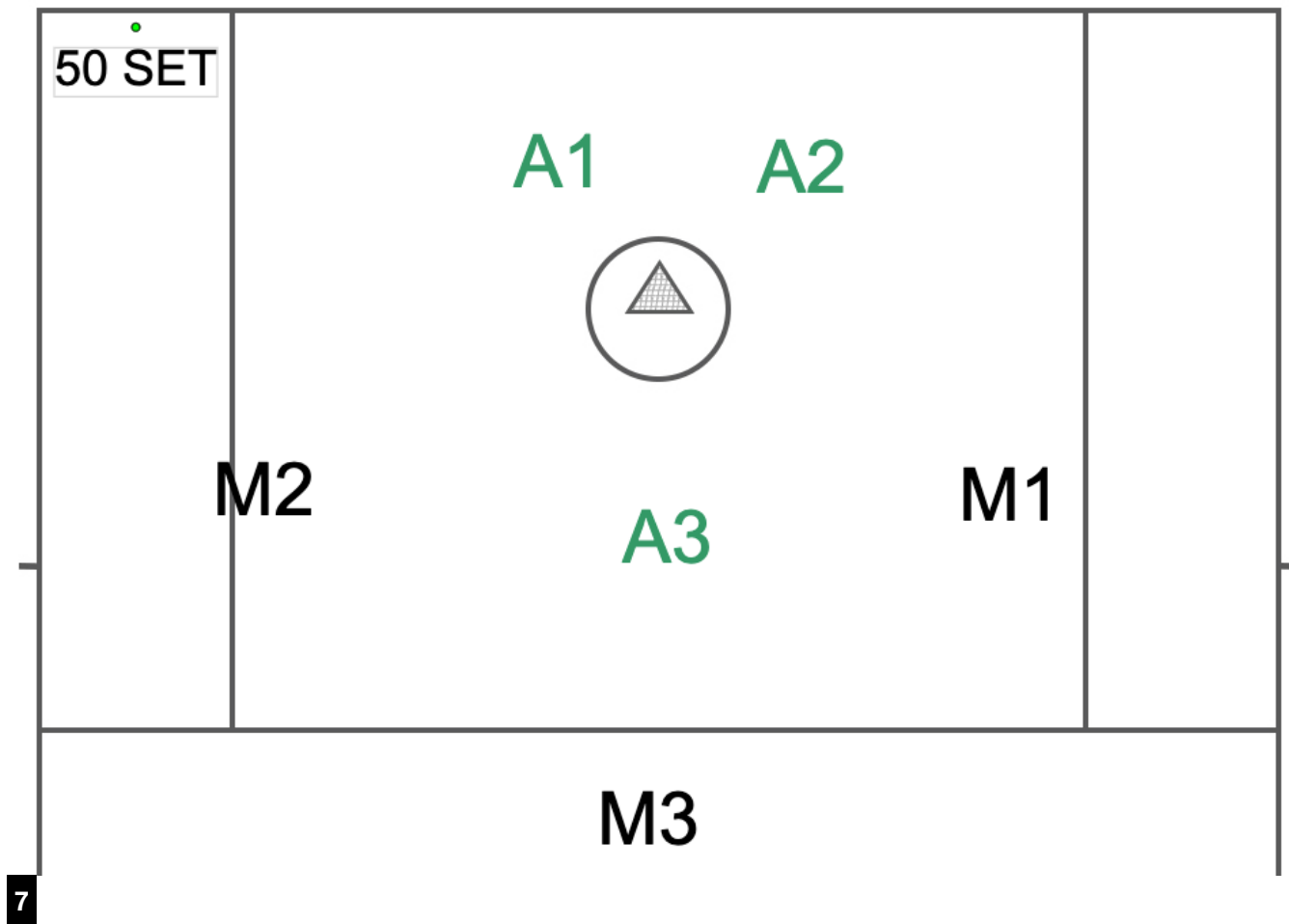
40 TO 50



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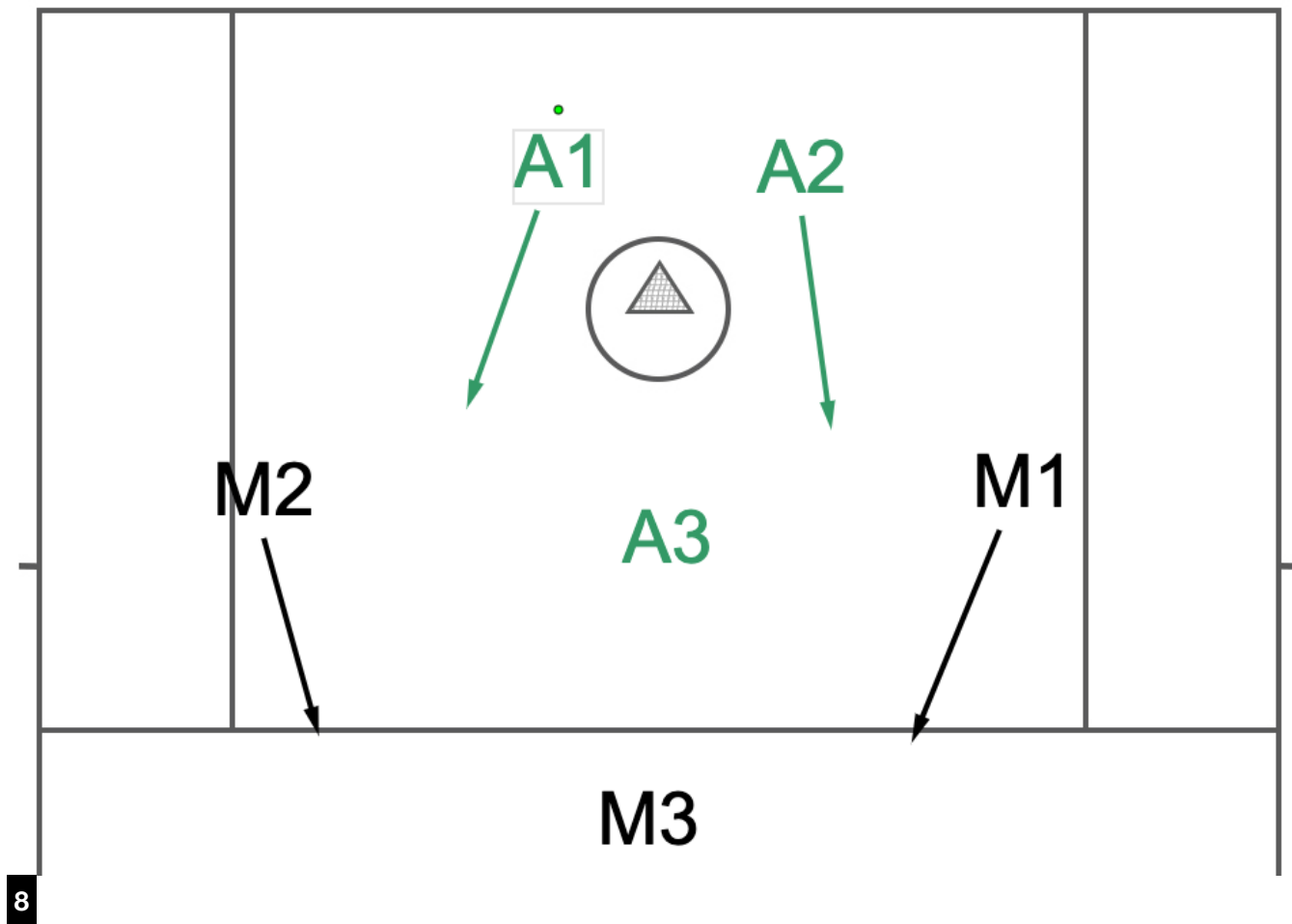
50 SET



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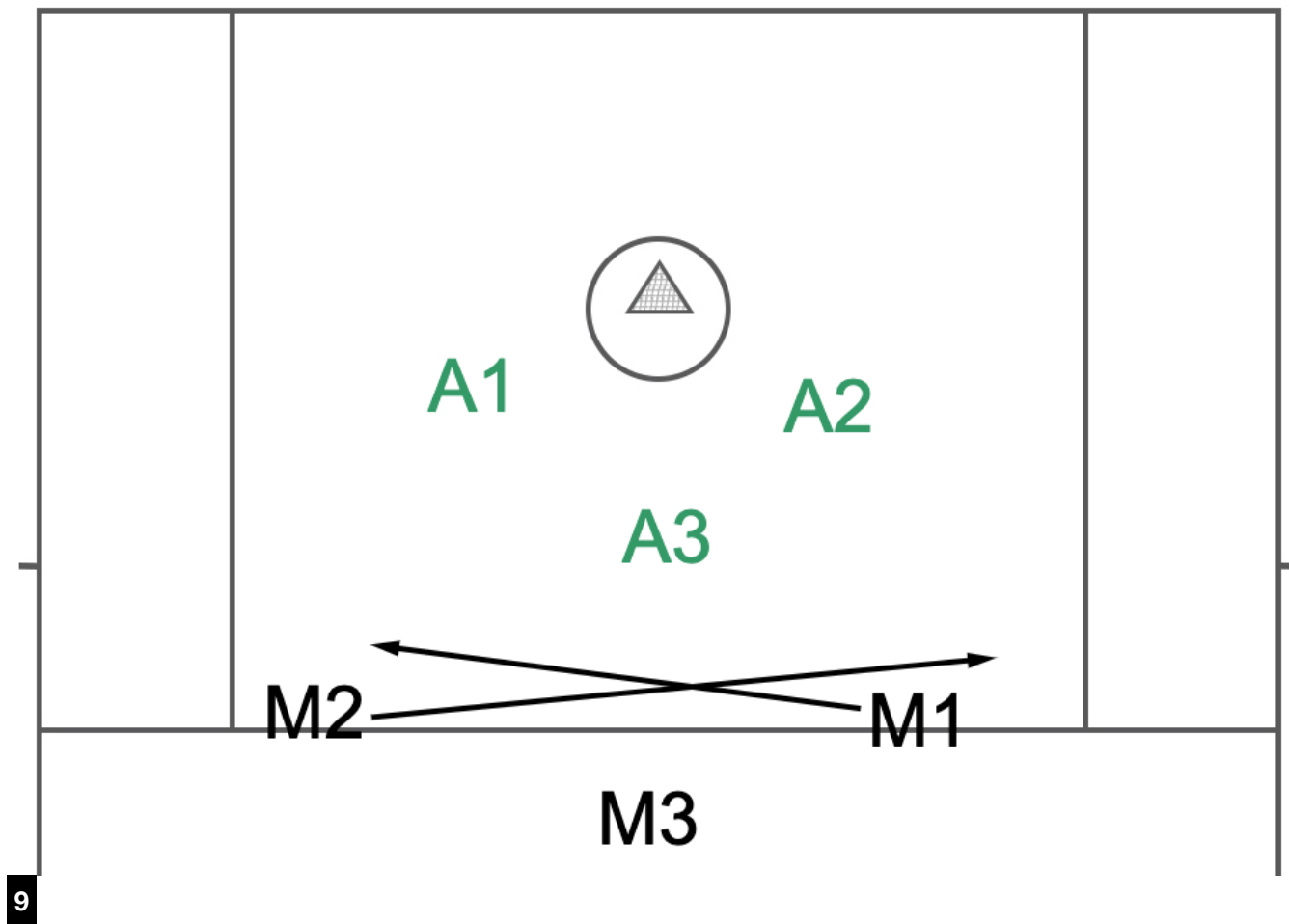
50 TO 60



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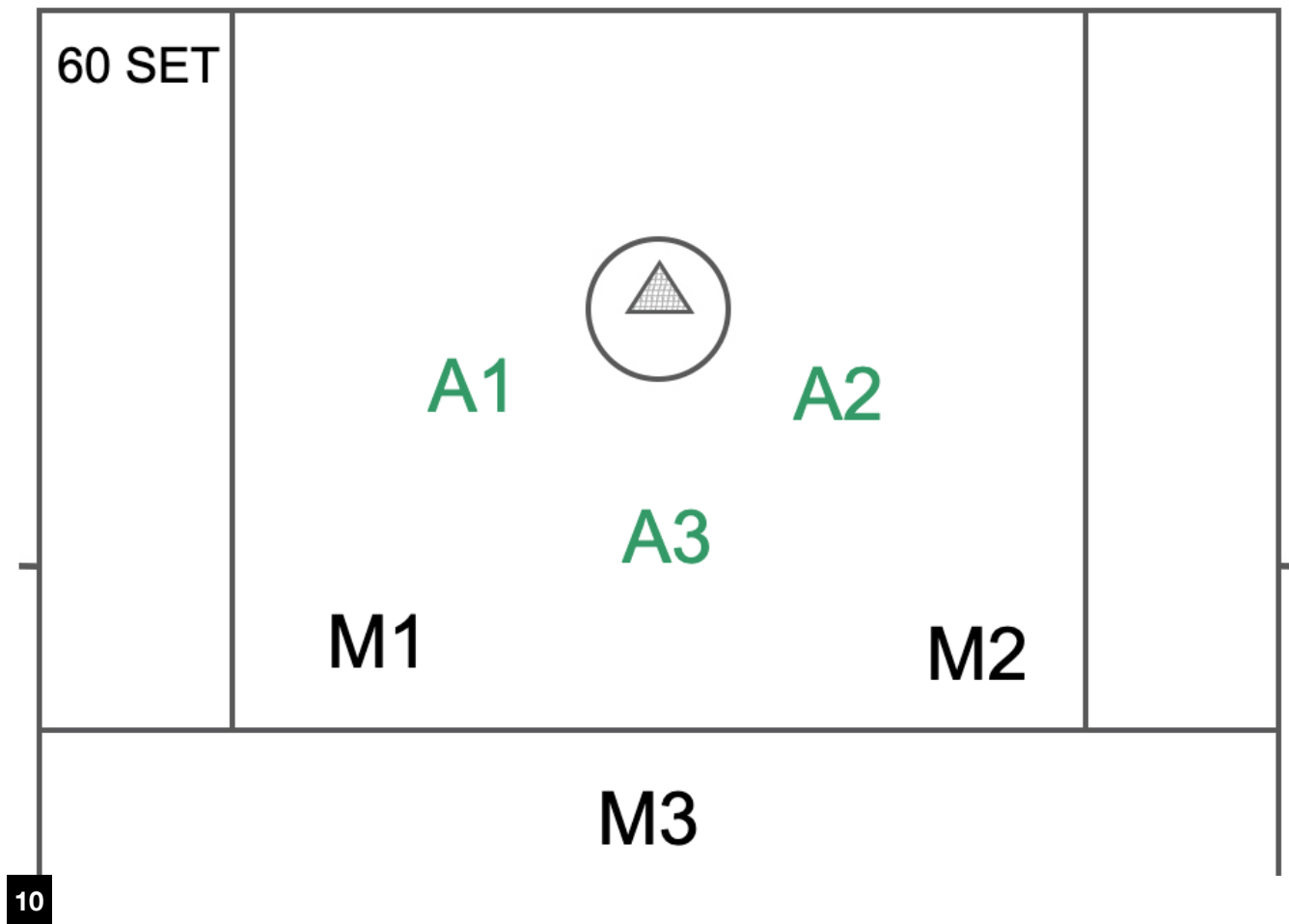
60 SET



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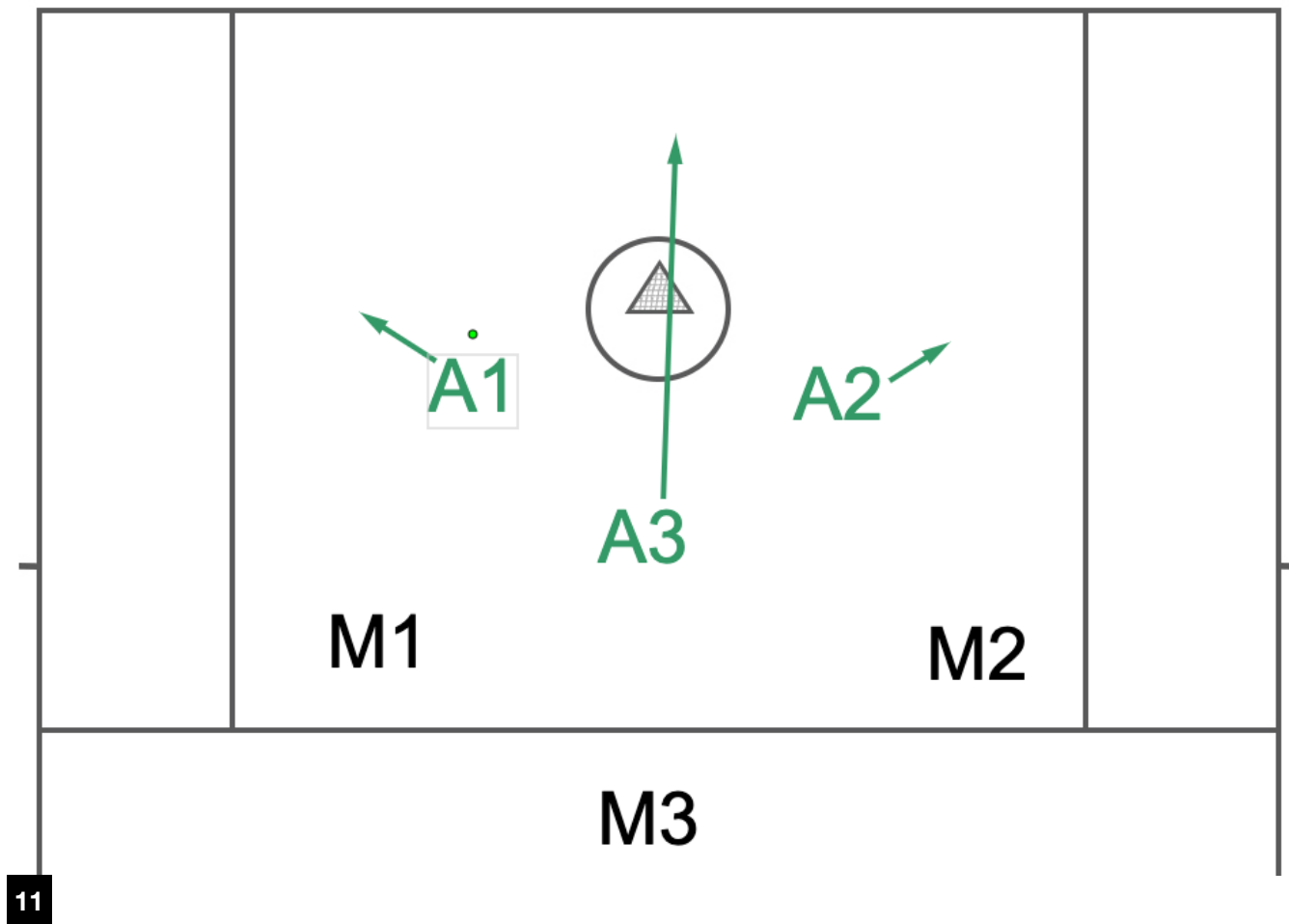
60 SET



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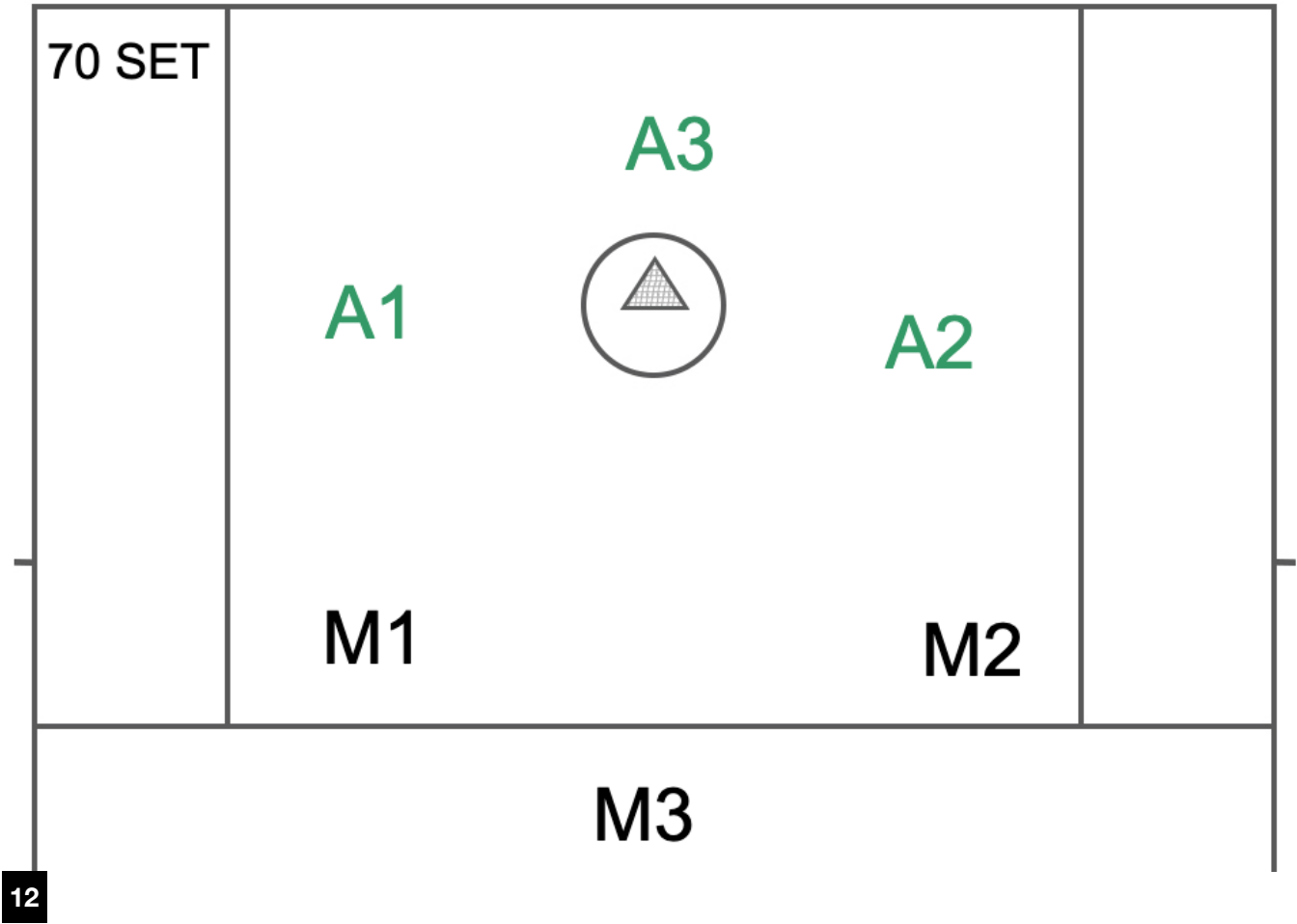
60 TO 70



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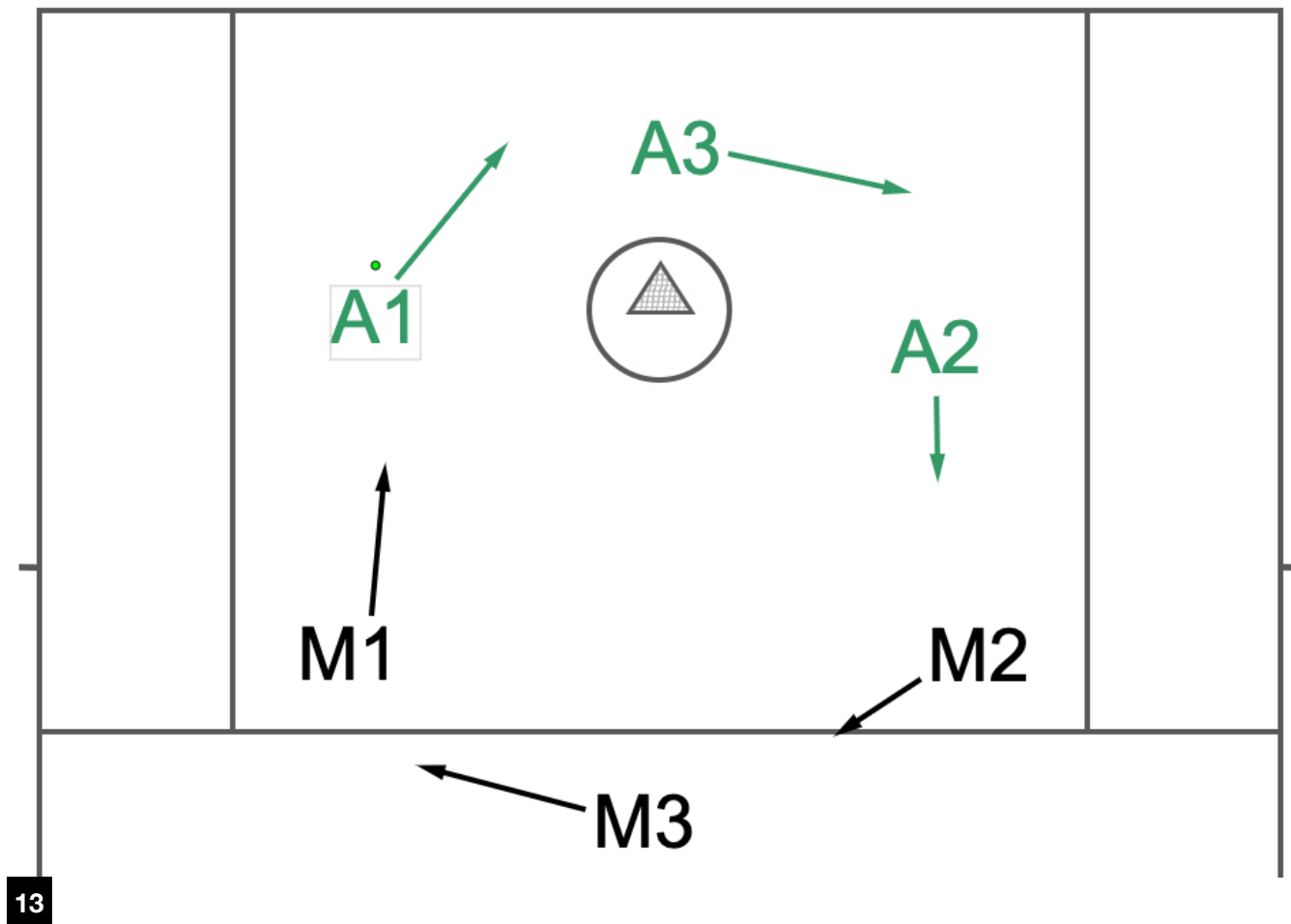
70 SET



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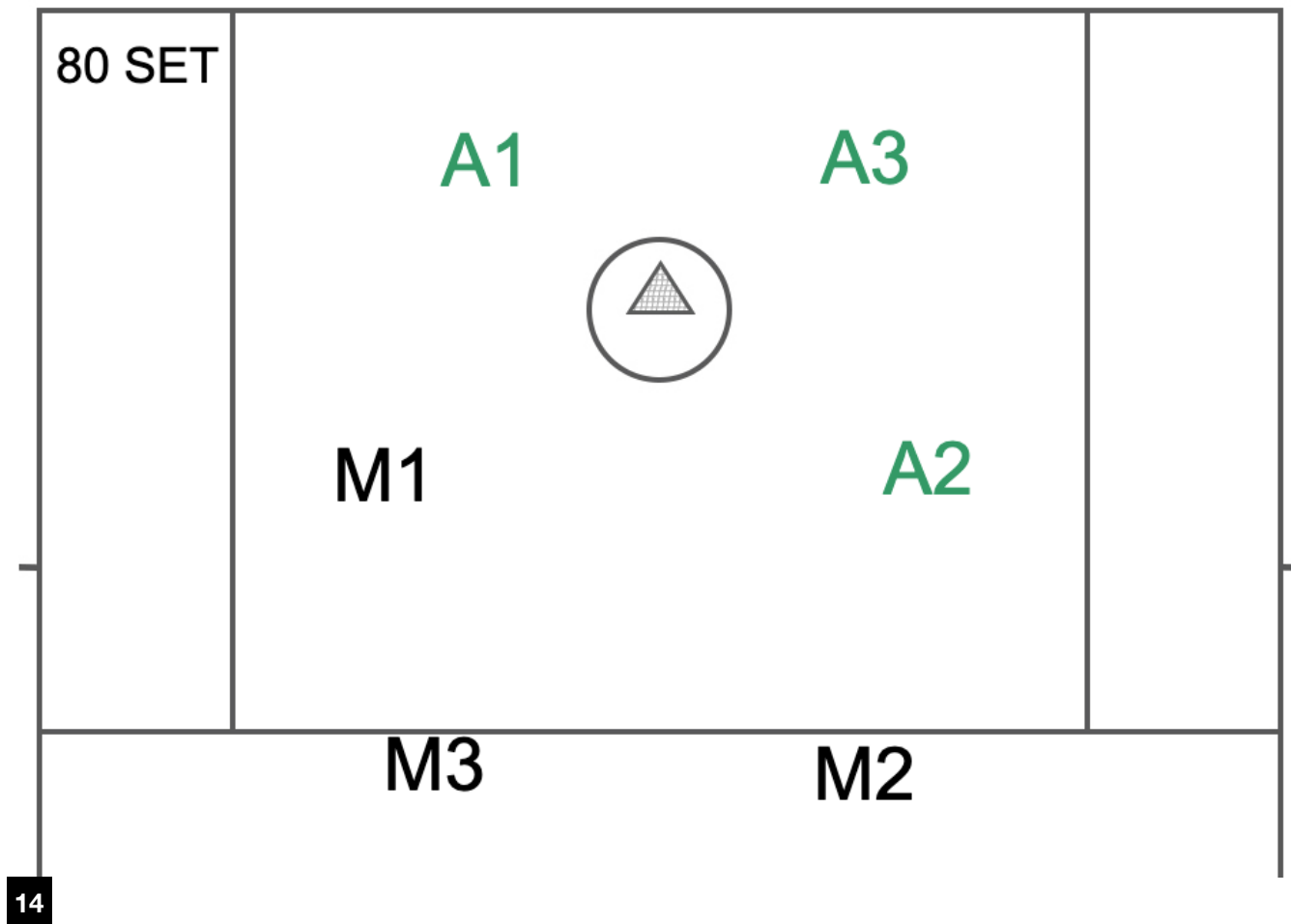
70 TO 80



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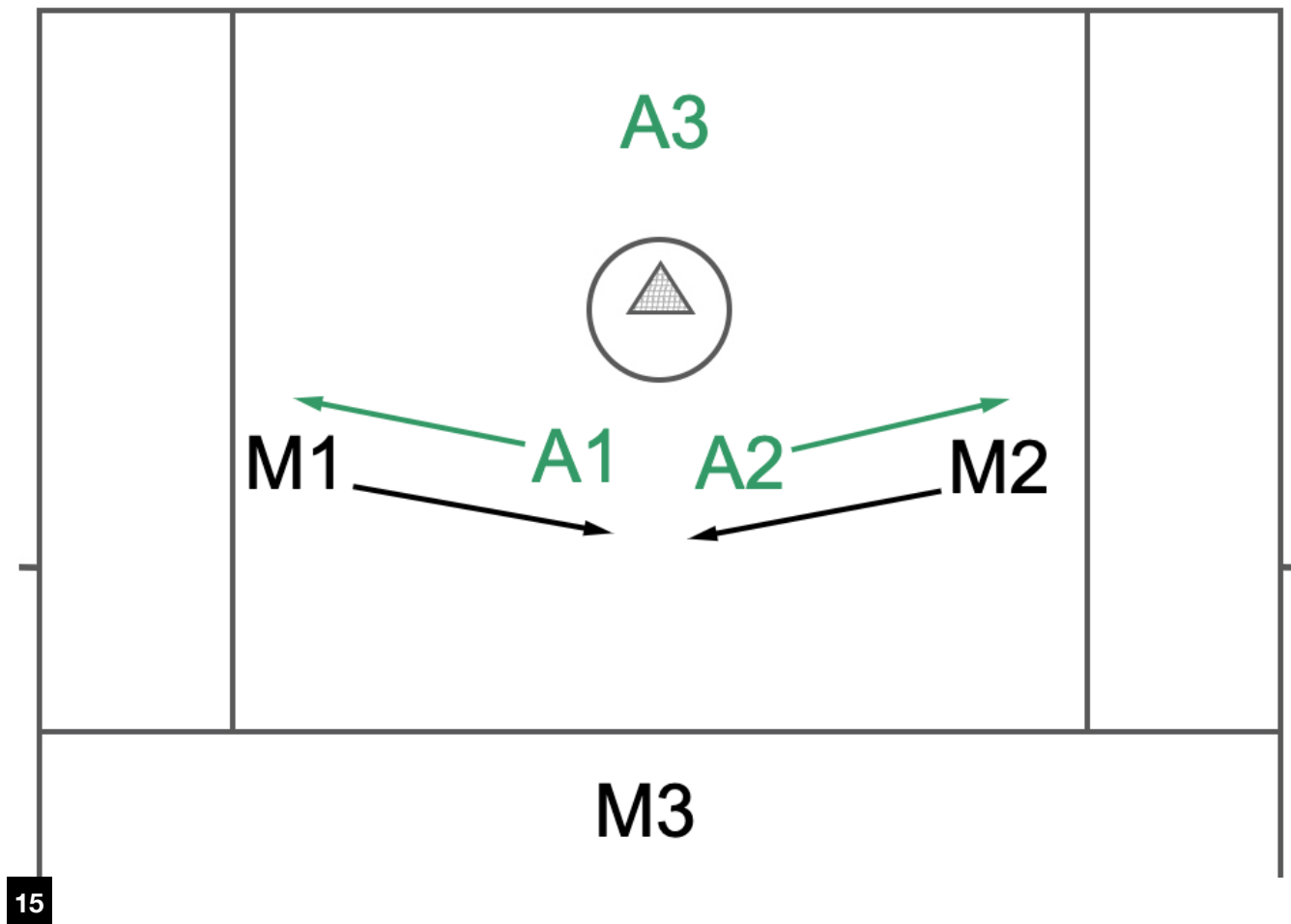
80 SET



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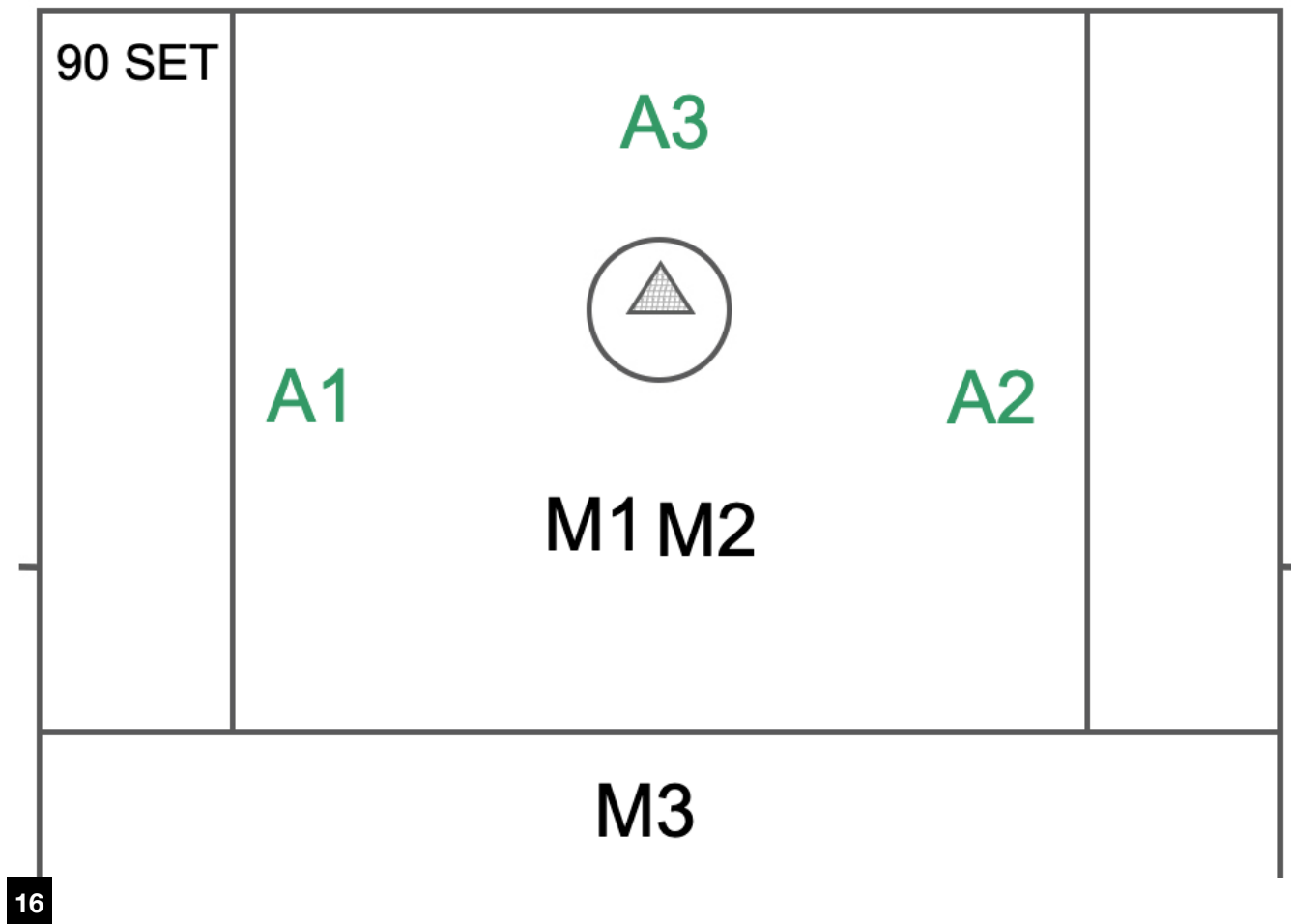
40 TO 90



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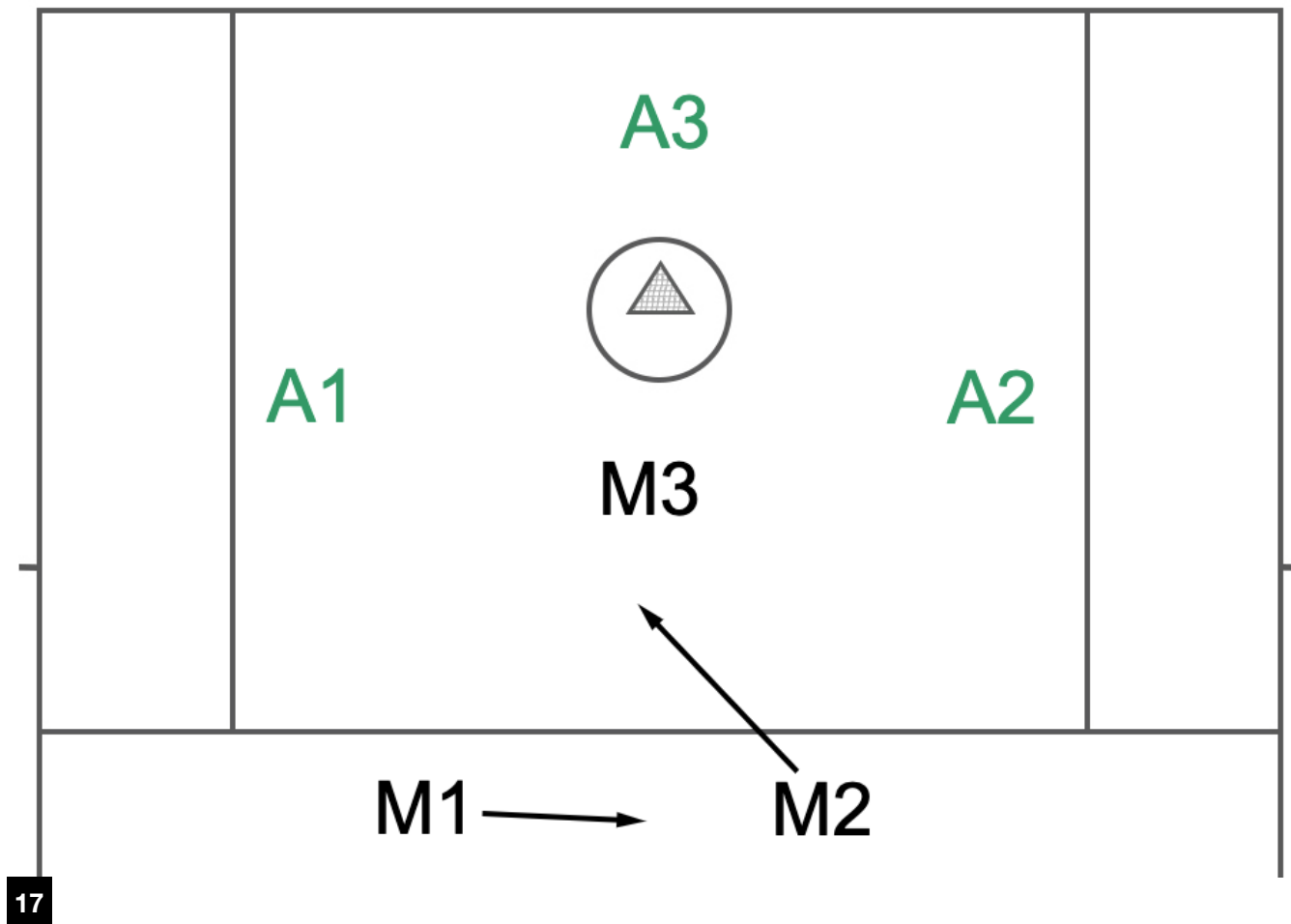
90 SET



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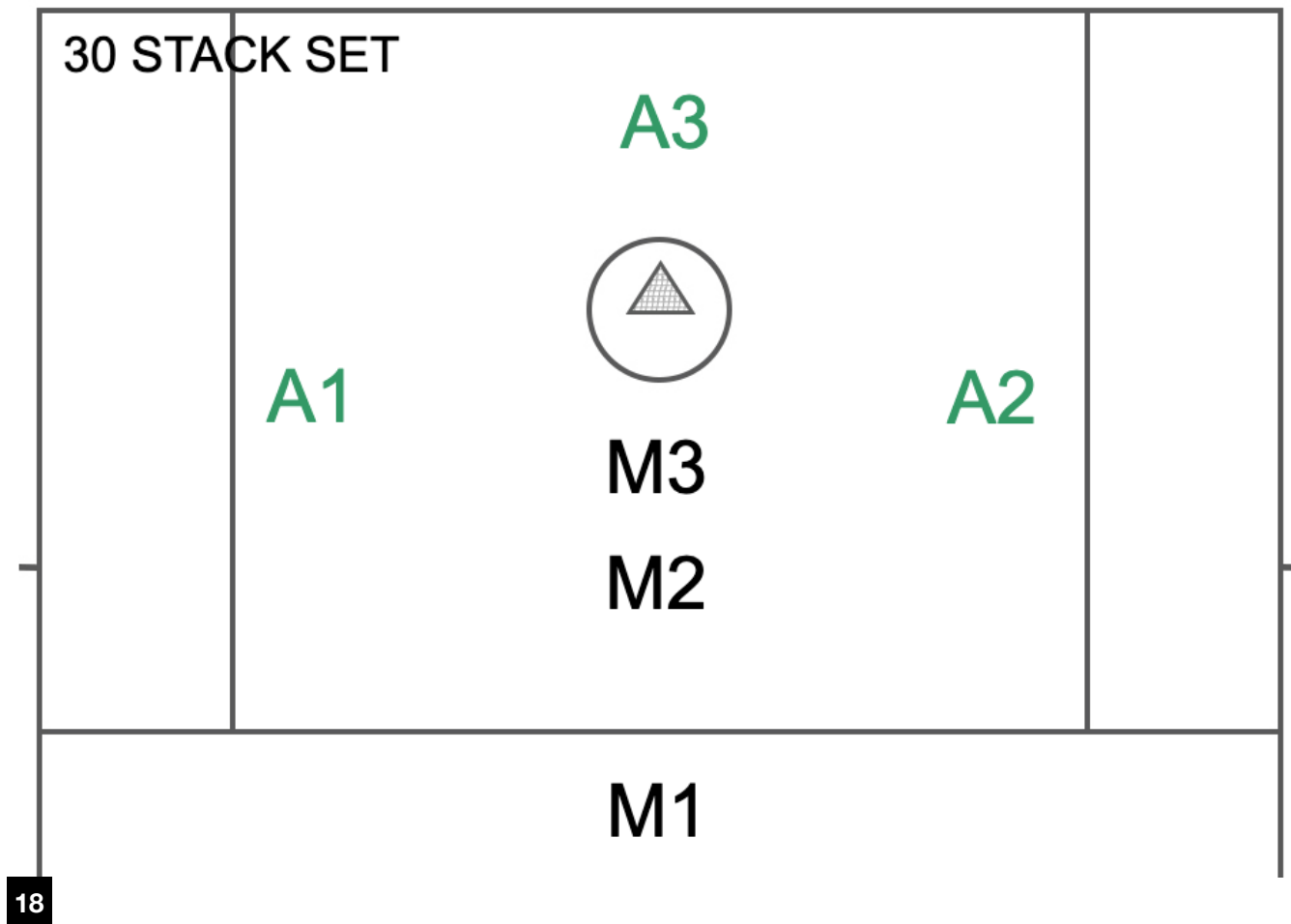
30 TO STACK LOOK (90)



WEBBER INTERNATIONAL UNIV.



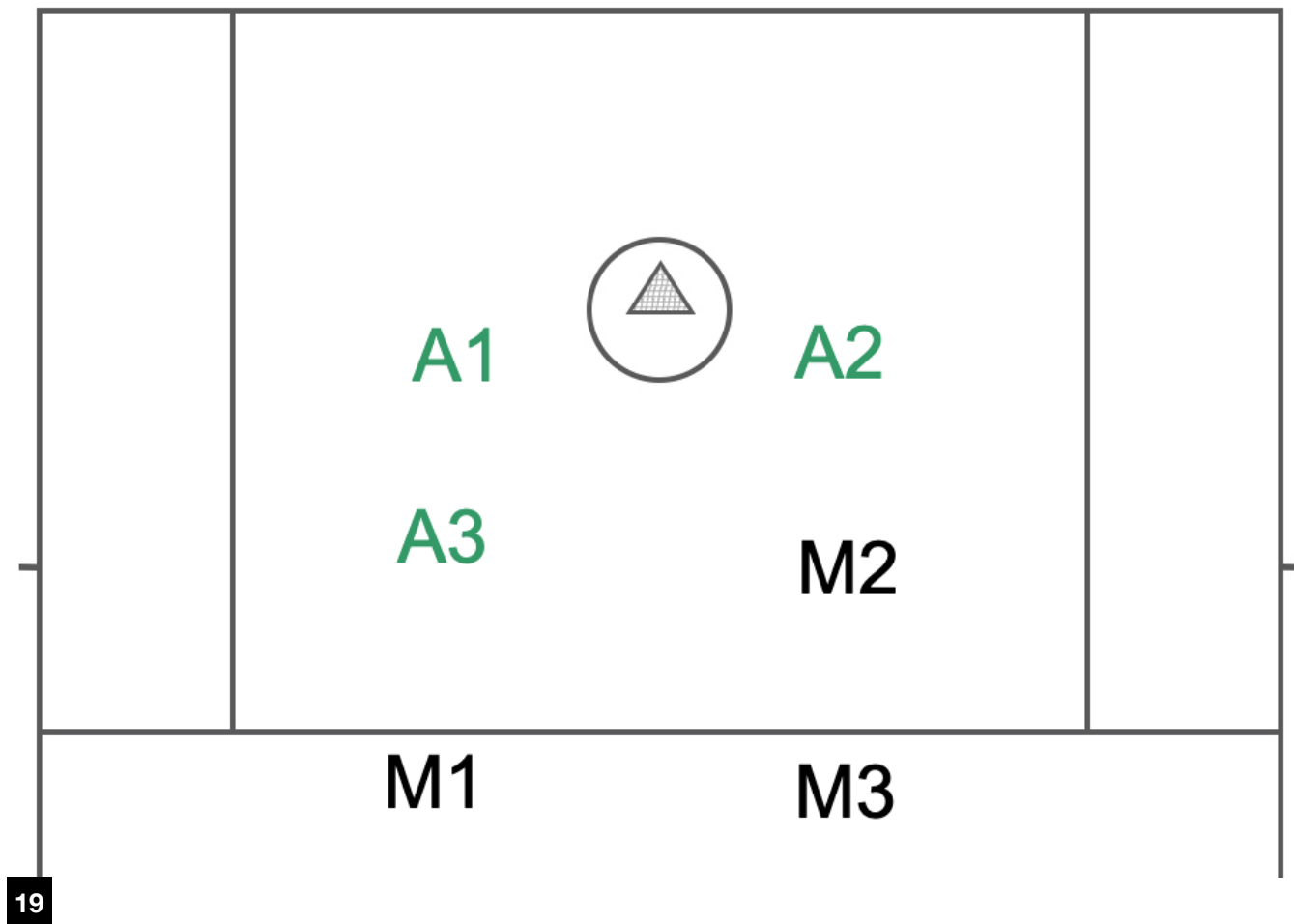
30 STACK=90 SET



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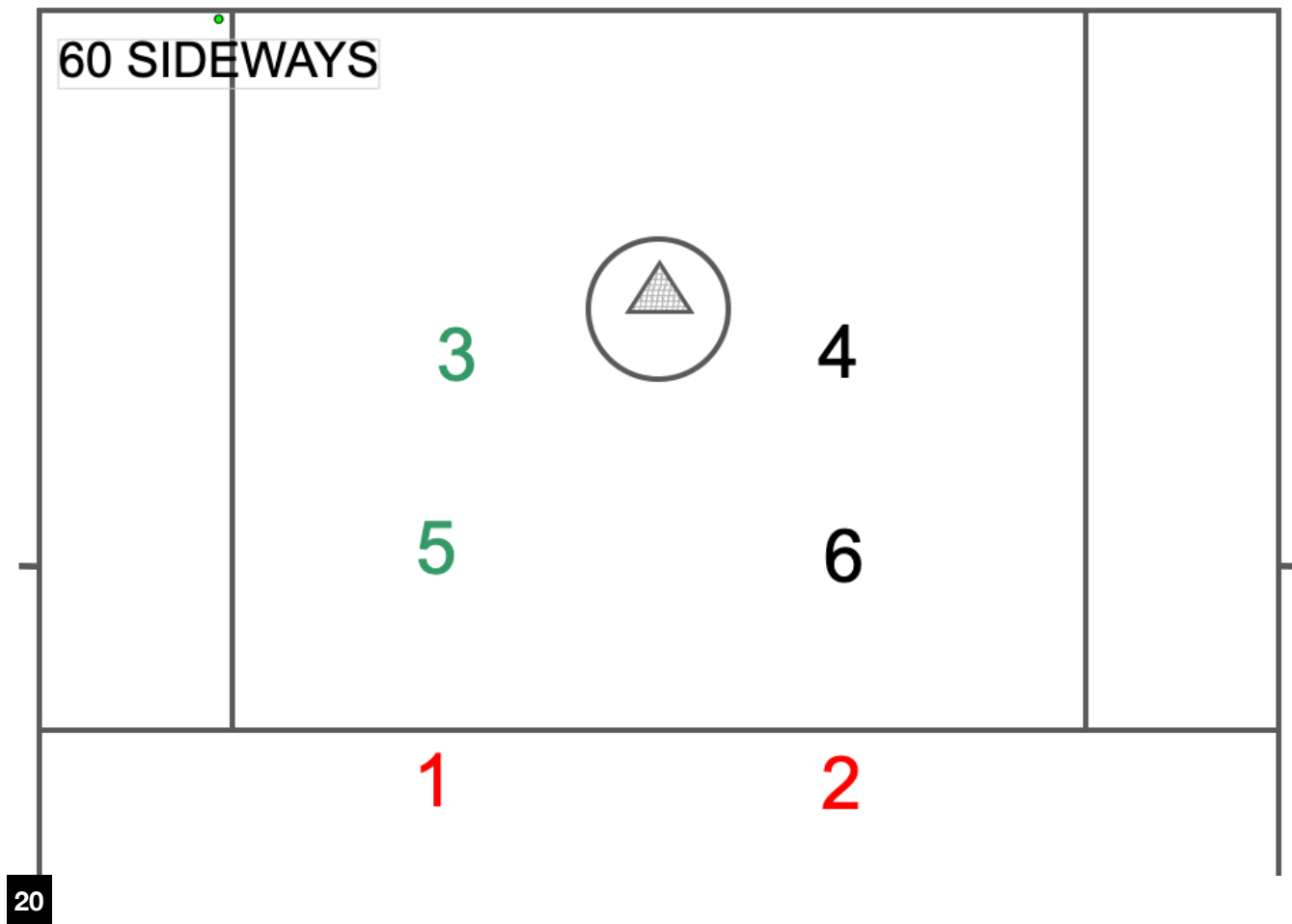
60 SIDEWAYS



WEBBER INTERNATIONAL UNIV.



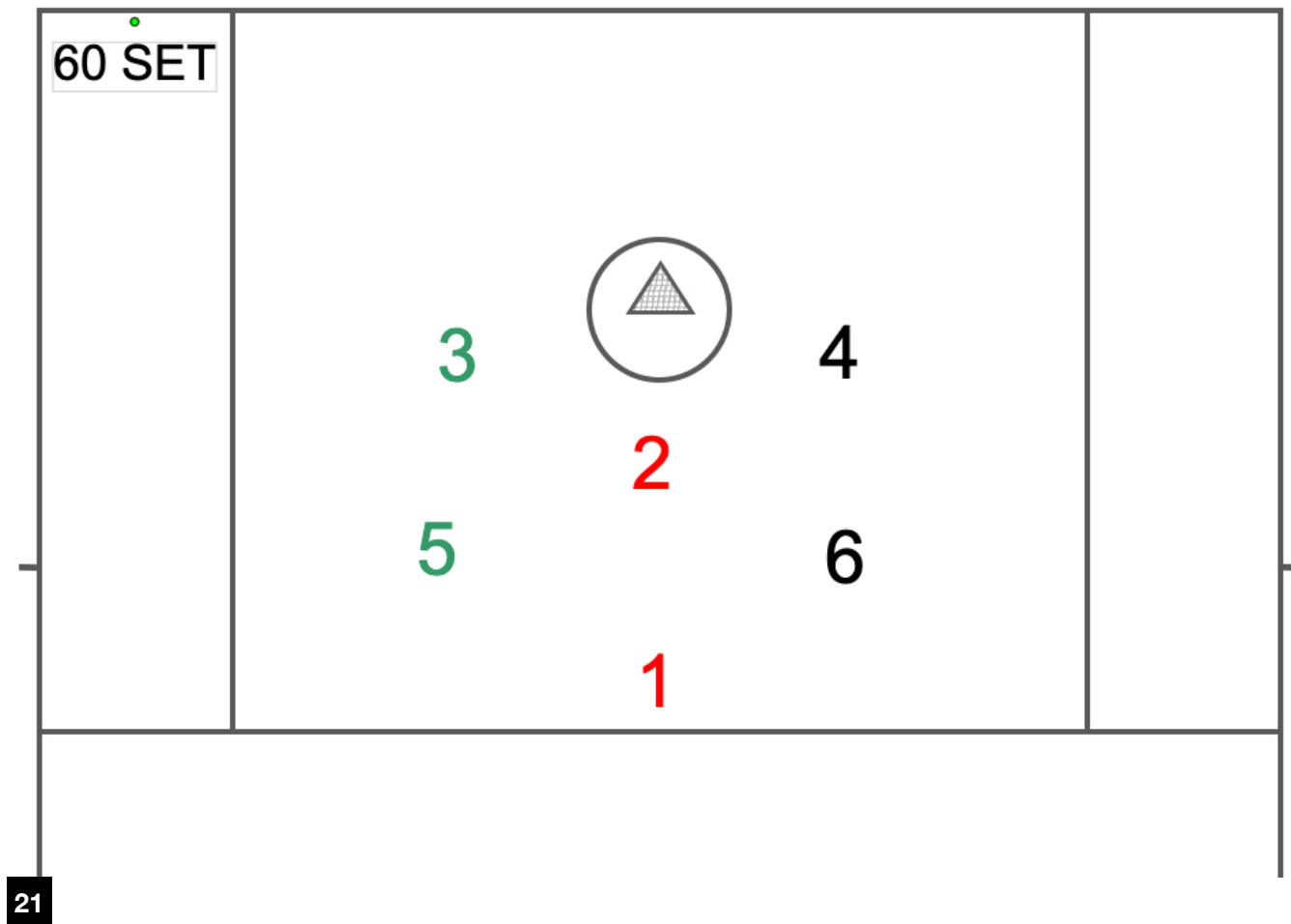
EMO #'S



WEBBER INTERNATIONAL UNIV.



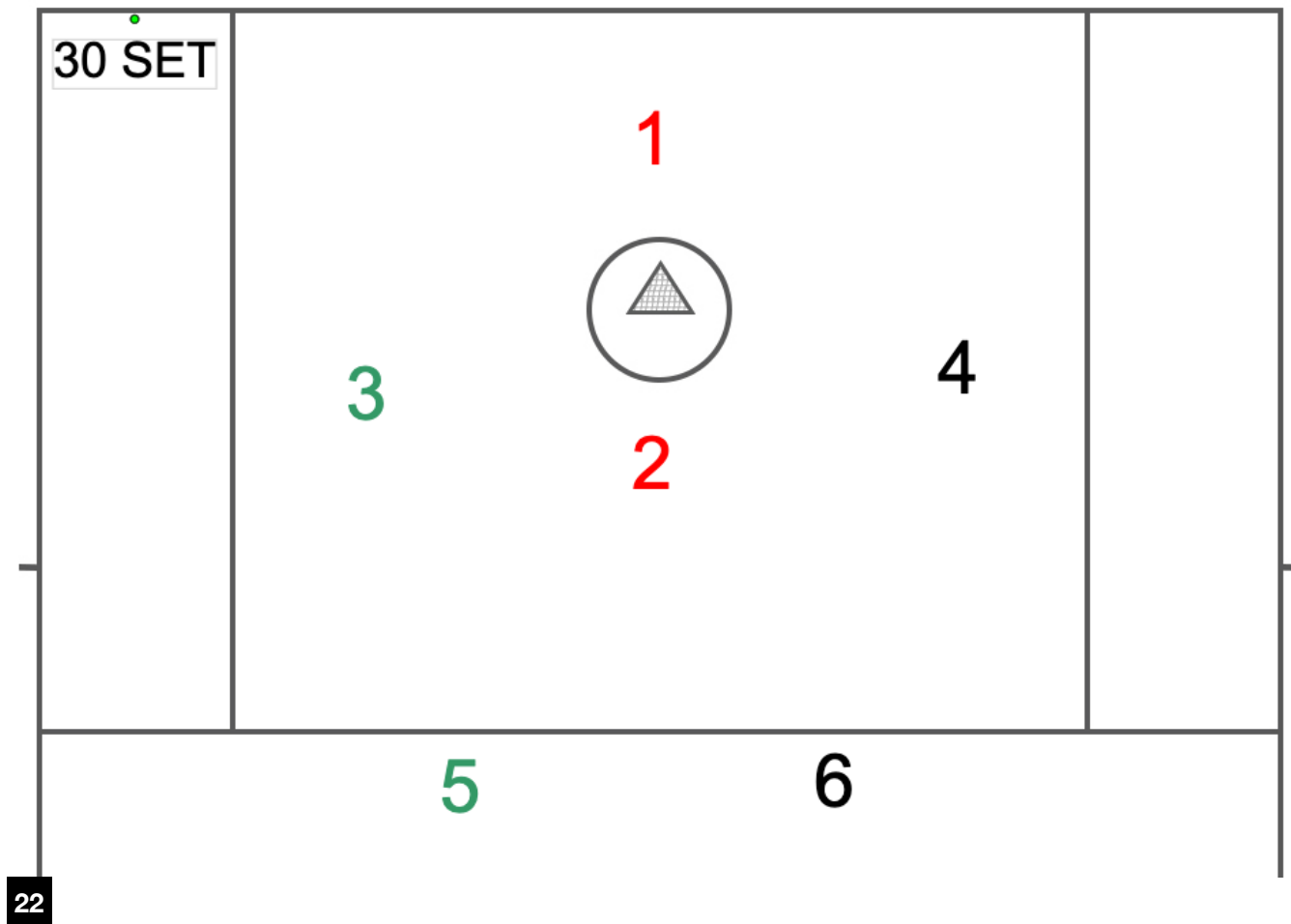
60 SET WITH EMO #'S



WEBBER INTERNATIONAL UNIV.



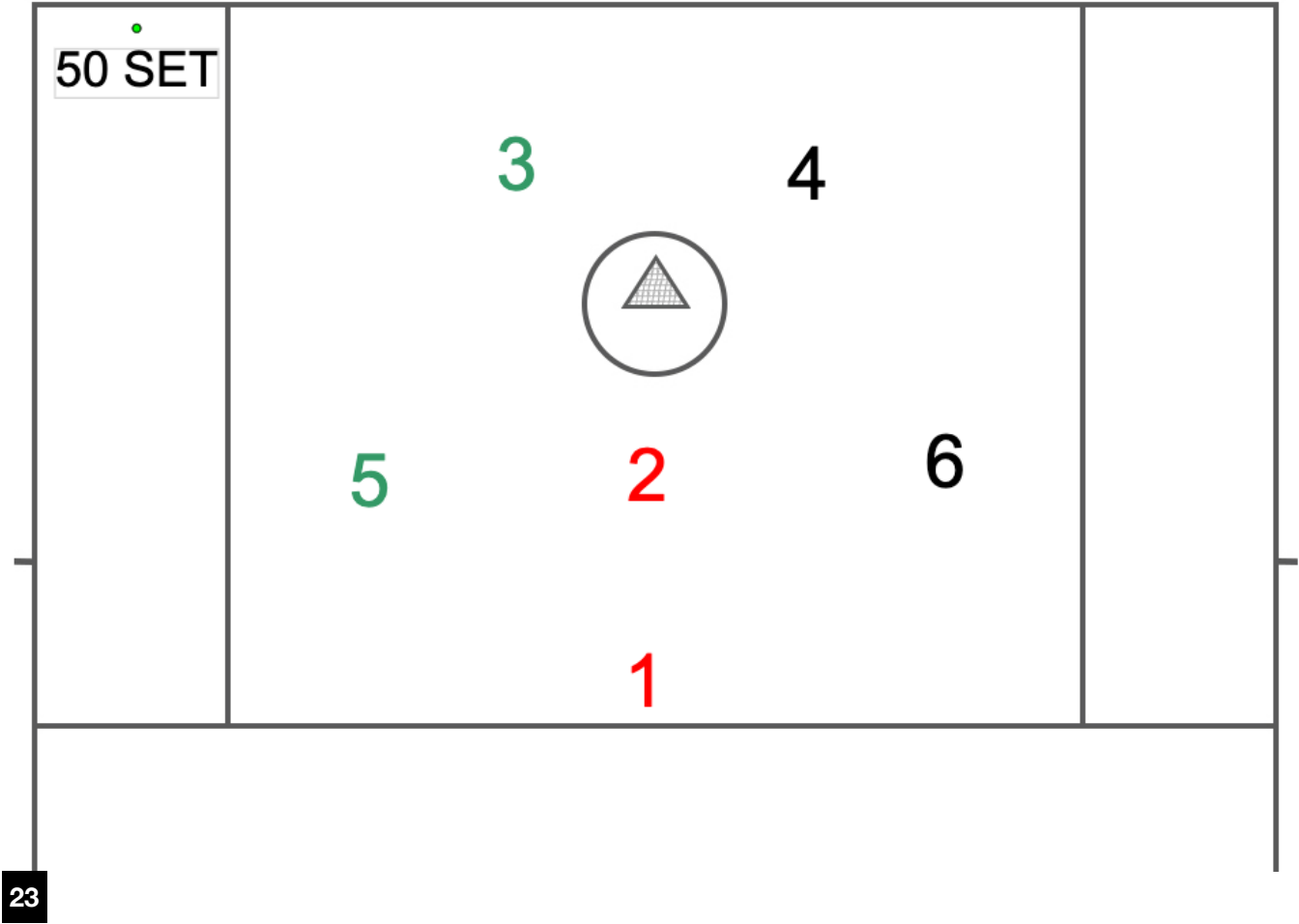
EMO 30 SET



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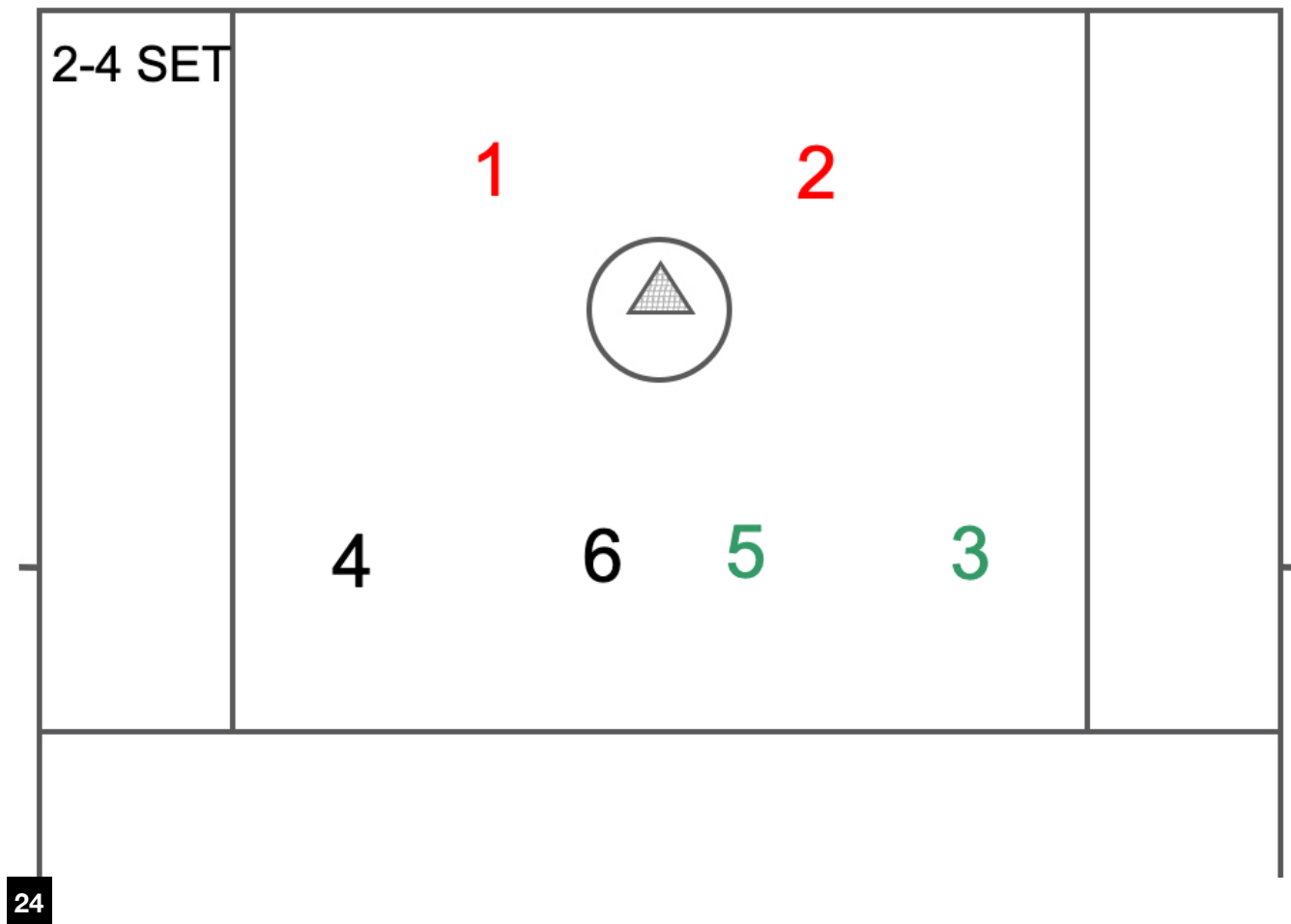
EMO 50 SET



WEBBER INTERNATIONAL UNIV.



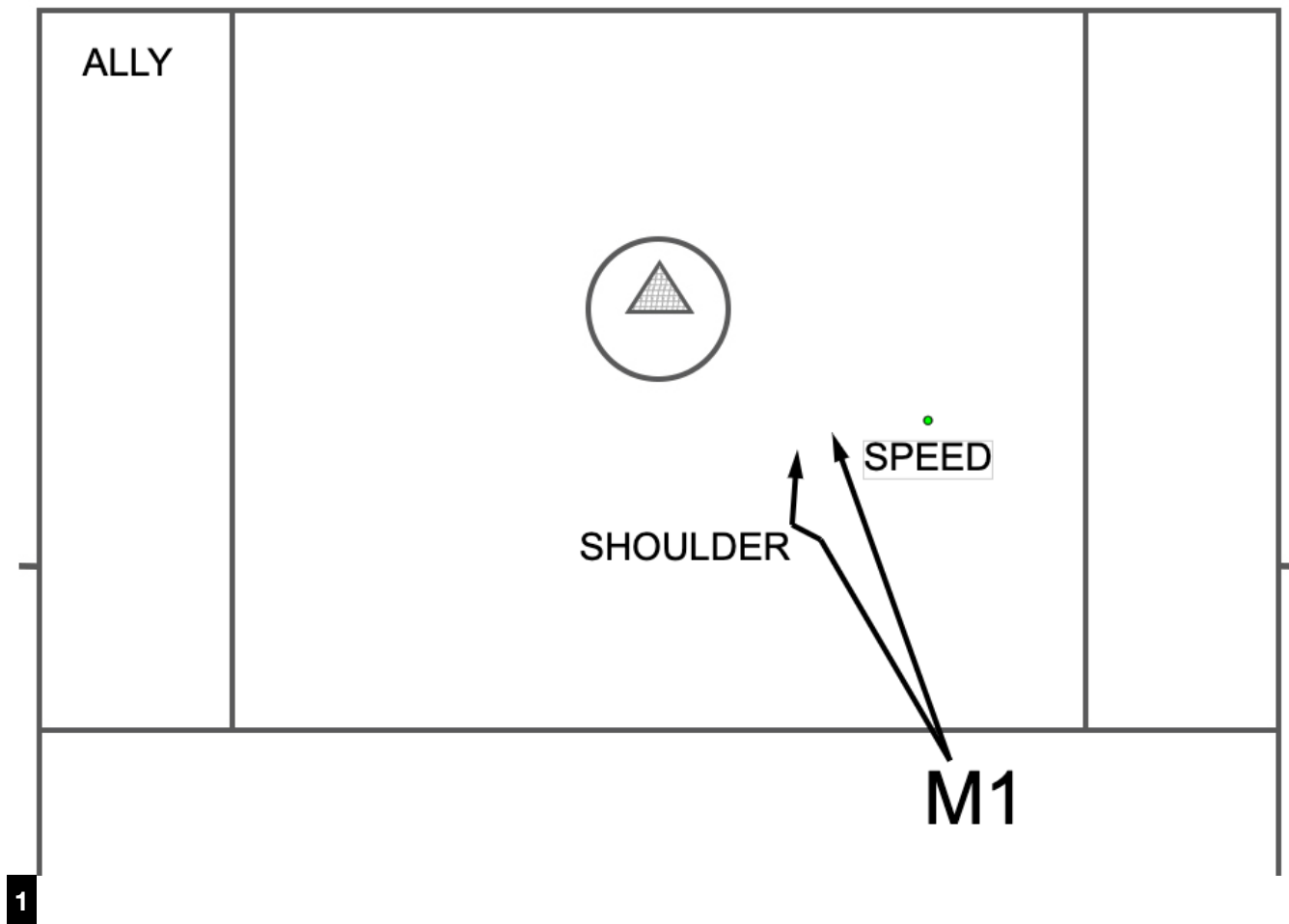
EMO 2-4



WEBBER INTERNATIONAL UNIV.



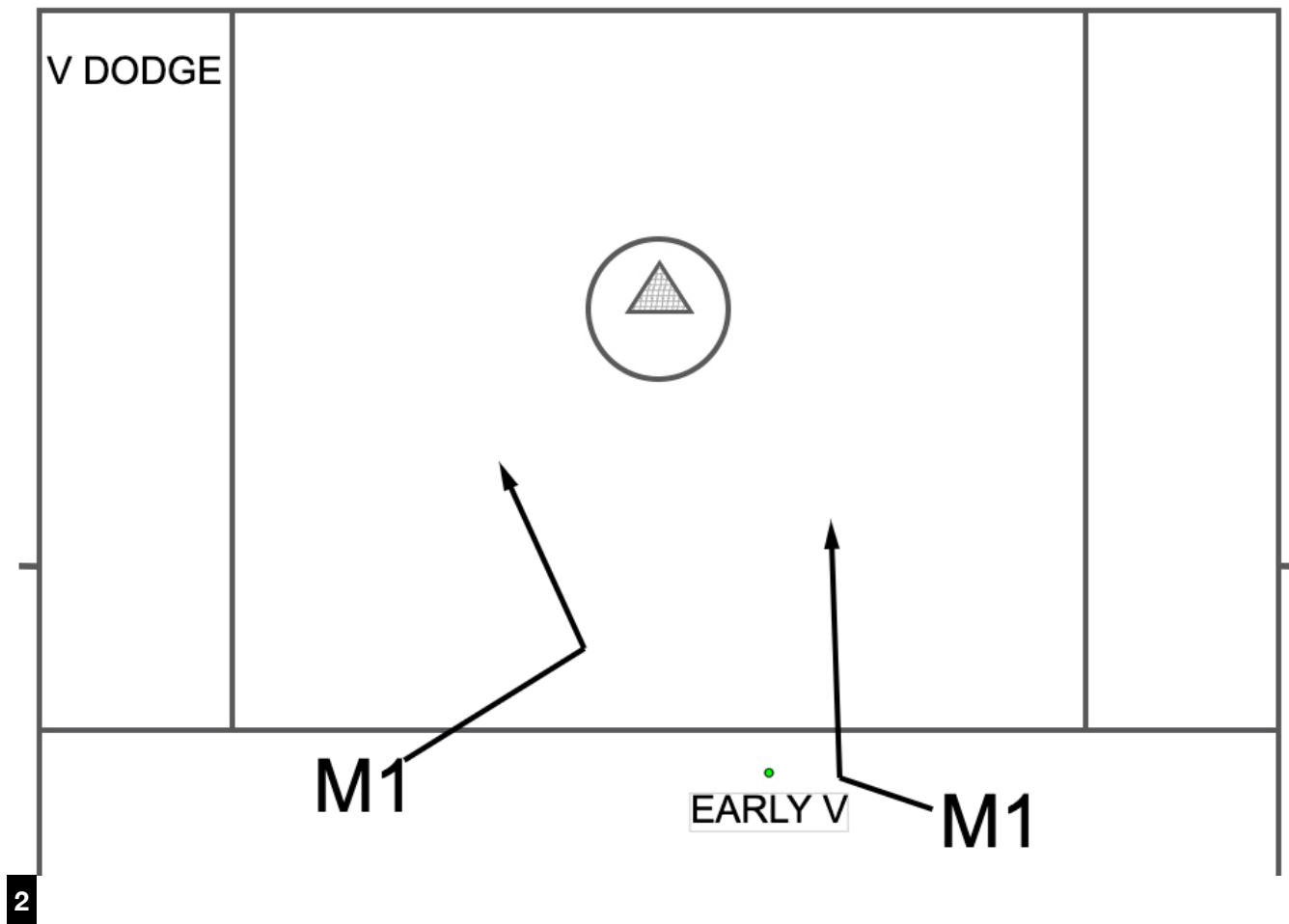
ALLY DODGE



WEBBER INTERNATIONAL UNIV.



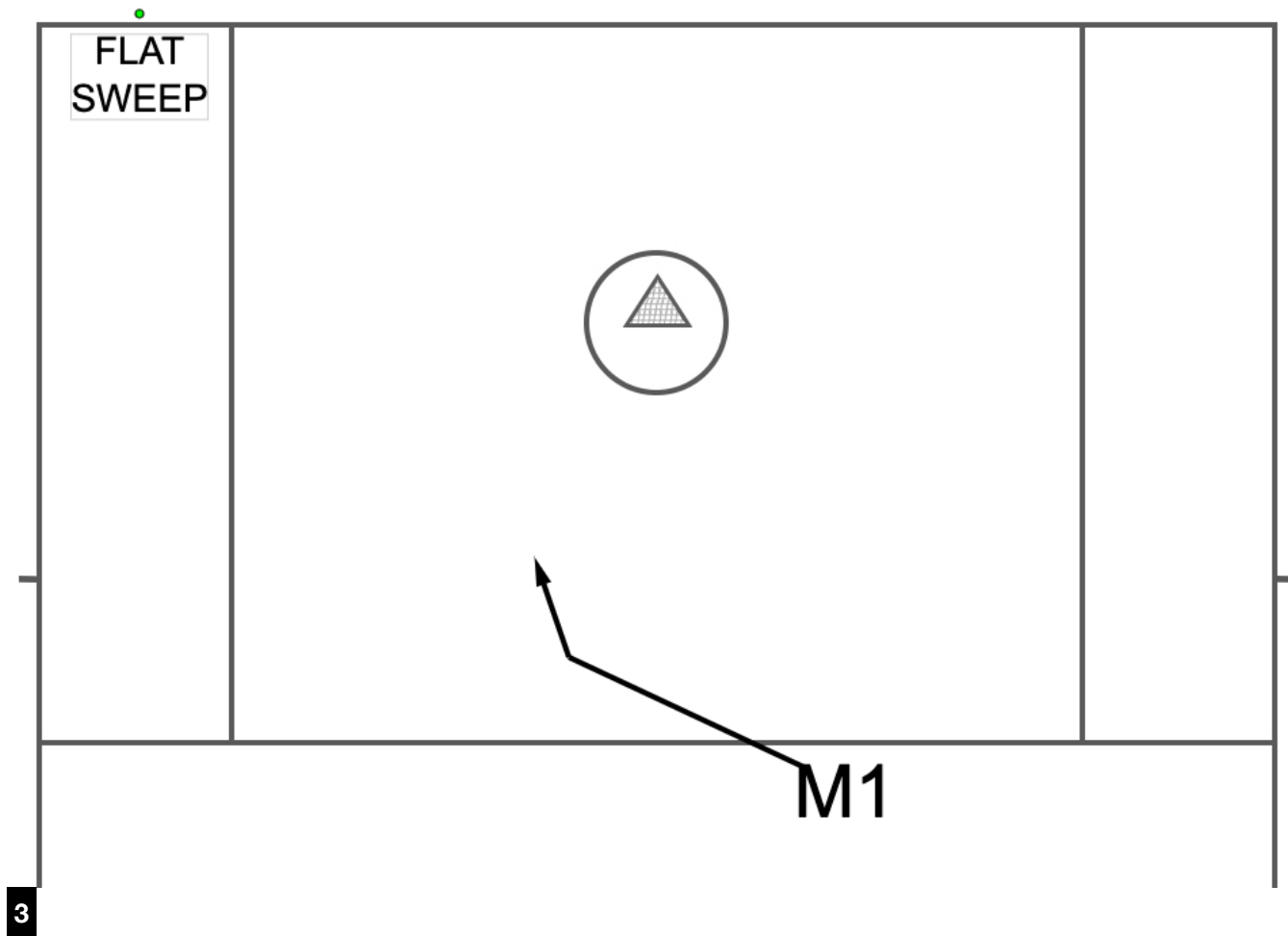
V DODGE



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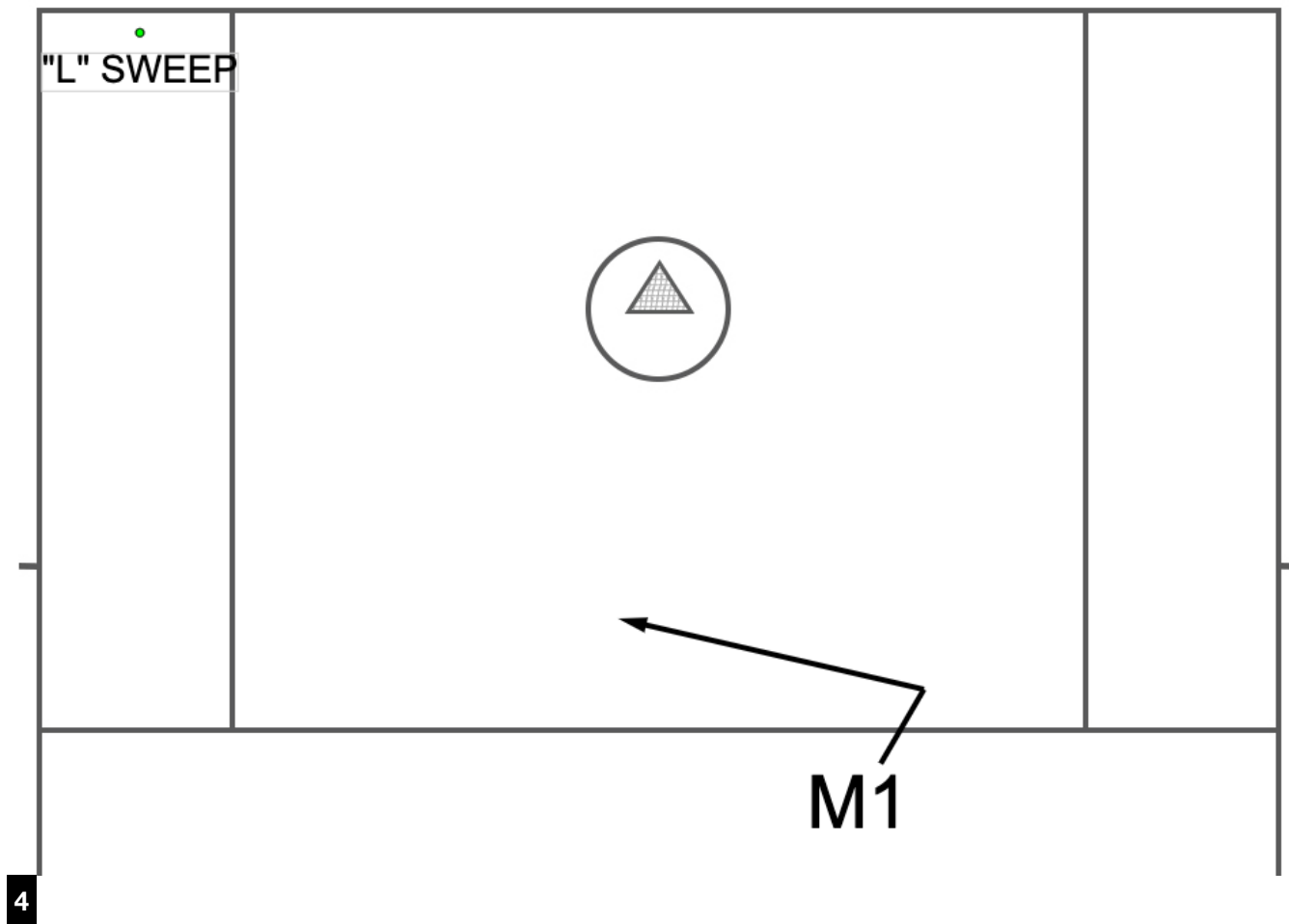
SWEEP DODGE



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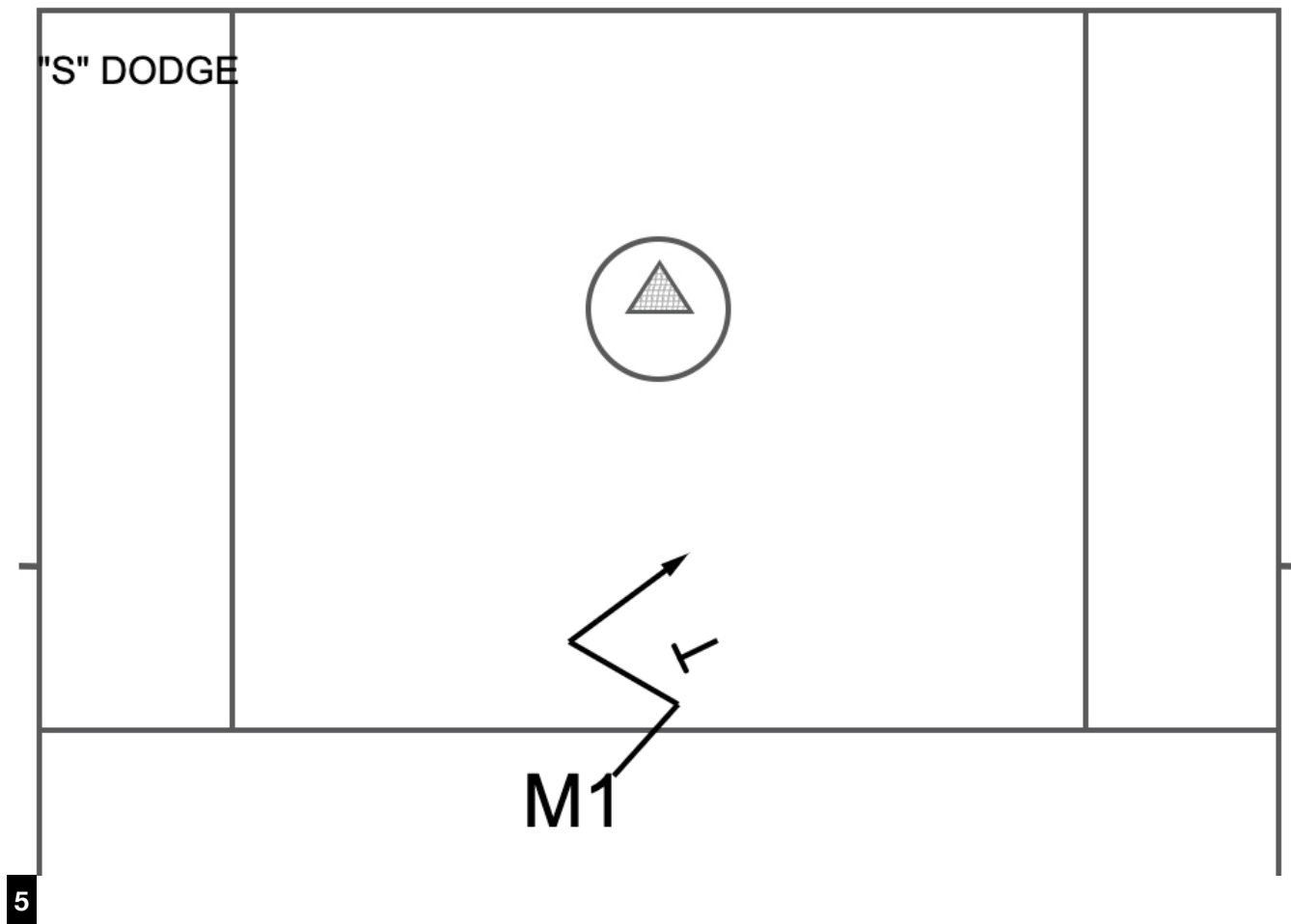
L SWEEP



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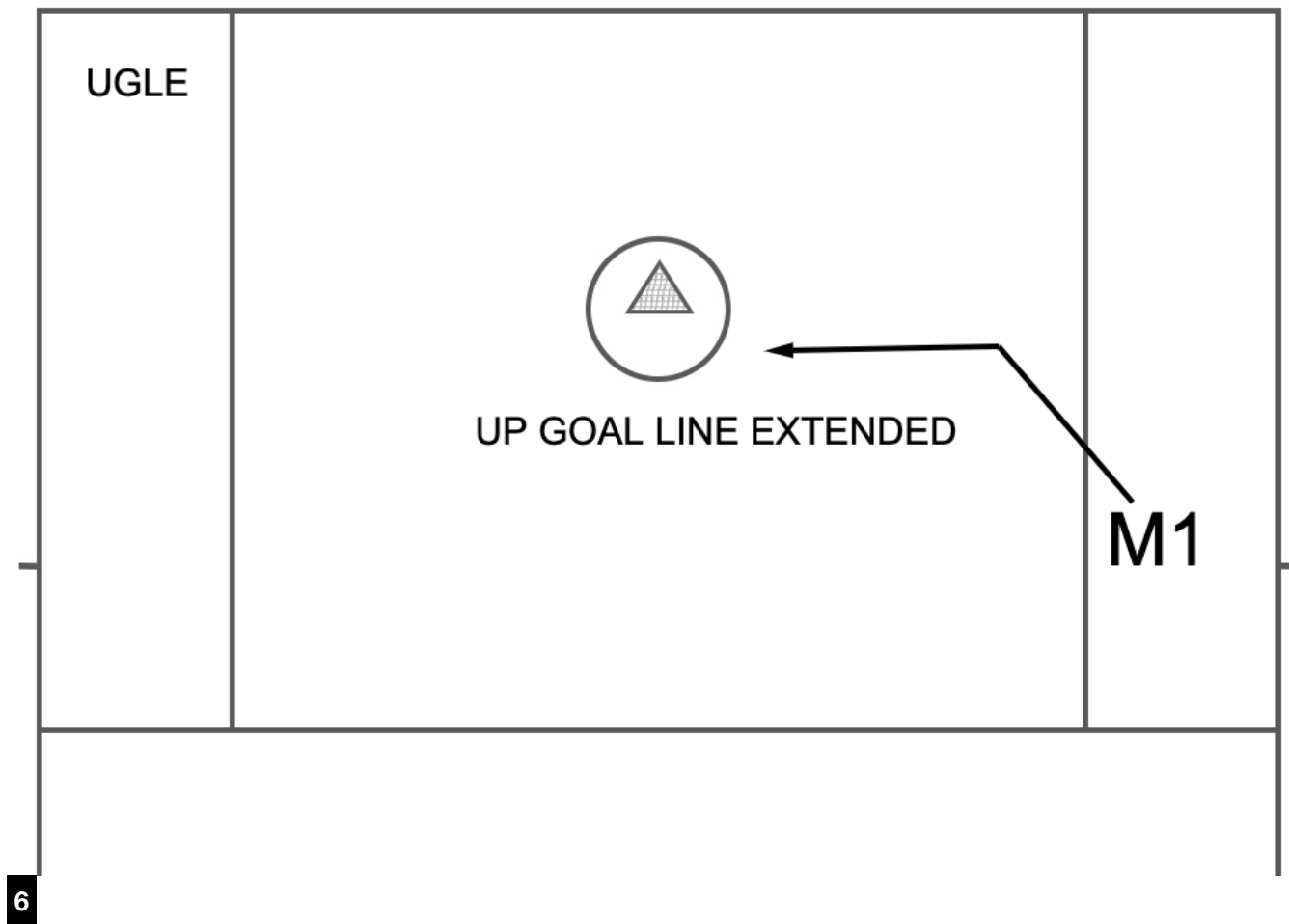
S DODGE



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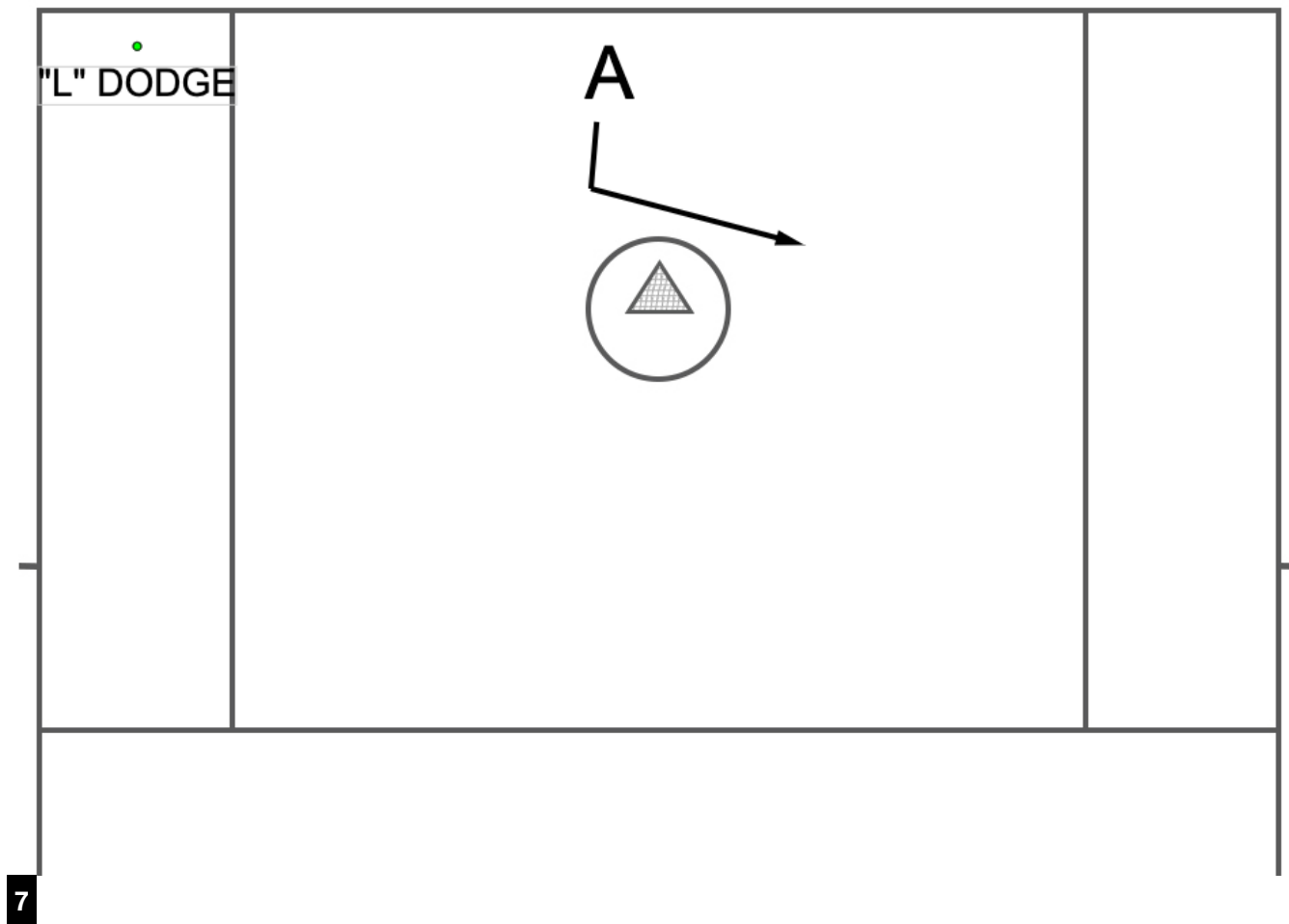
UGLE DODGE



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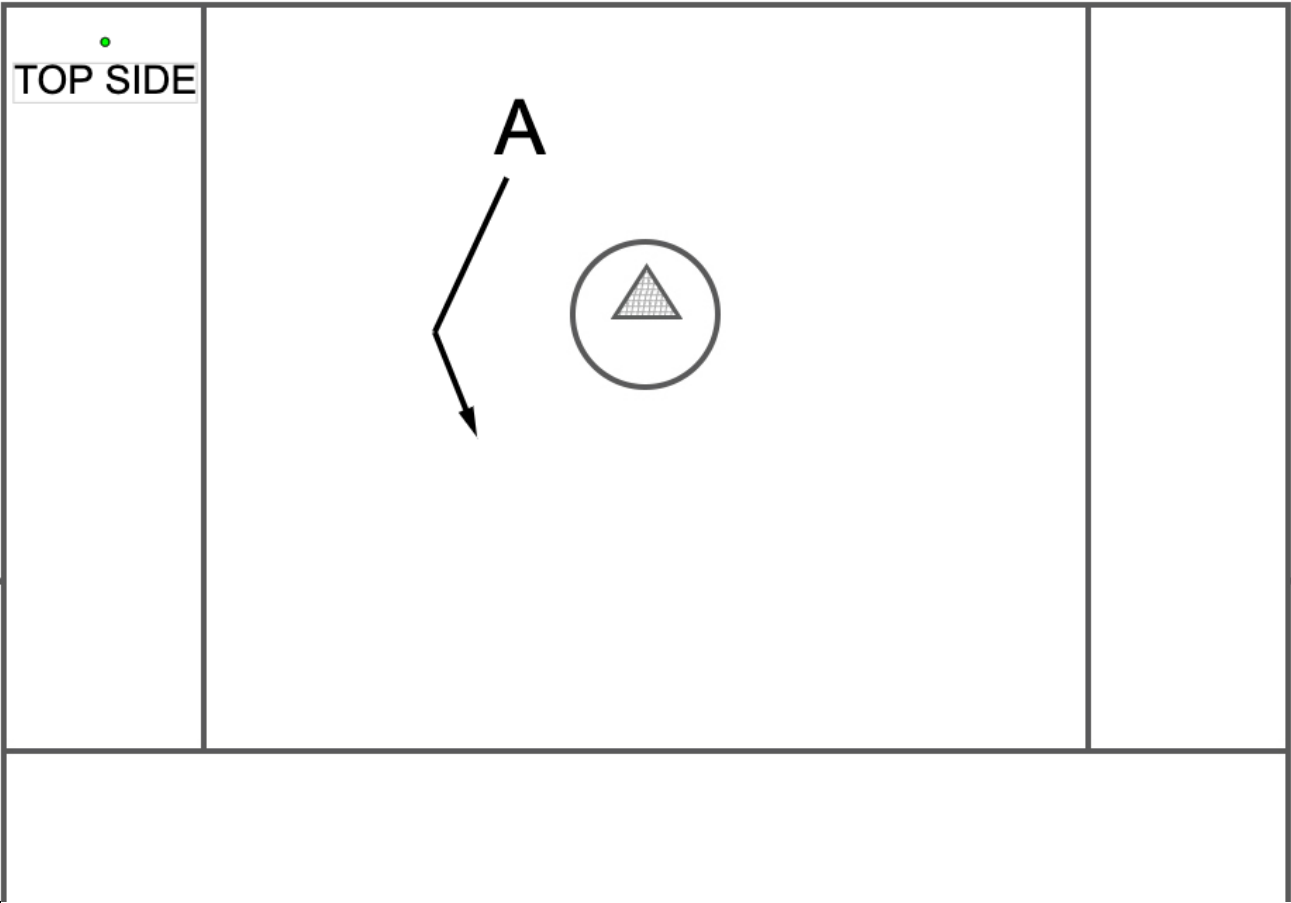
L DODGE



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TOP SIDE

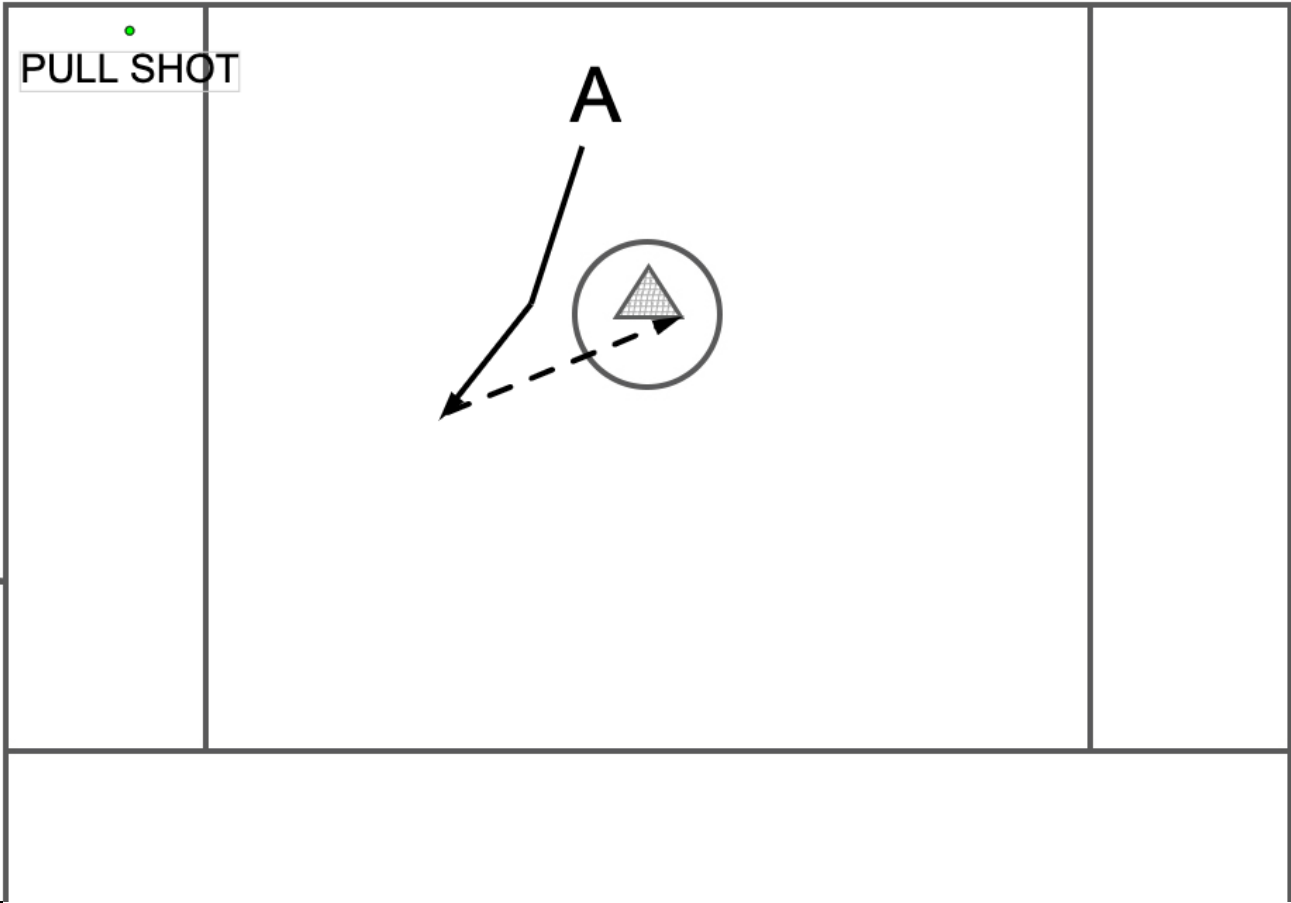


8

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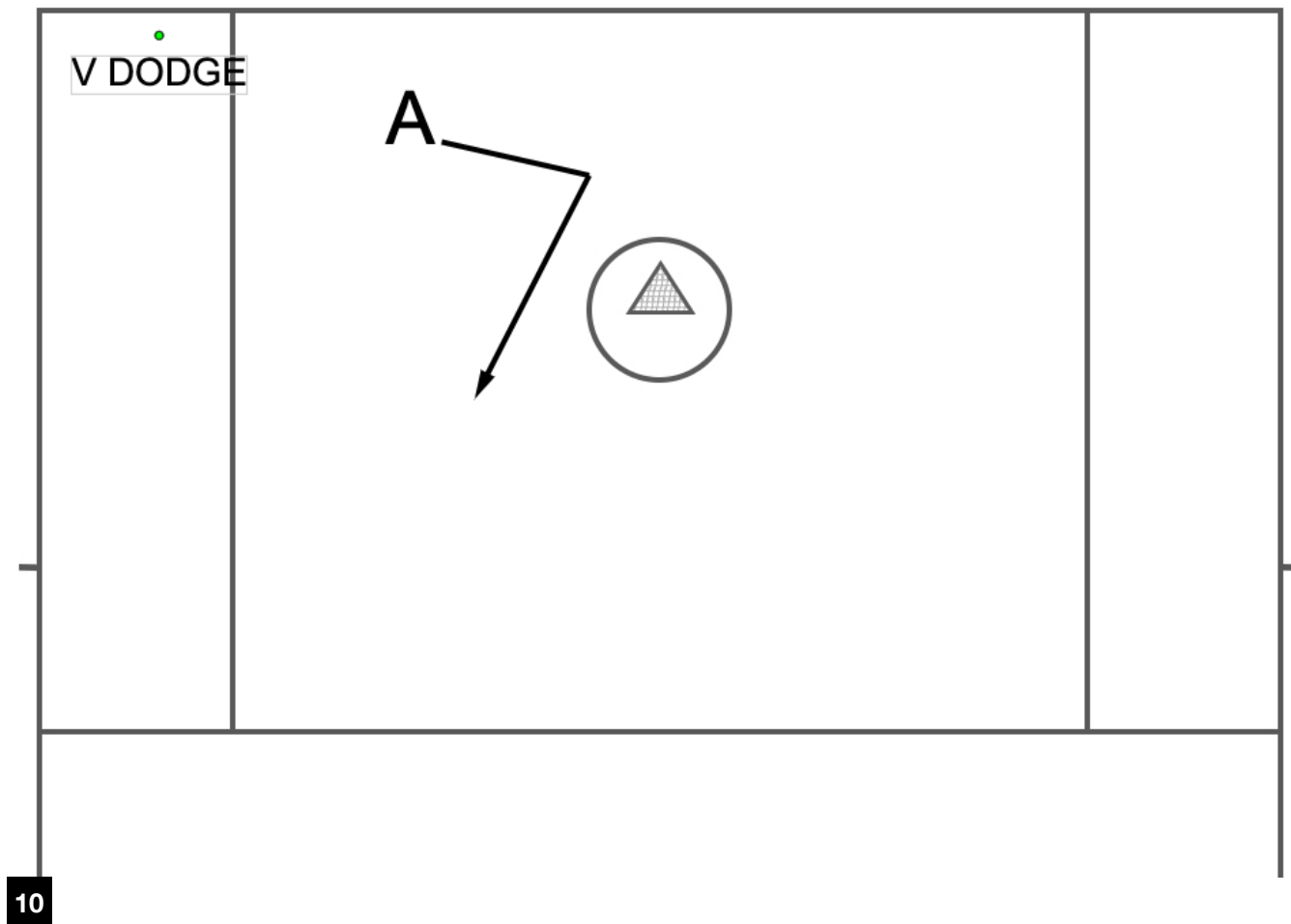
PULL SHOT



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V DODGE

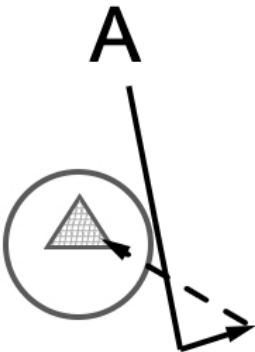


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?MARK

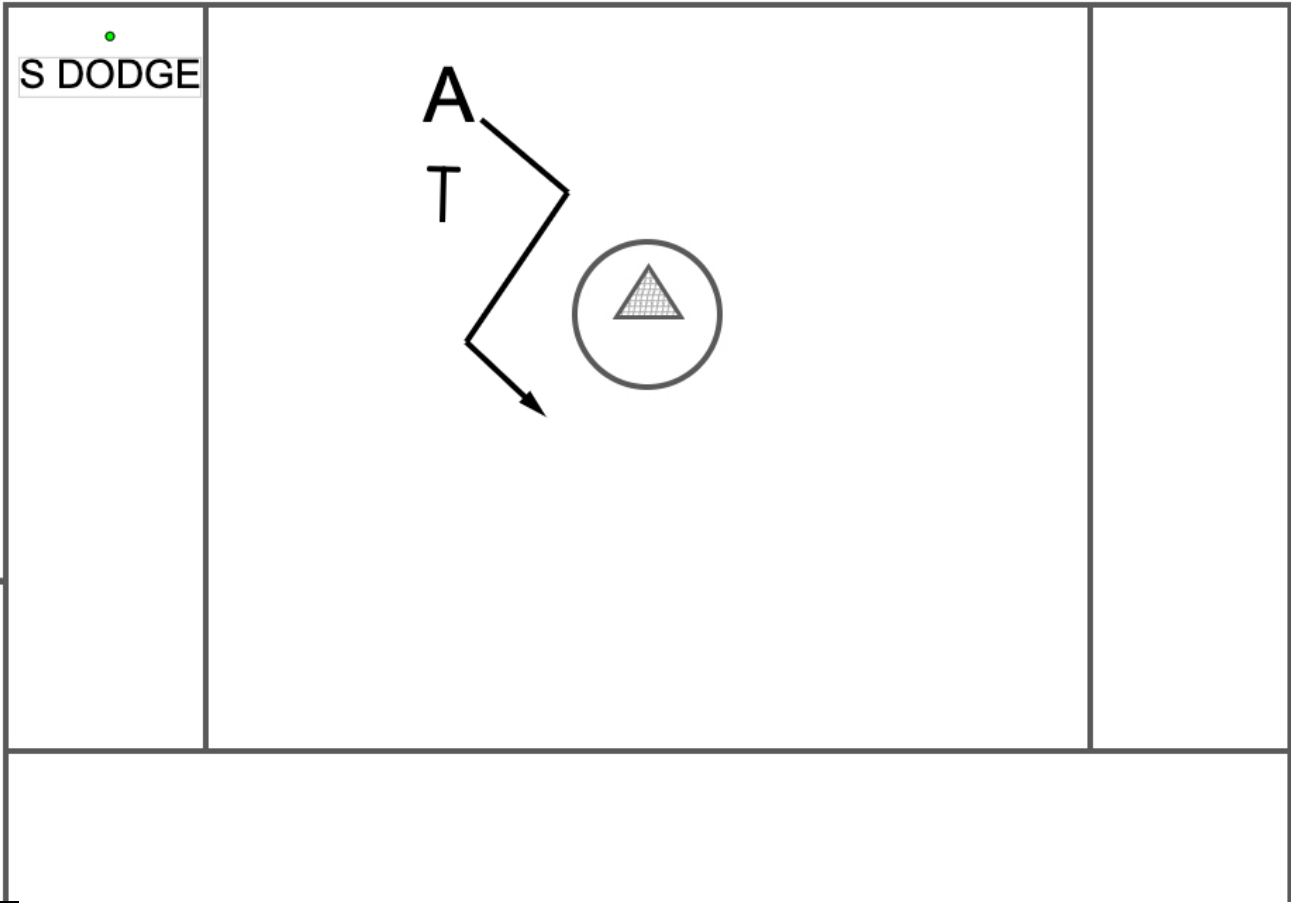
?MARK



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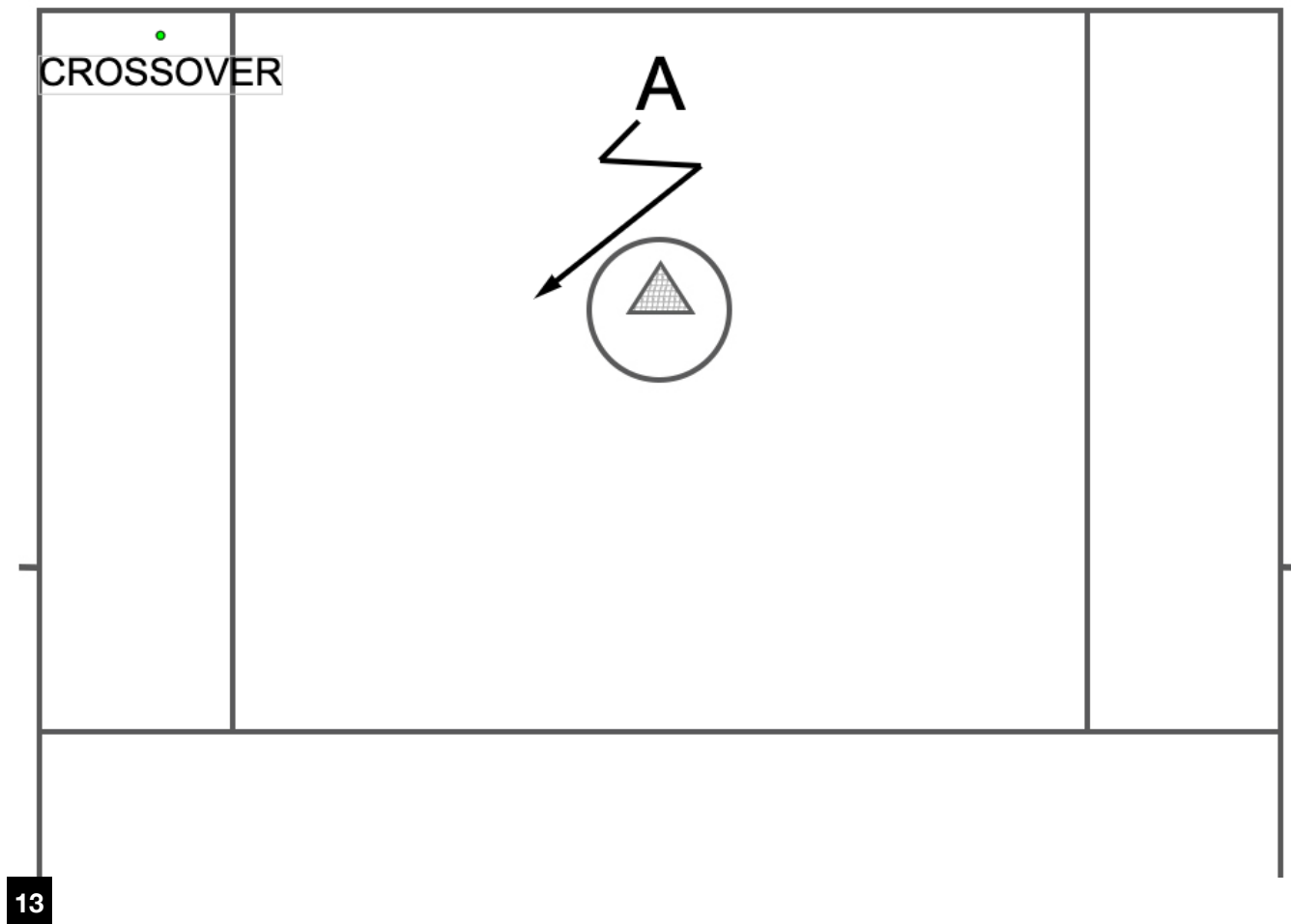
S DODGE



WEBBER INTERNATIONAL UNIV.



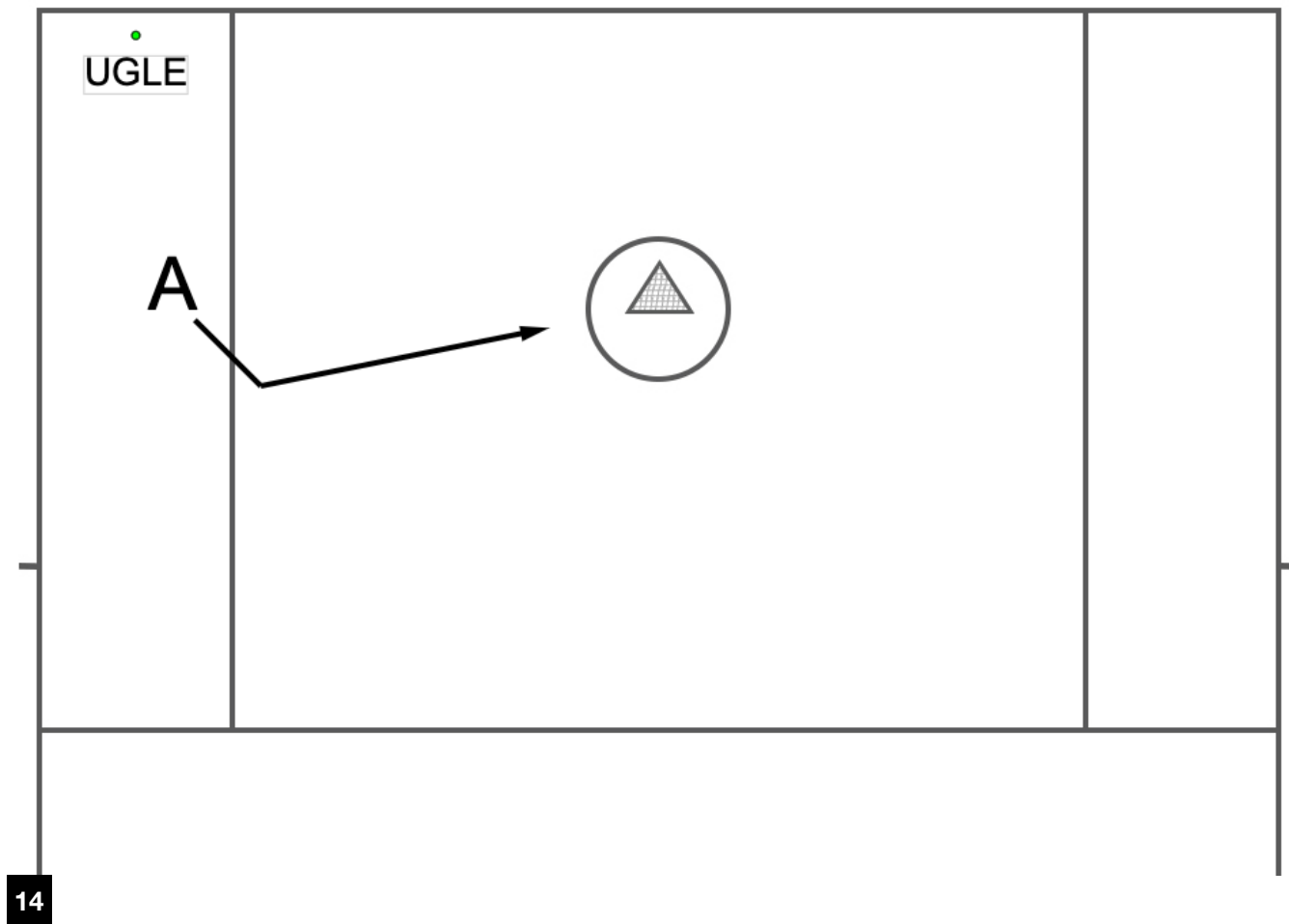
CROSSOVER



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Frame 14 - UGLE



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UGLE



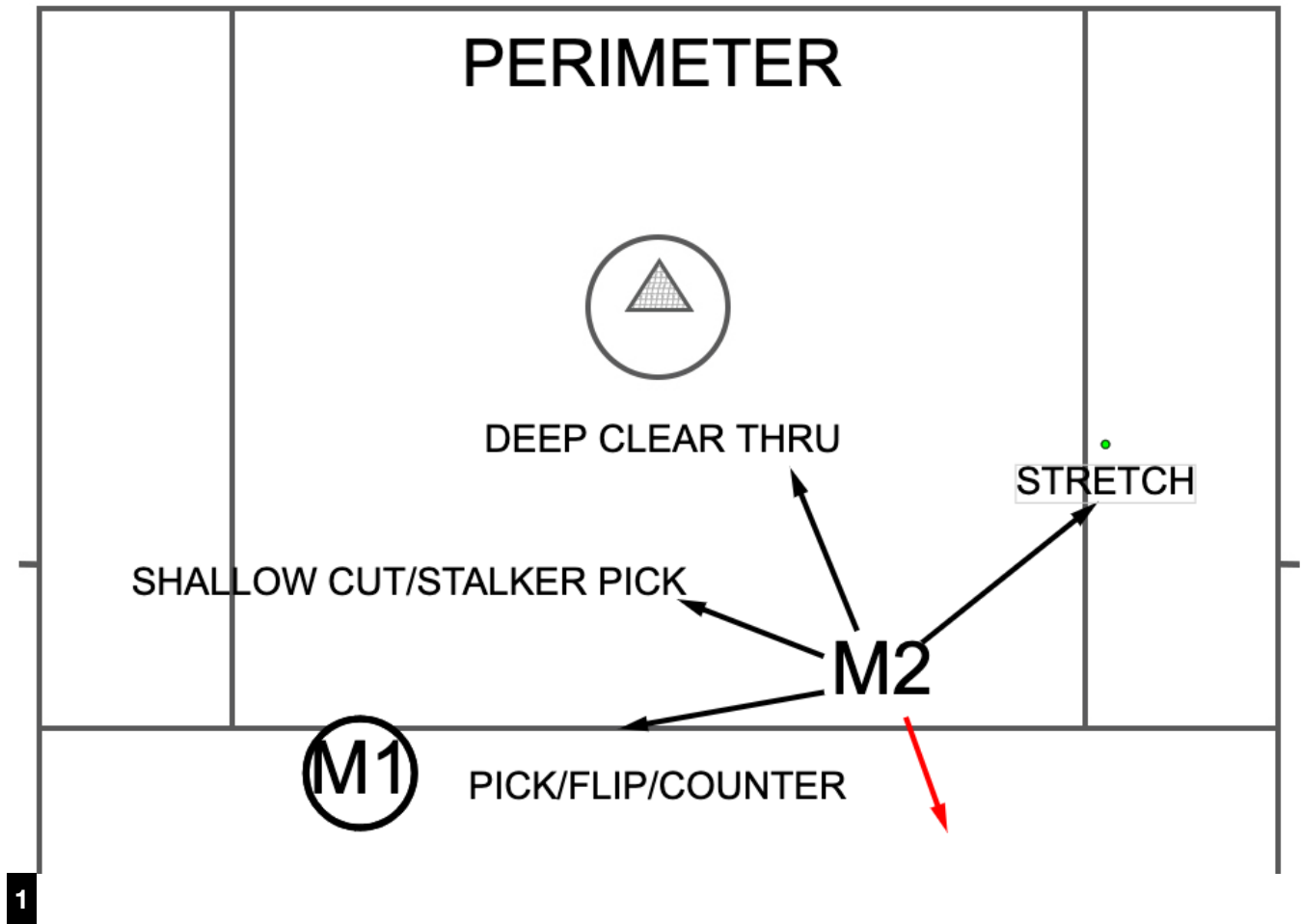
UGLE



WEBBER INTERNATIONAL UNIV.



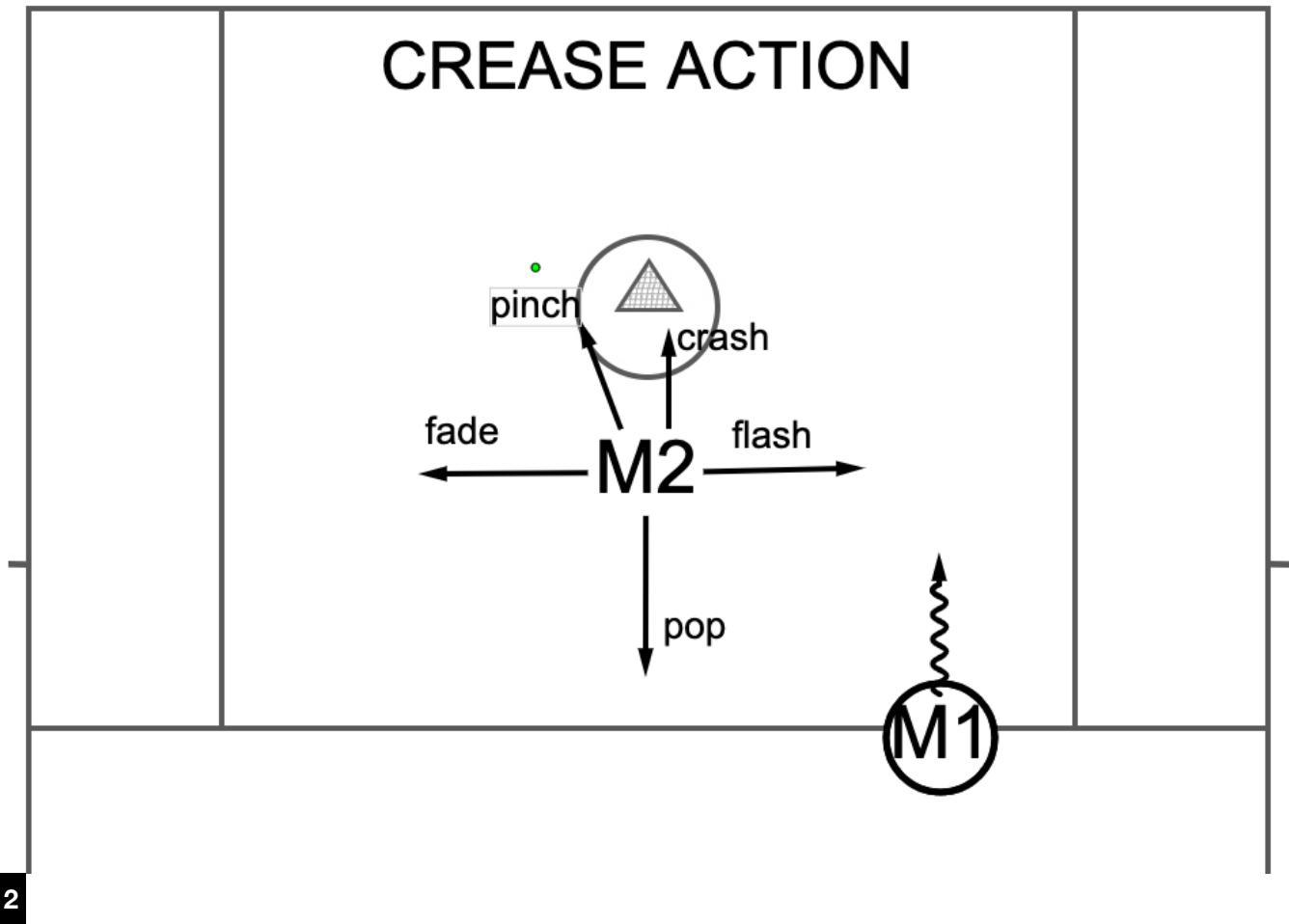
perimeter options



WEBBER INTERNATIONAL UNIV.



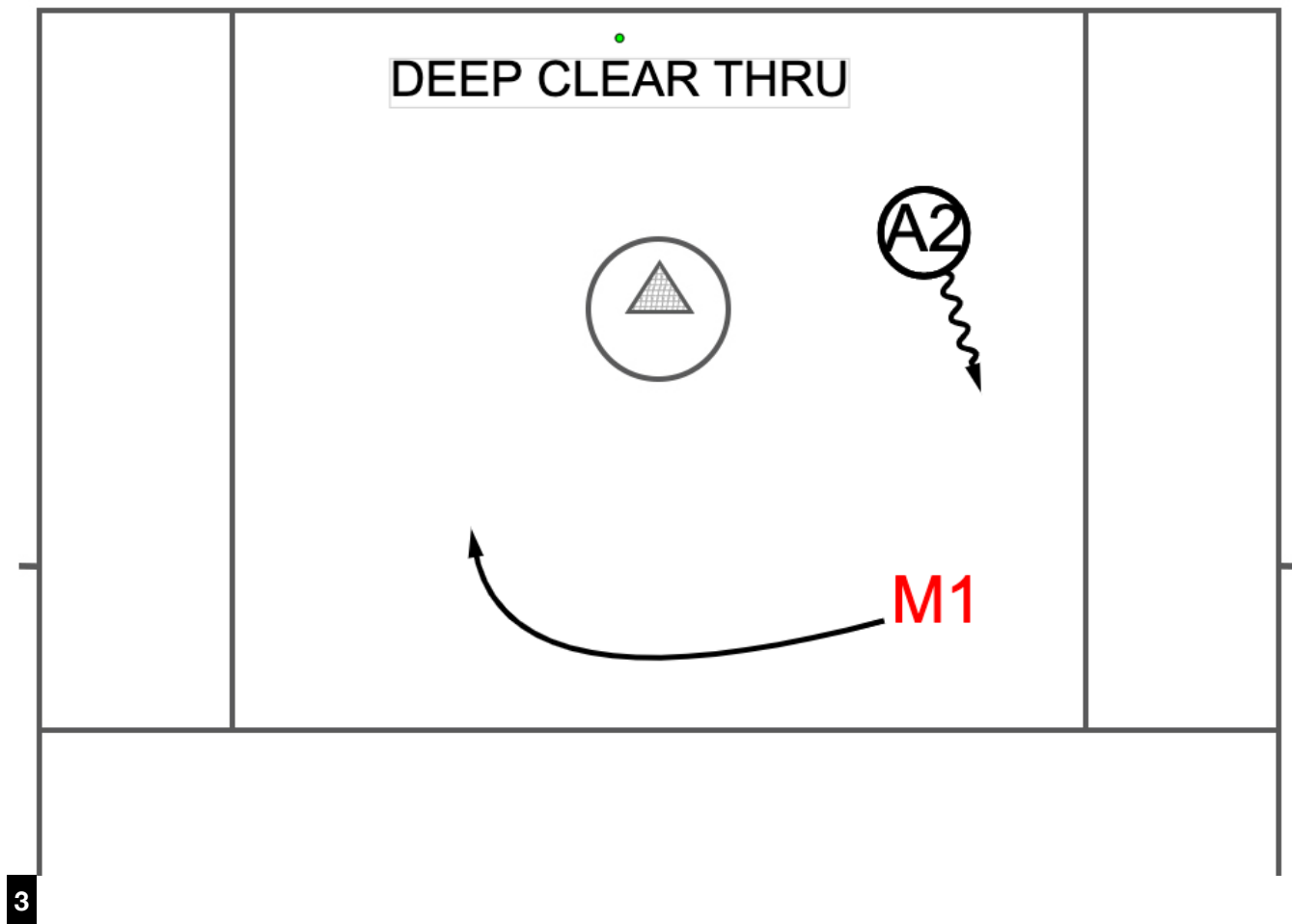
crease options



WEBBER INTERNATIONAL UNIV.



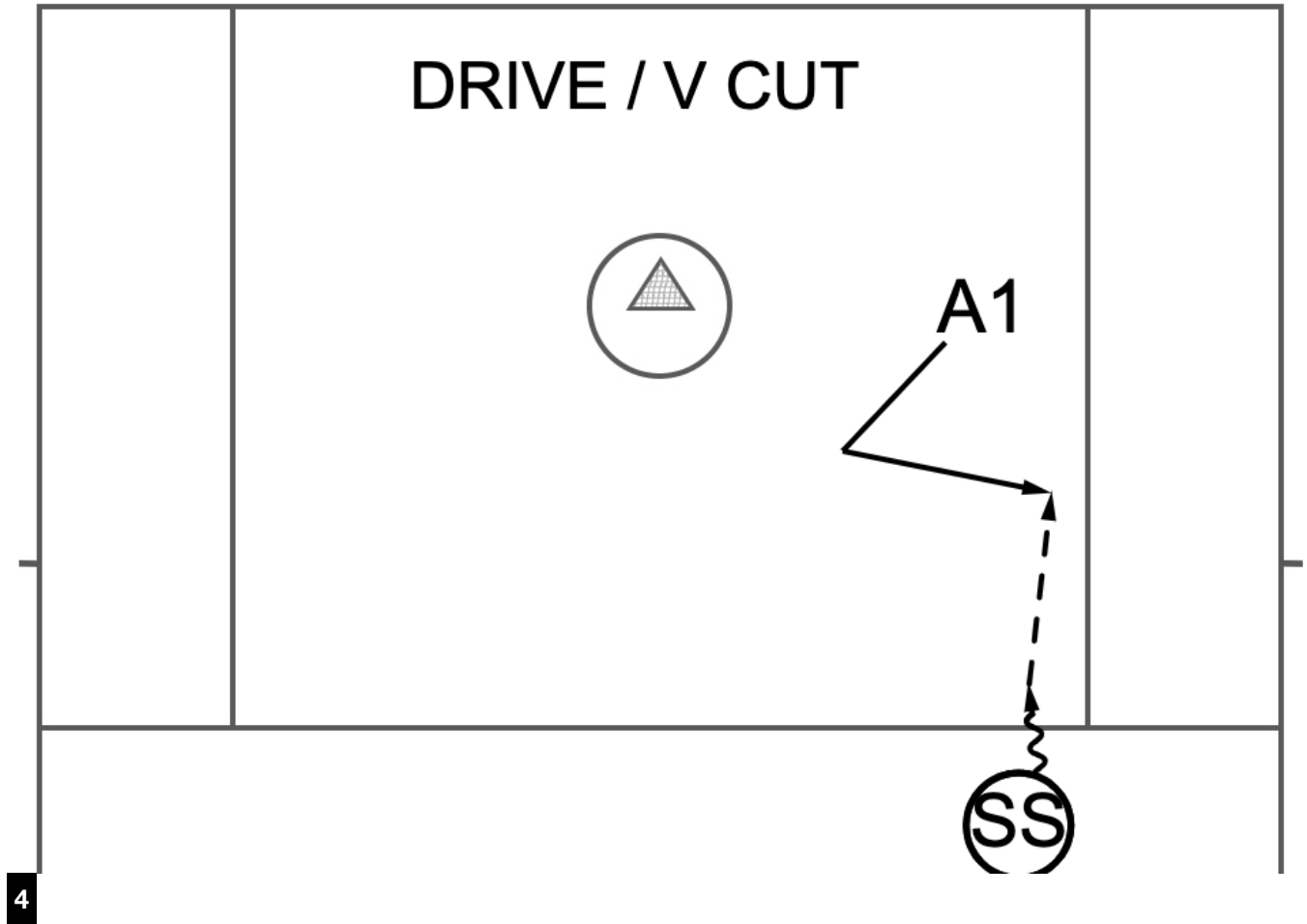
DEEP CLEAR THRU



WEBBER INTERNATIONAL UNIV.



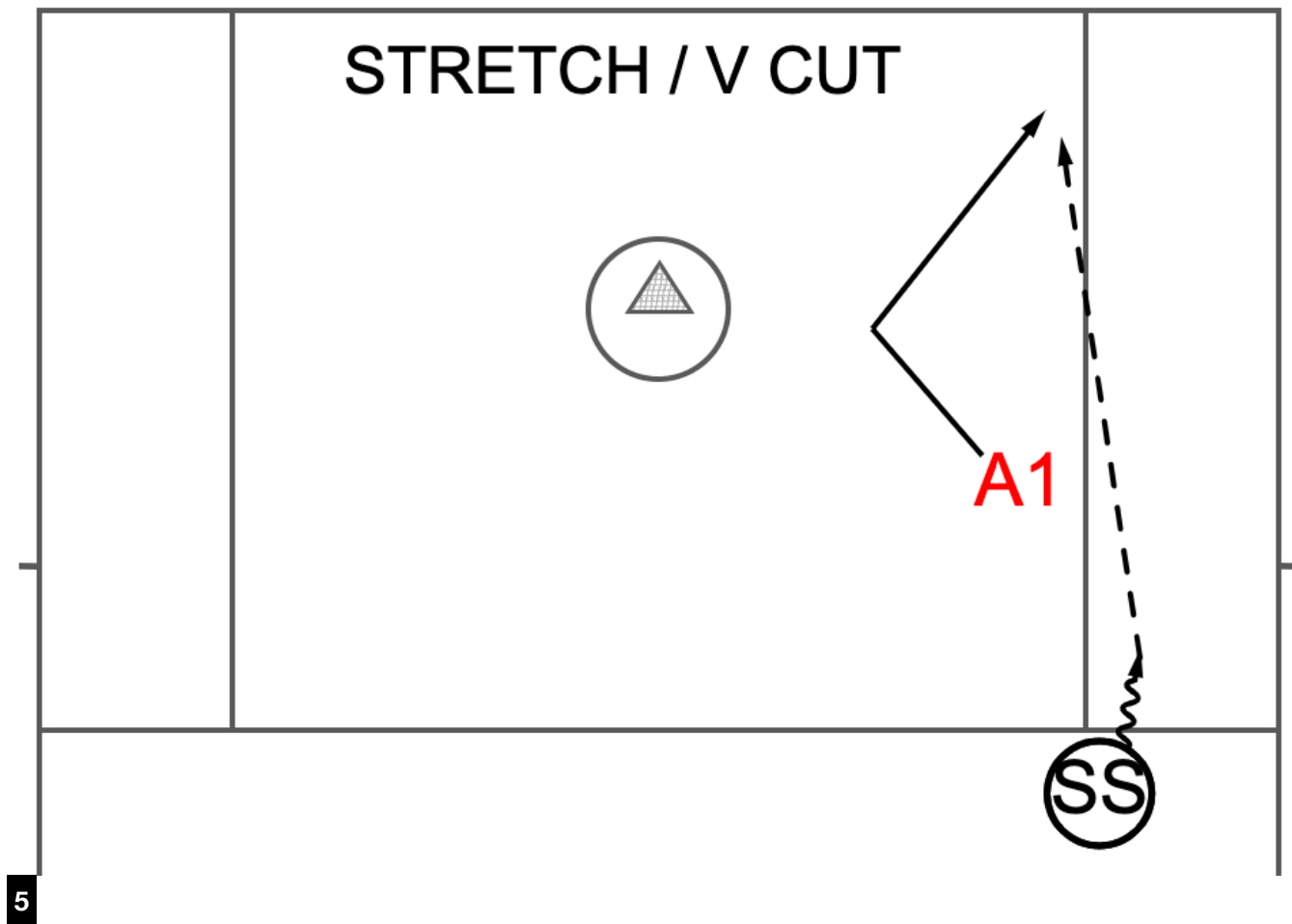
DRIVE V



WEBBER INTERNATIONAL UNIV.



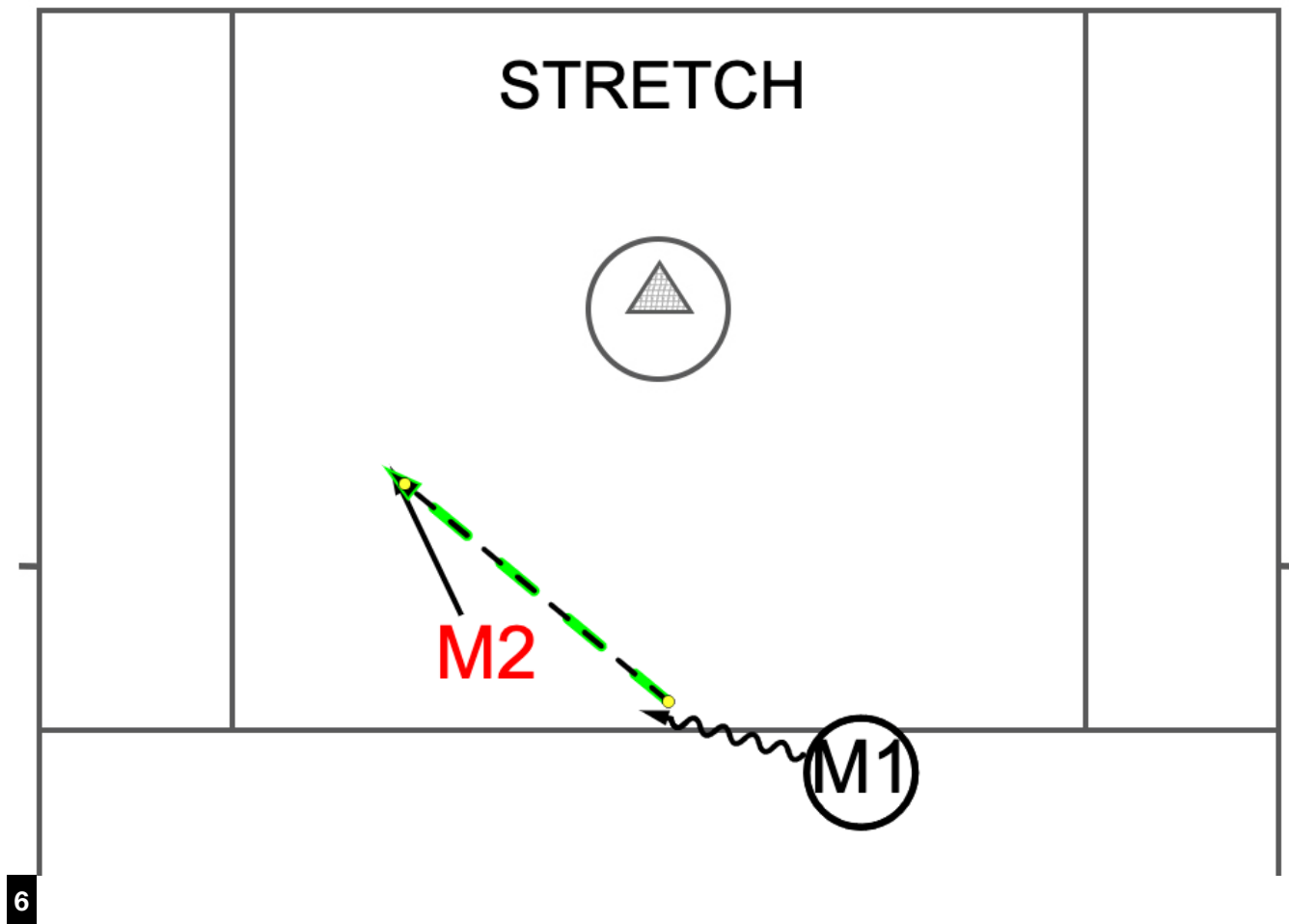
STRETCH V



WEBBER INTERNATIONAL UNIV.



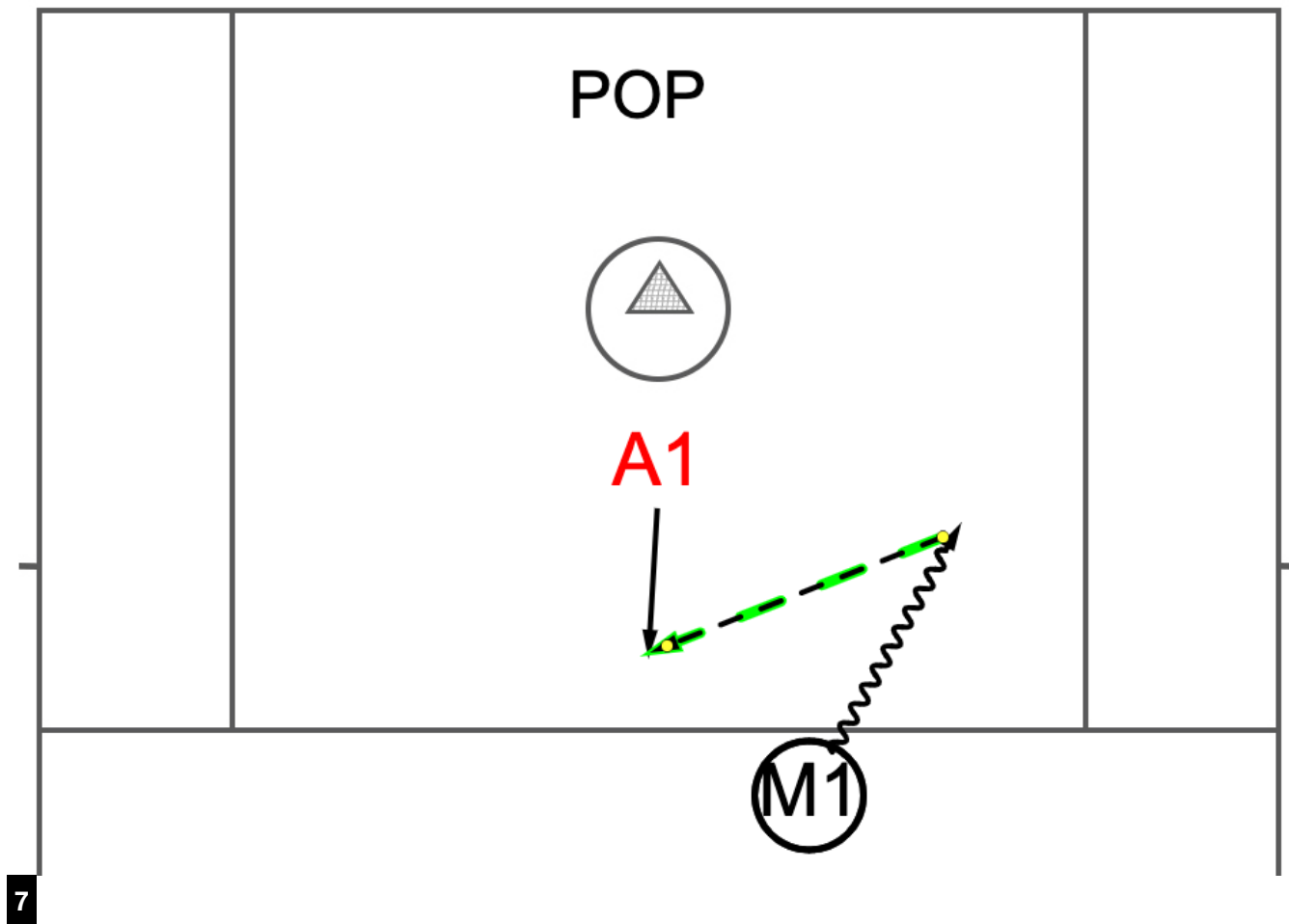
STRETCH



WEBBER INTERNATIONAL UNIV.



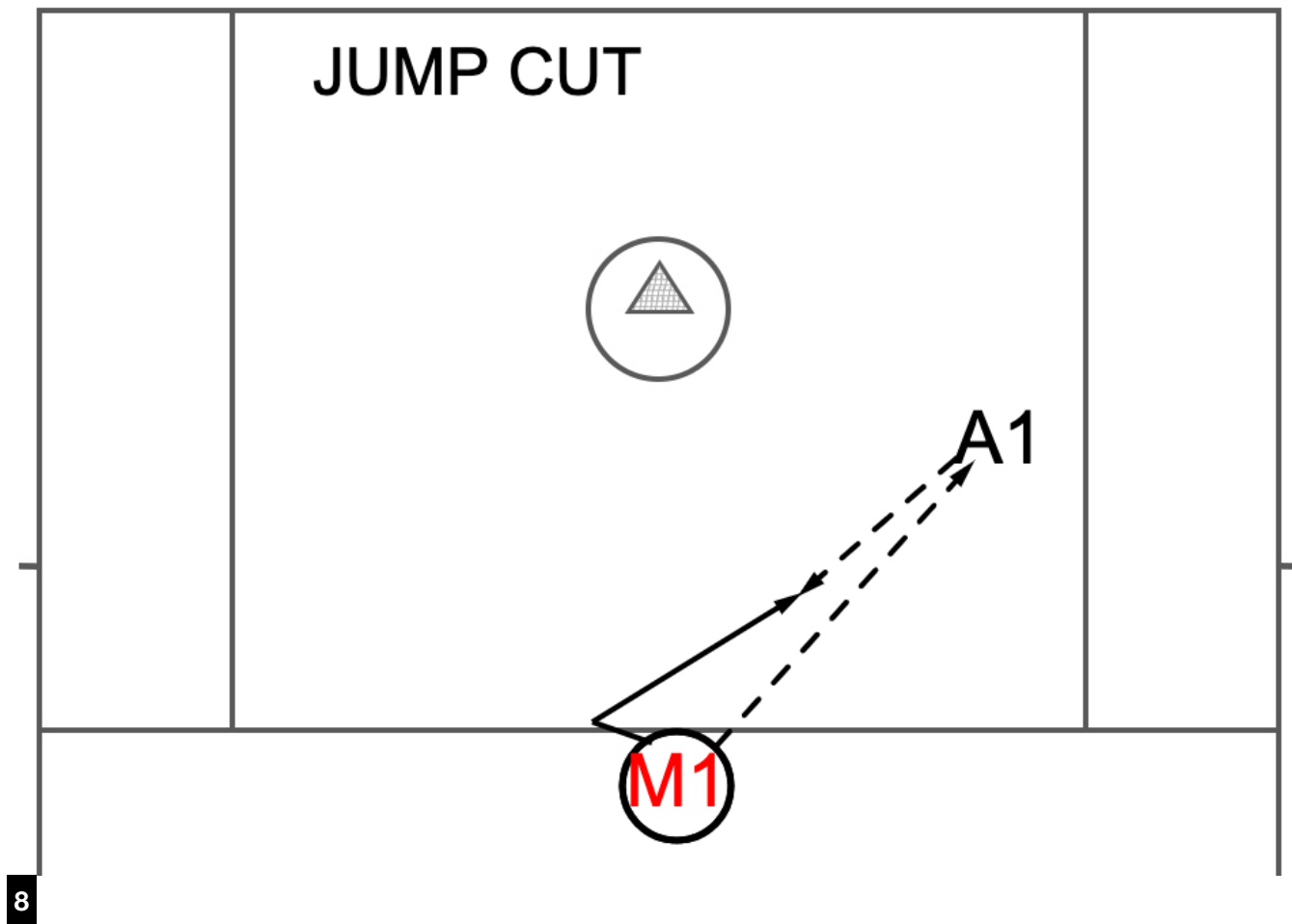
POP



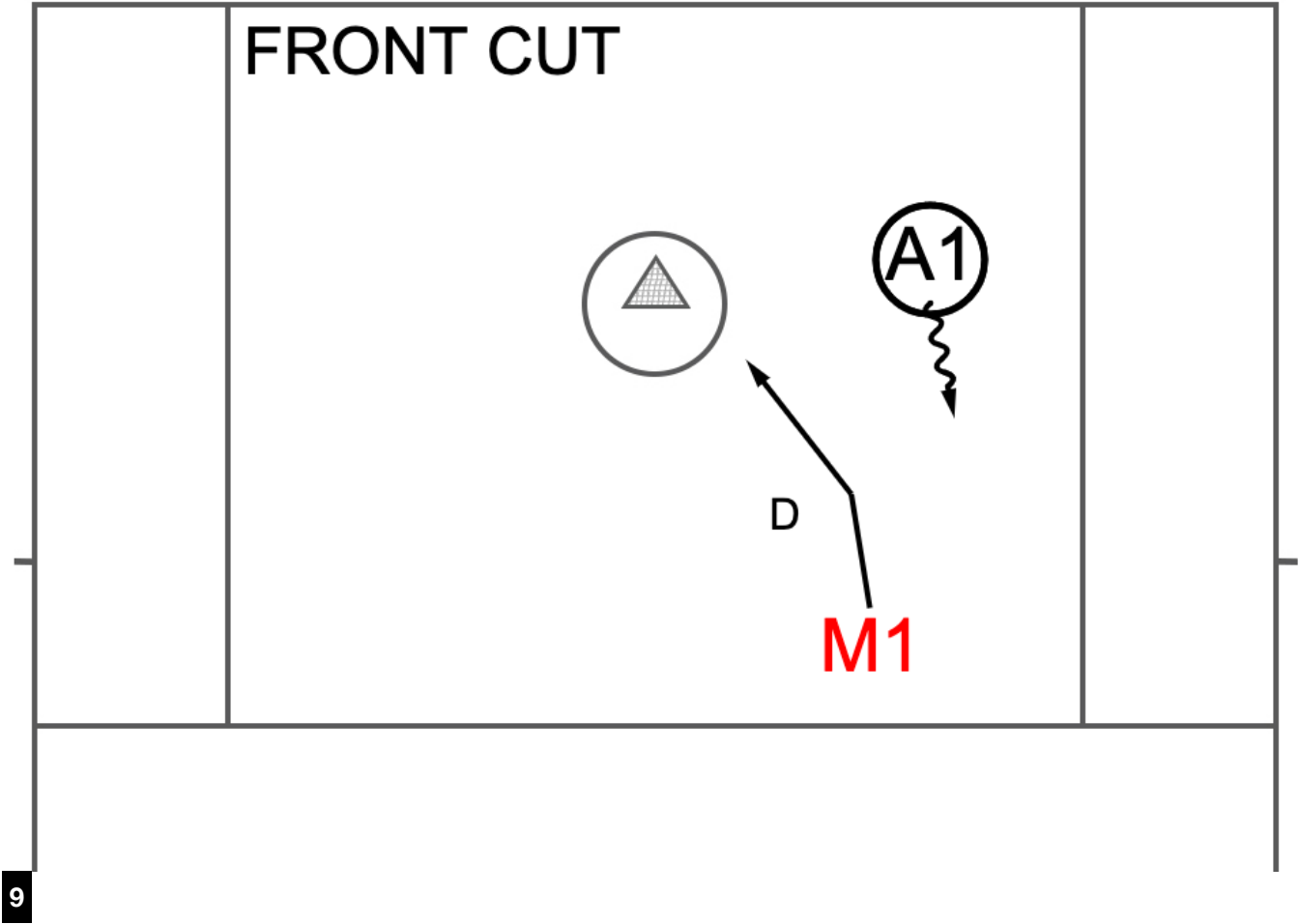
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JUMP CUT



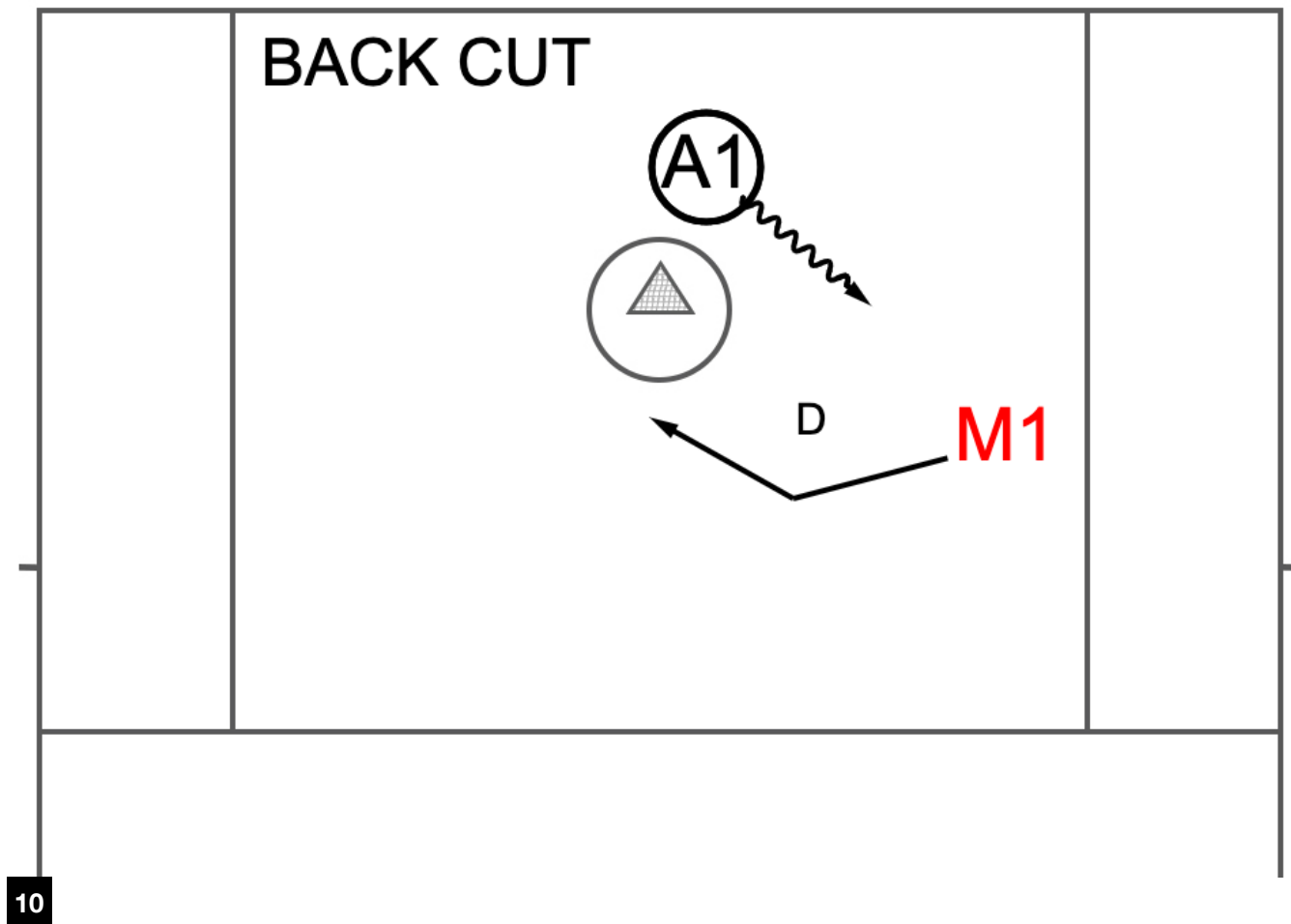
WEBBER INTERNATIONAL UNIV.
FRONT CUT



WEBBER INTERNATIONAL UNIV.



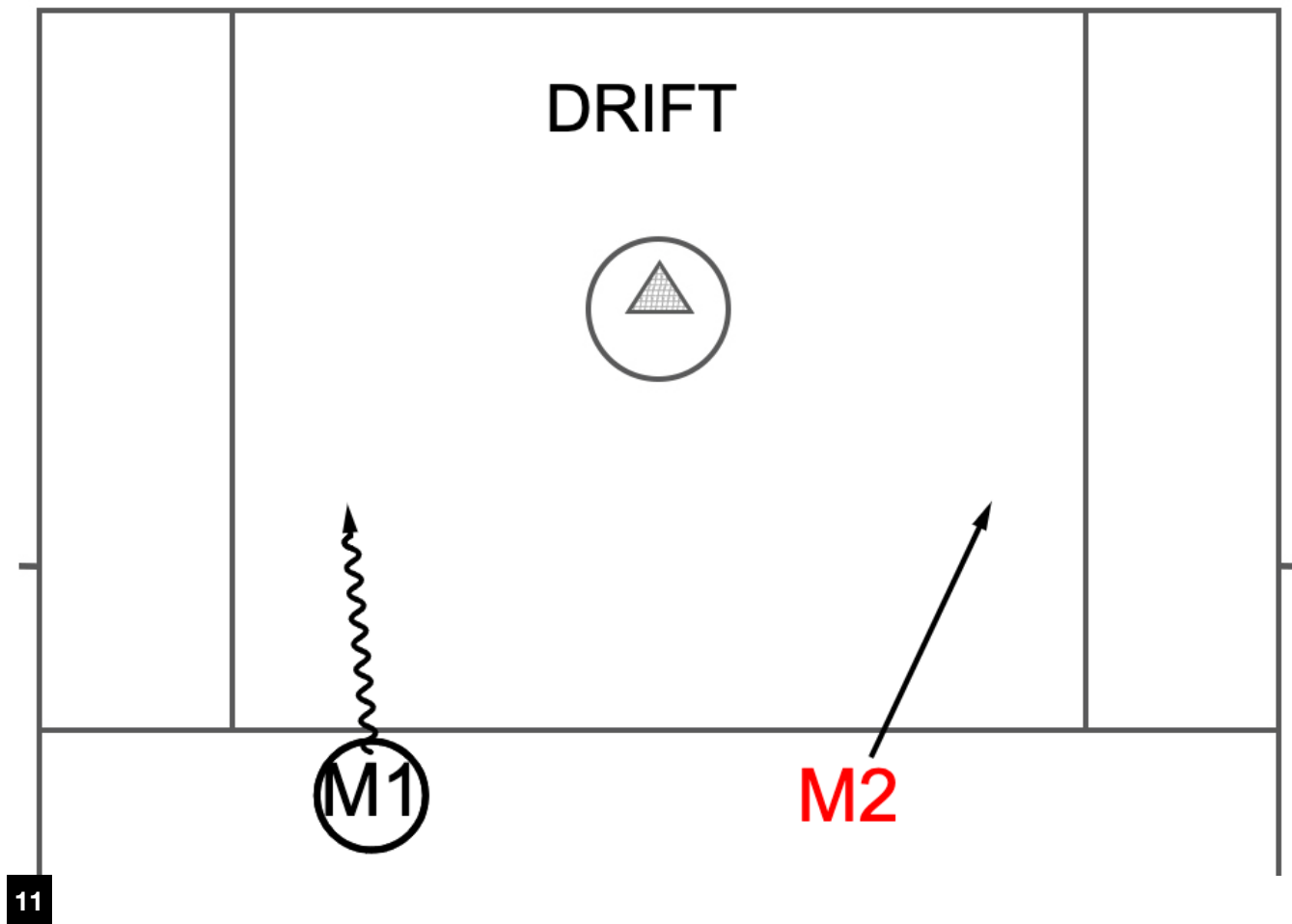
BACK CUT



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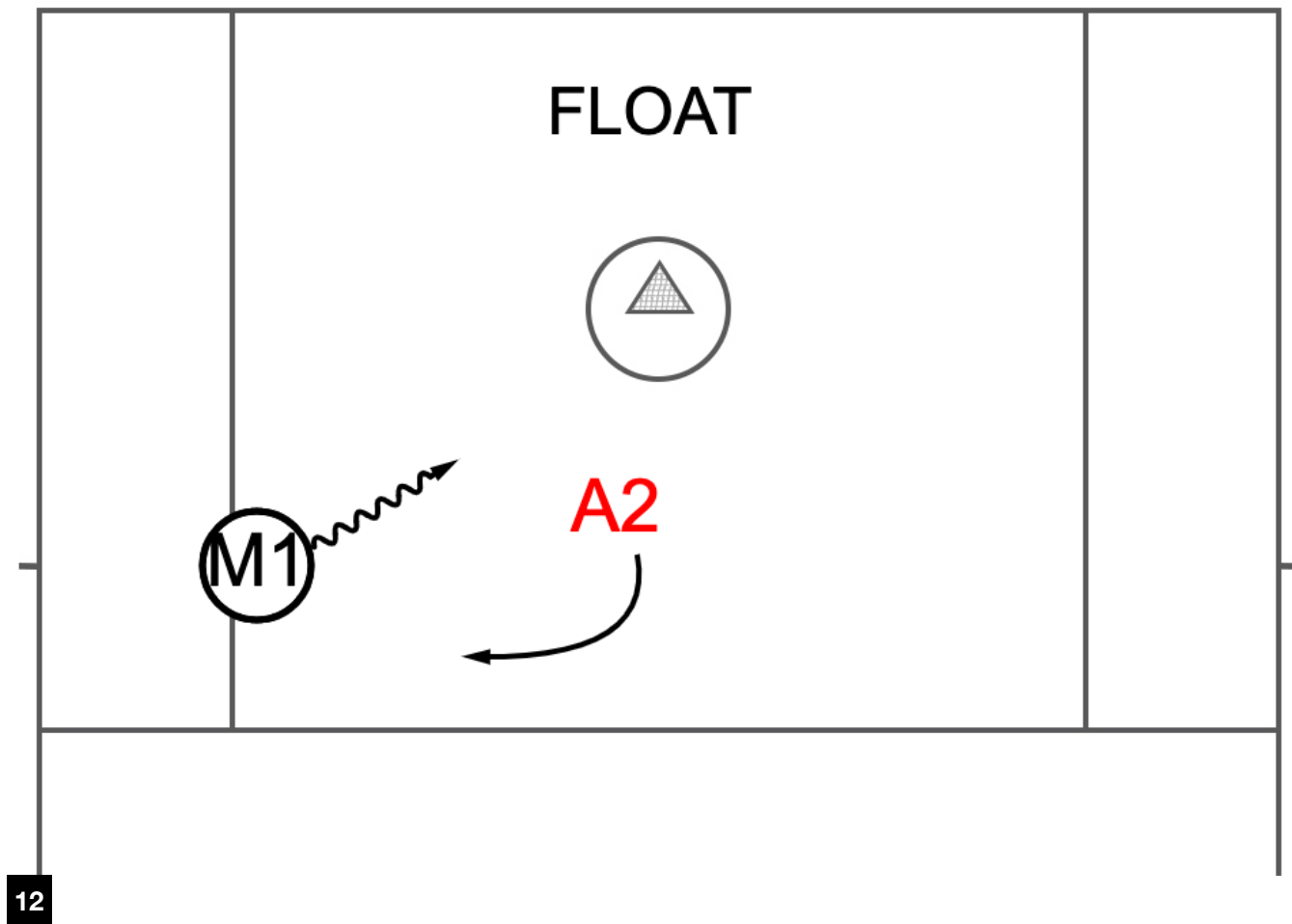
DRIFT CUT



WEBBER INTERNATIONAL UNIV.



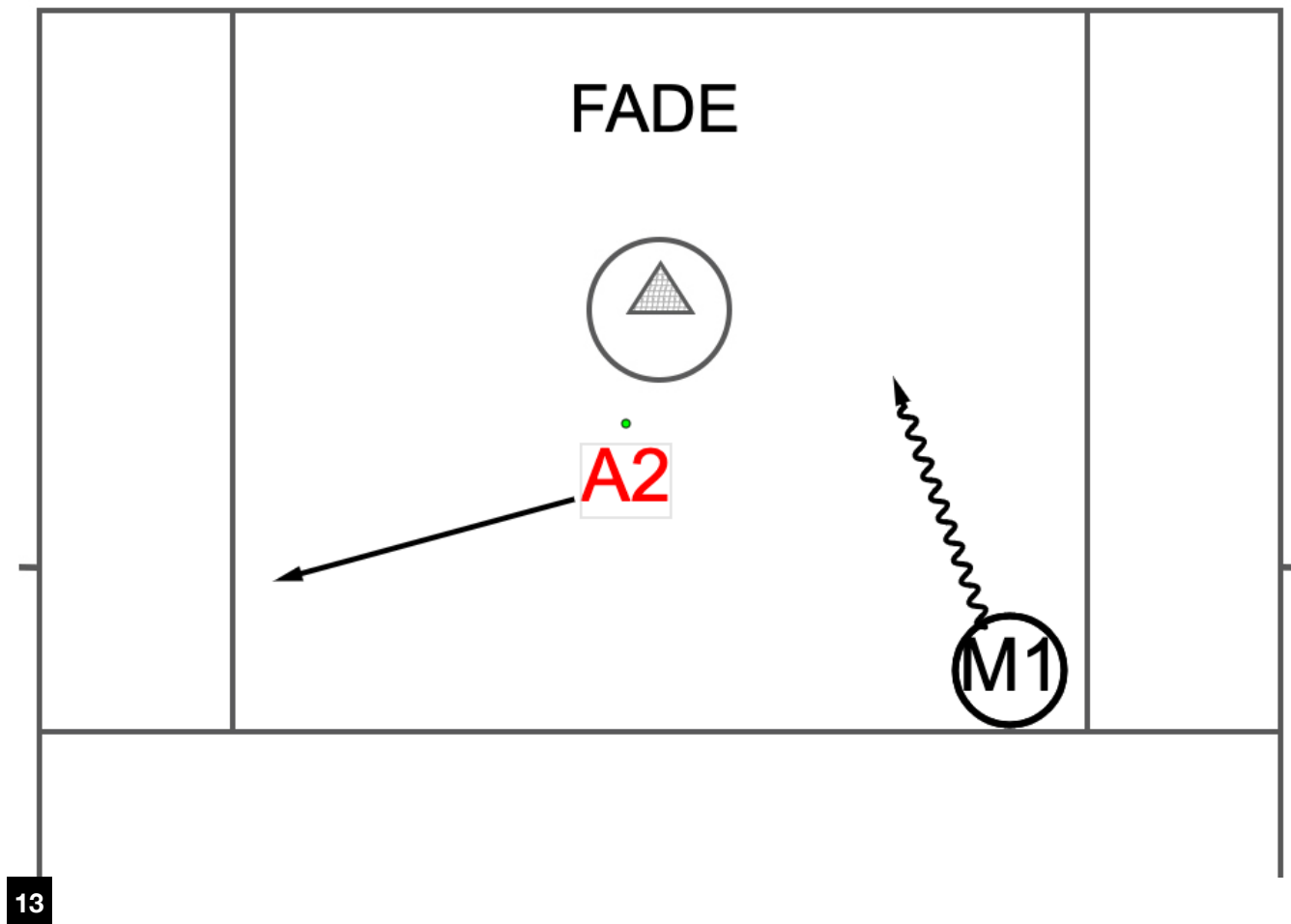
FLOAT



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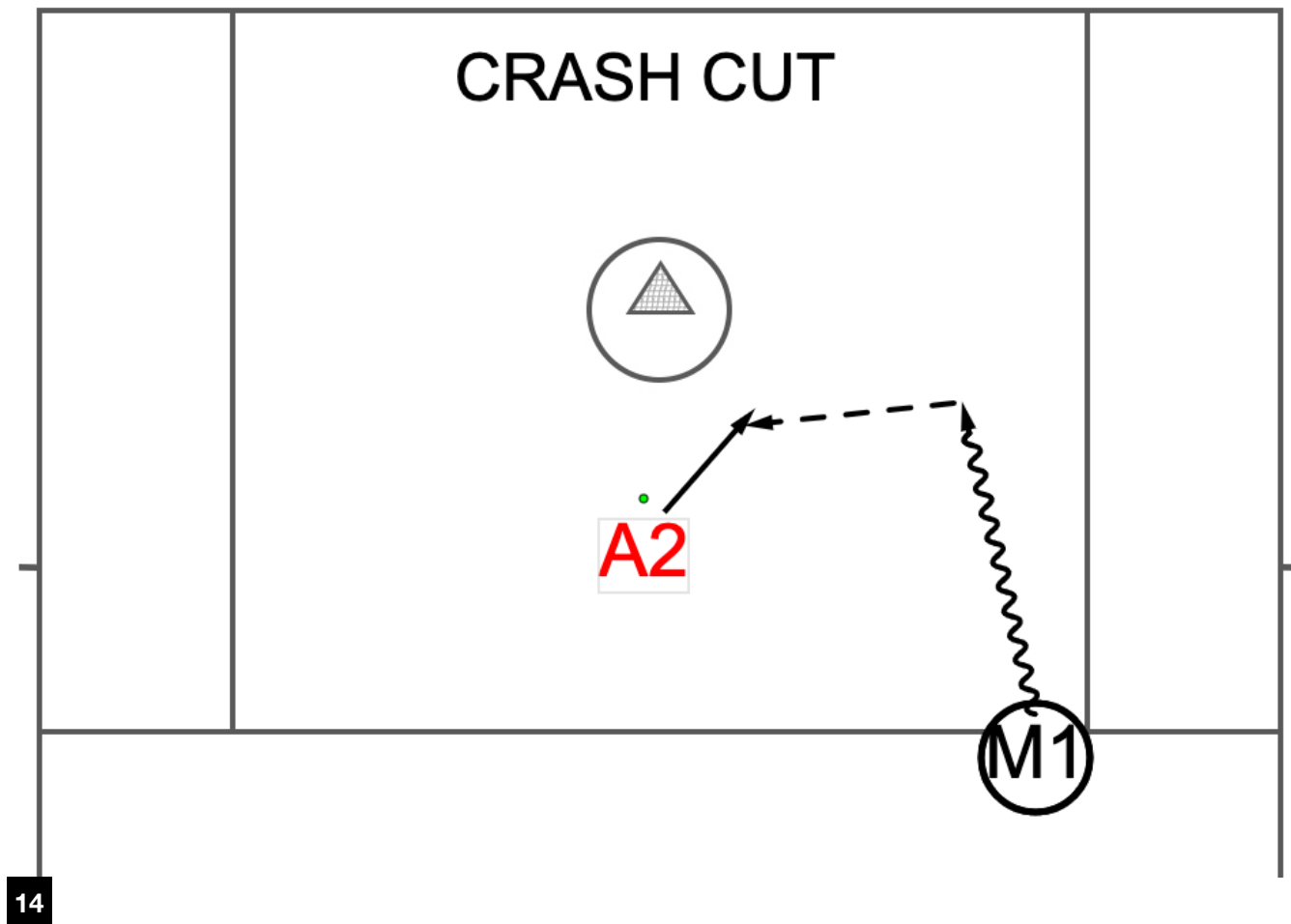
FADE



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CRASH

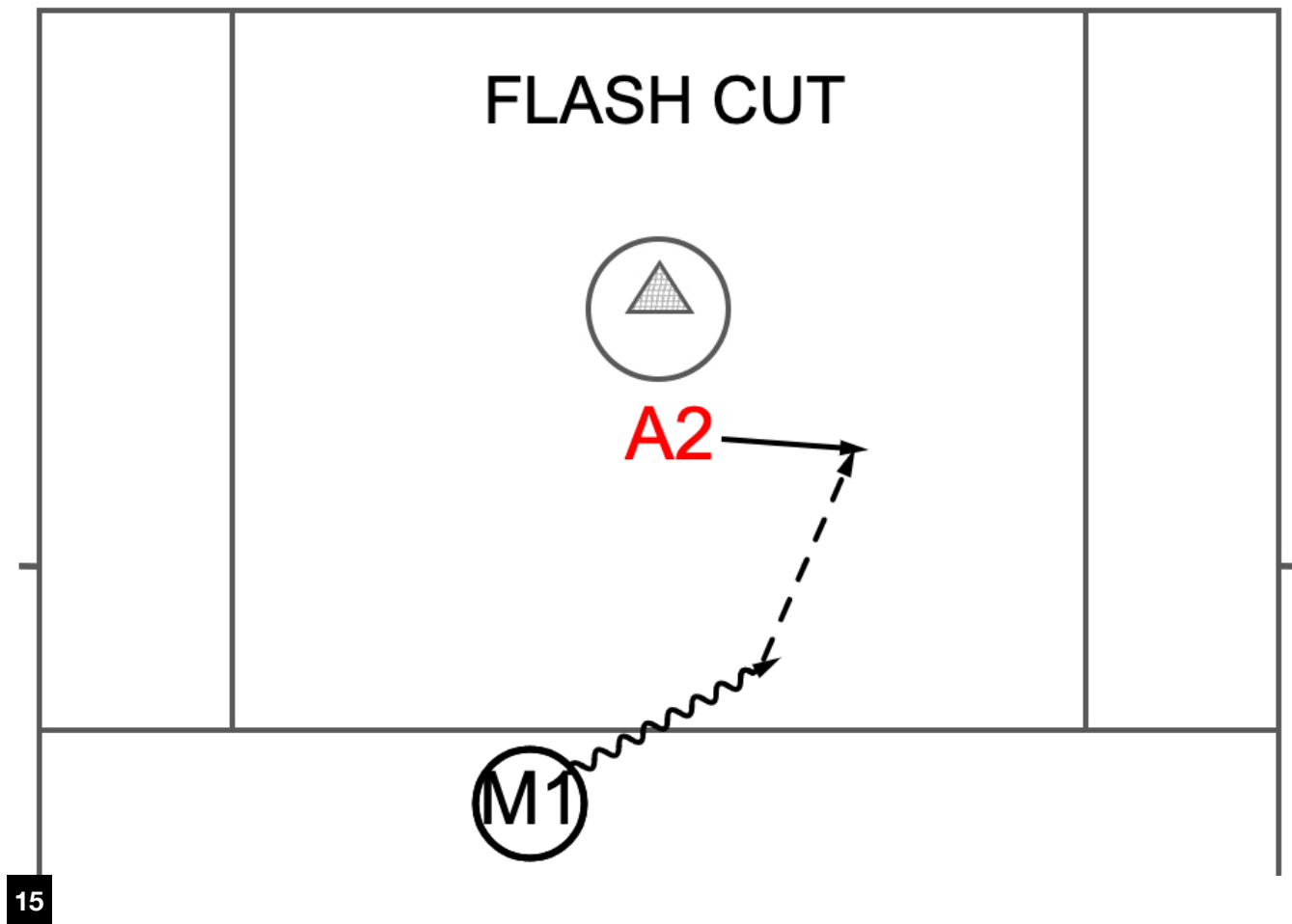


14

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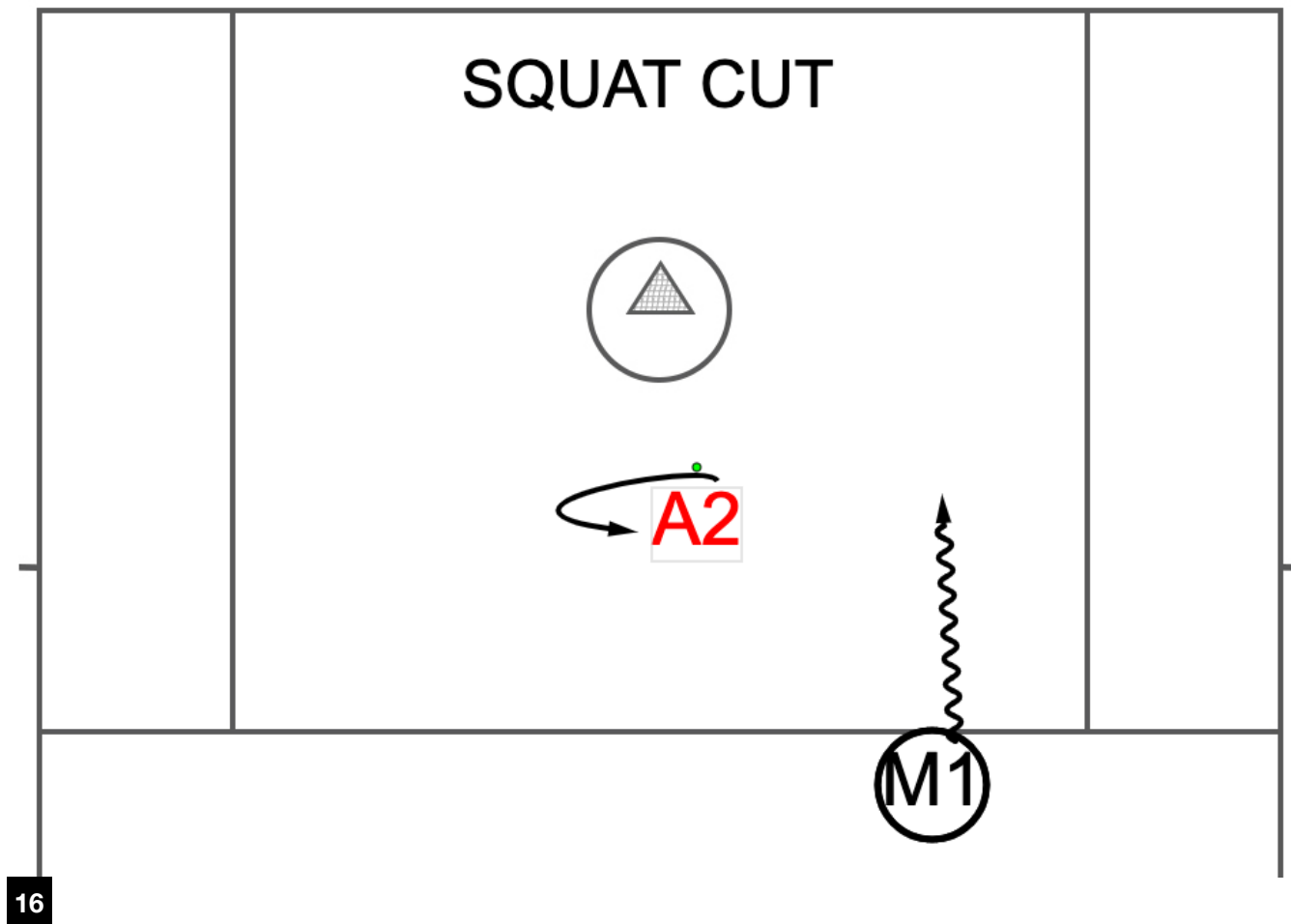
FLASH



WEBBER INTERNATIONAL UNIV.



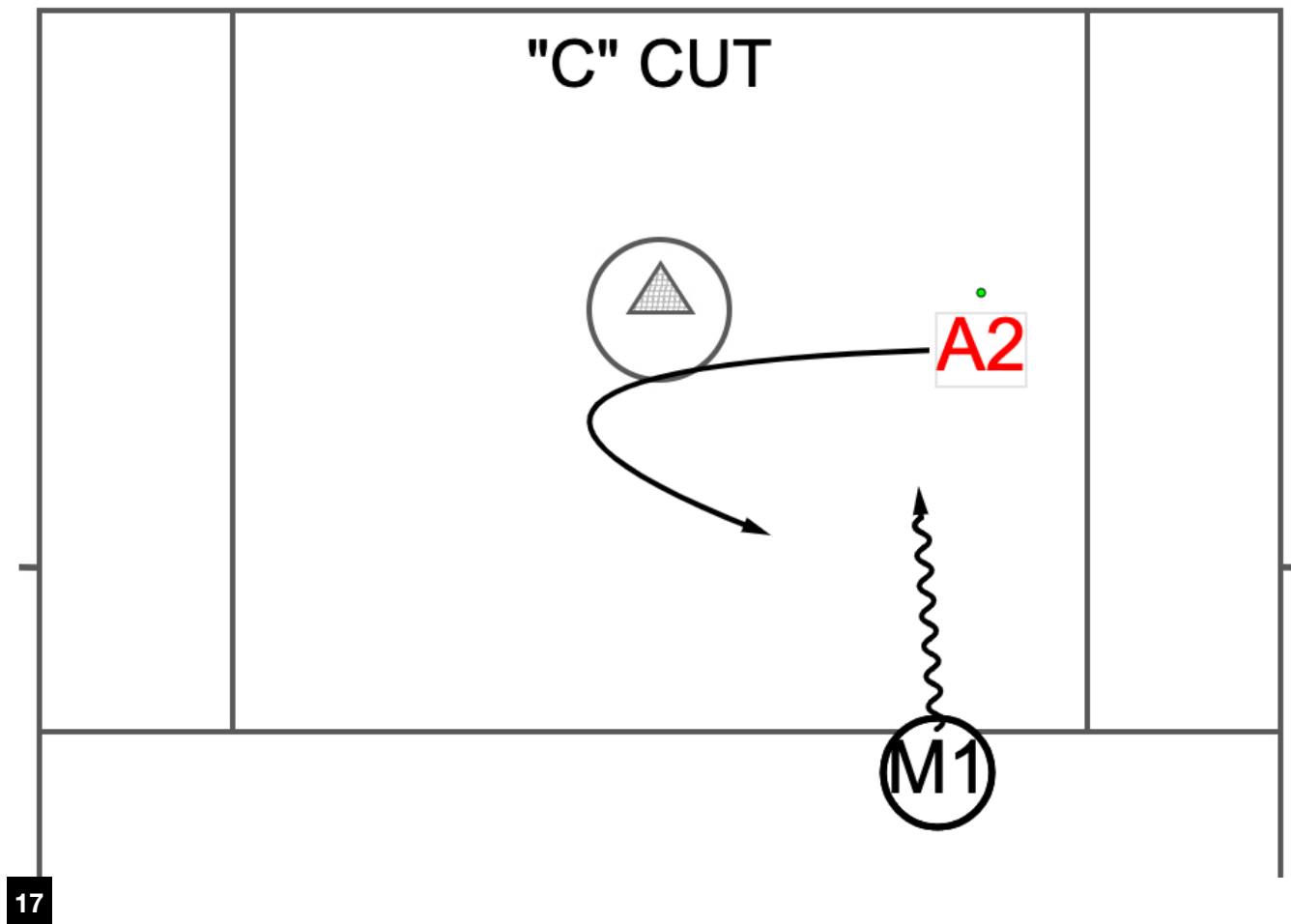
SQUAT CUT



WEBBER INTERNATIONAL UNIV.



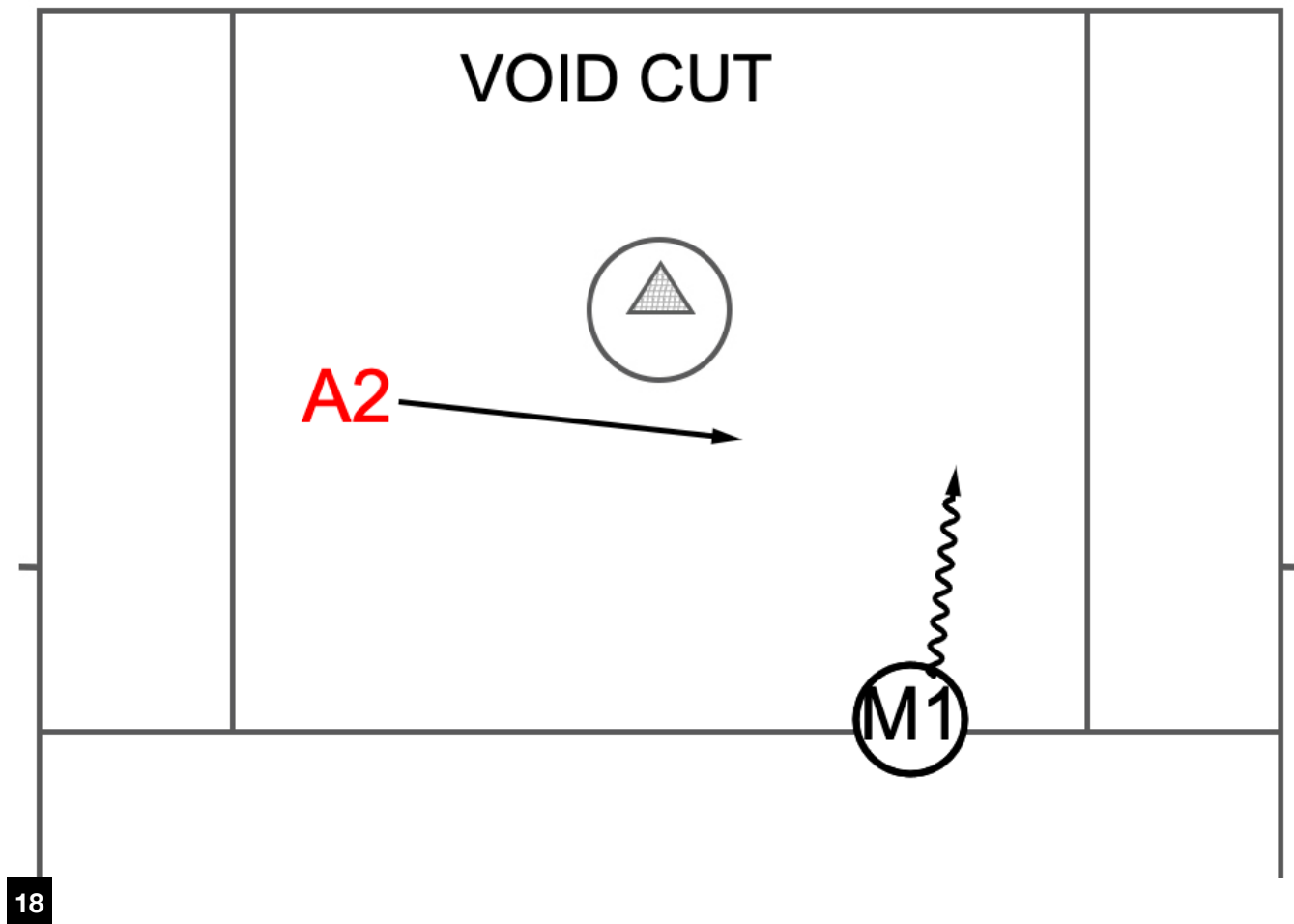
C CUT



WEBBER INTERNATIONAL UNIV.



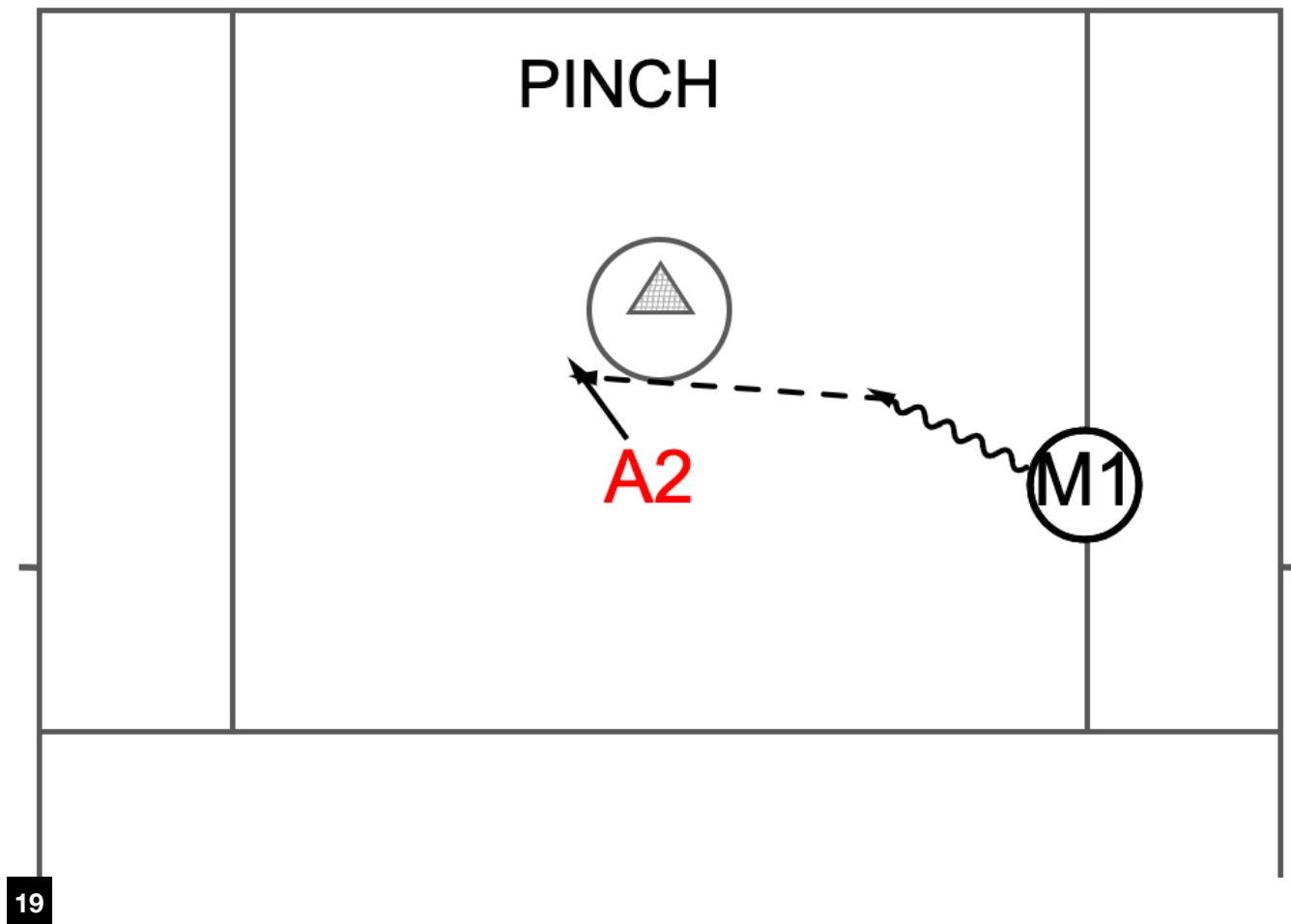
VOID CUT



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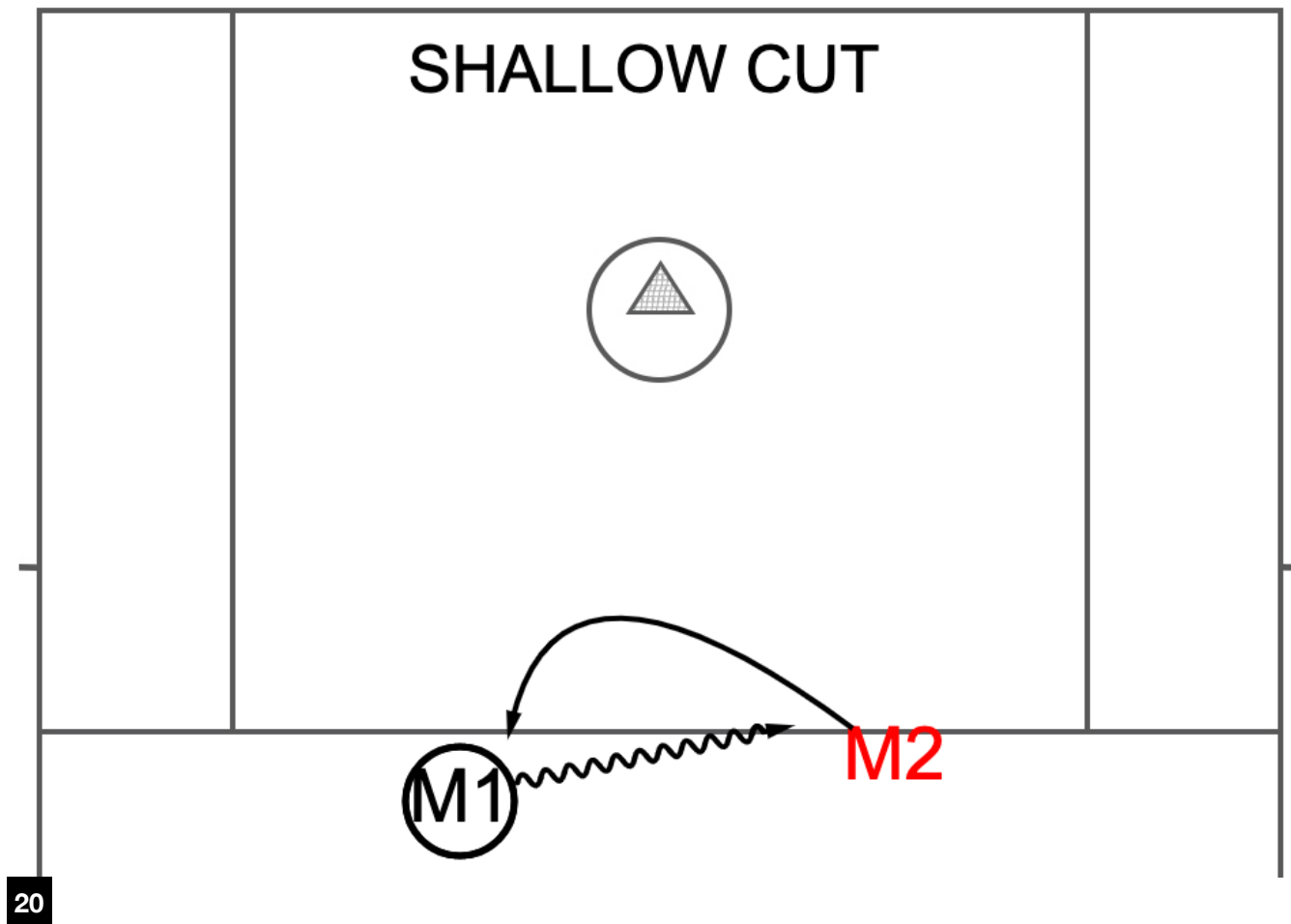
PINCH



WEBBER INTERNATIONAL UNIV.



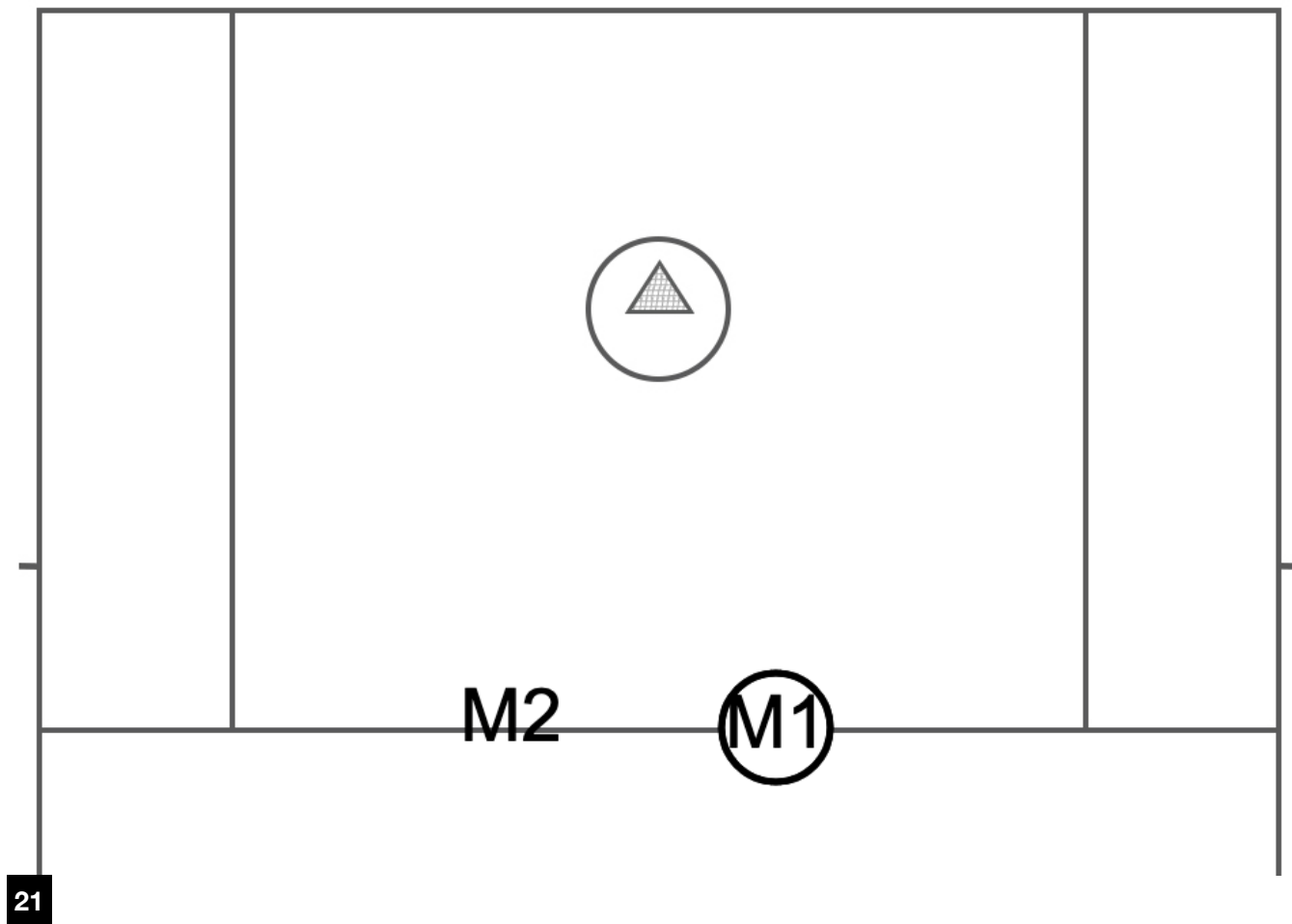
SHALLOW CUT



WEBBER INTERNATIONAL UNIV.



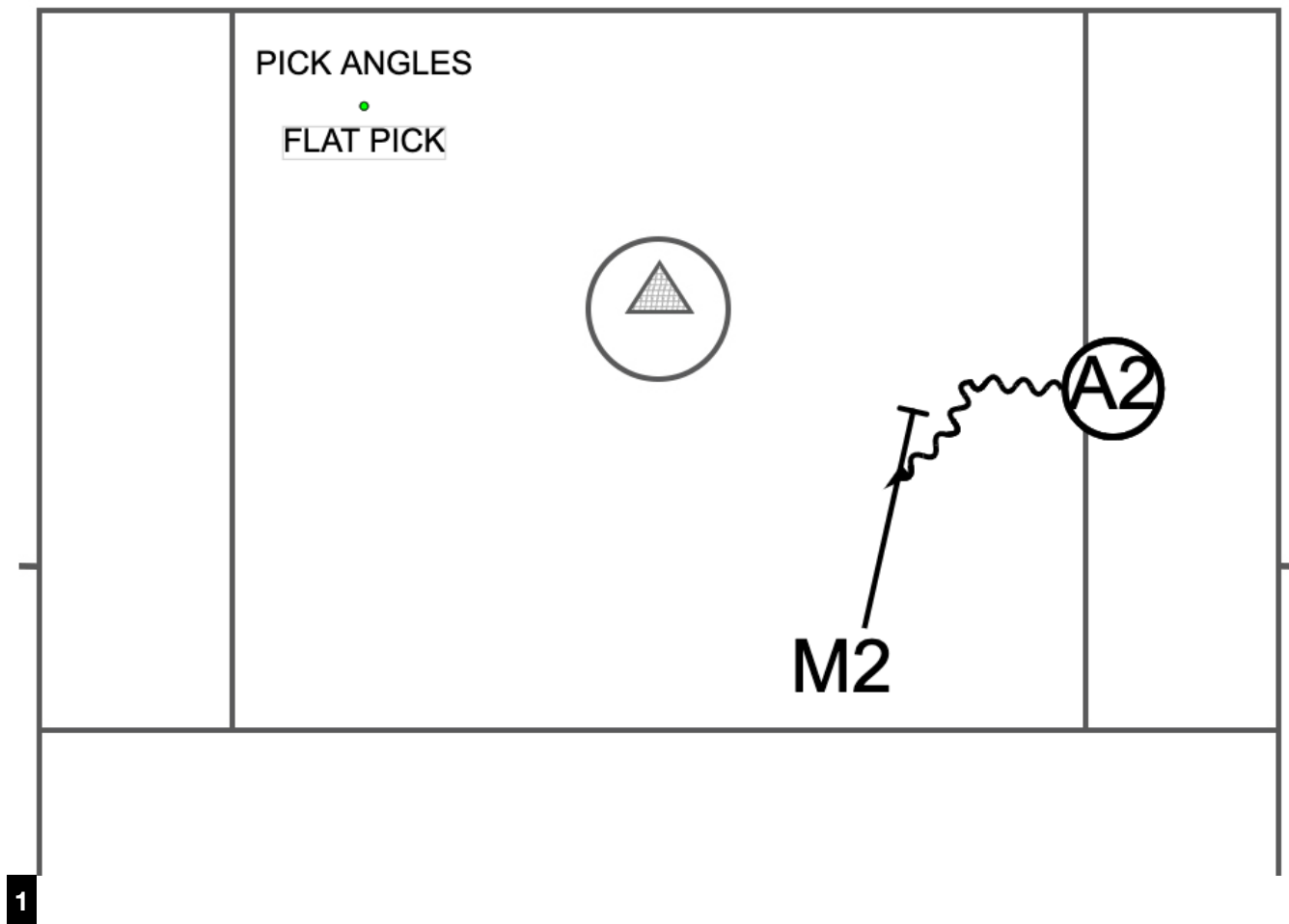
END



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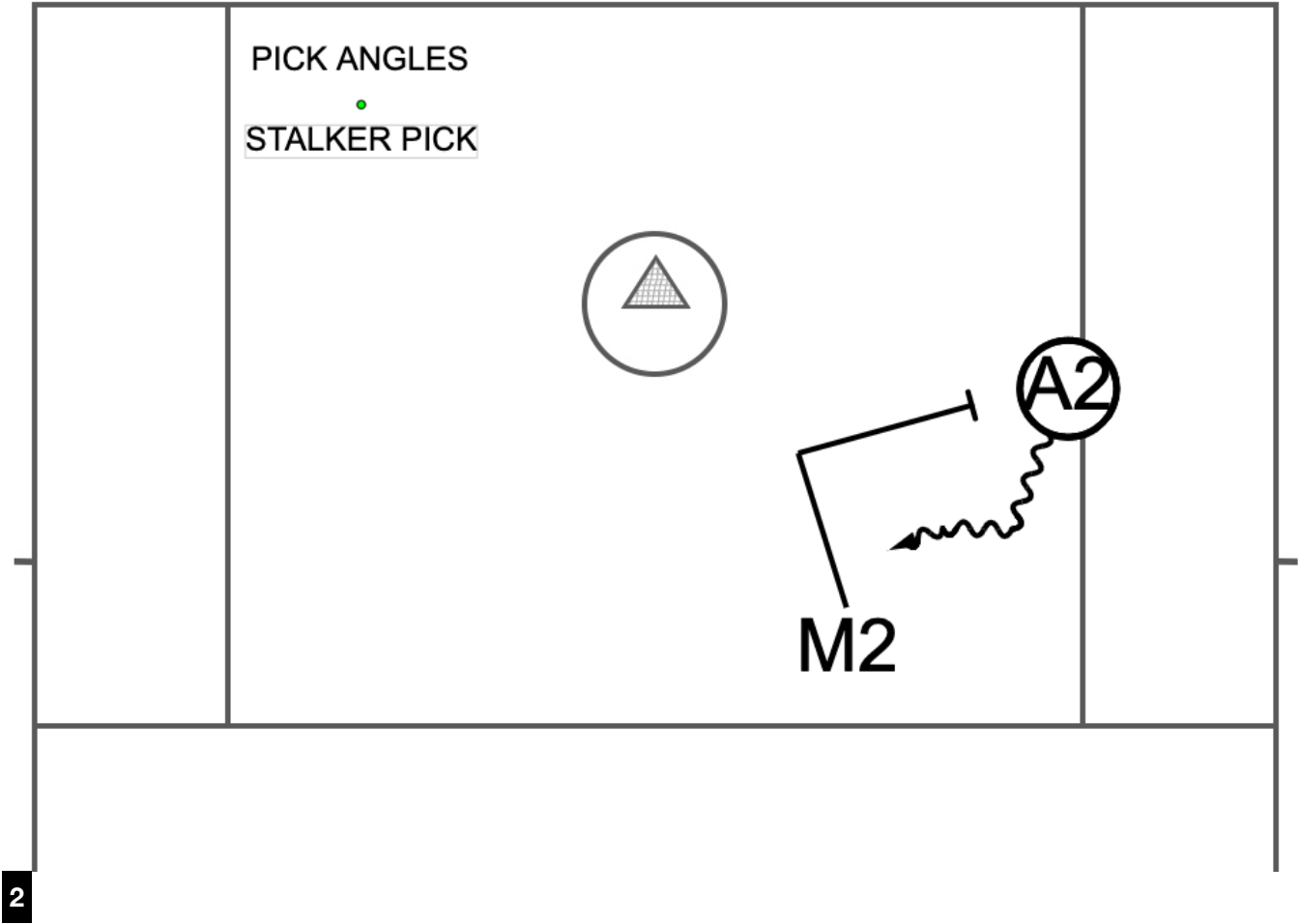


FLAT PICK



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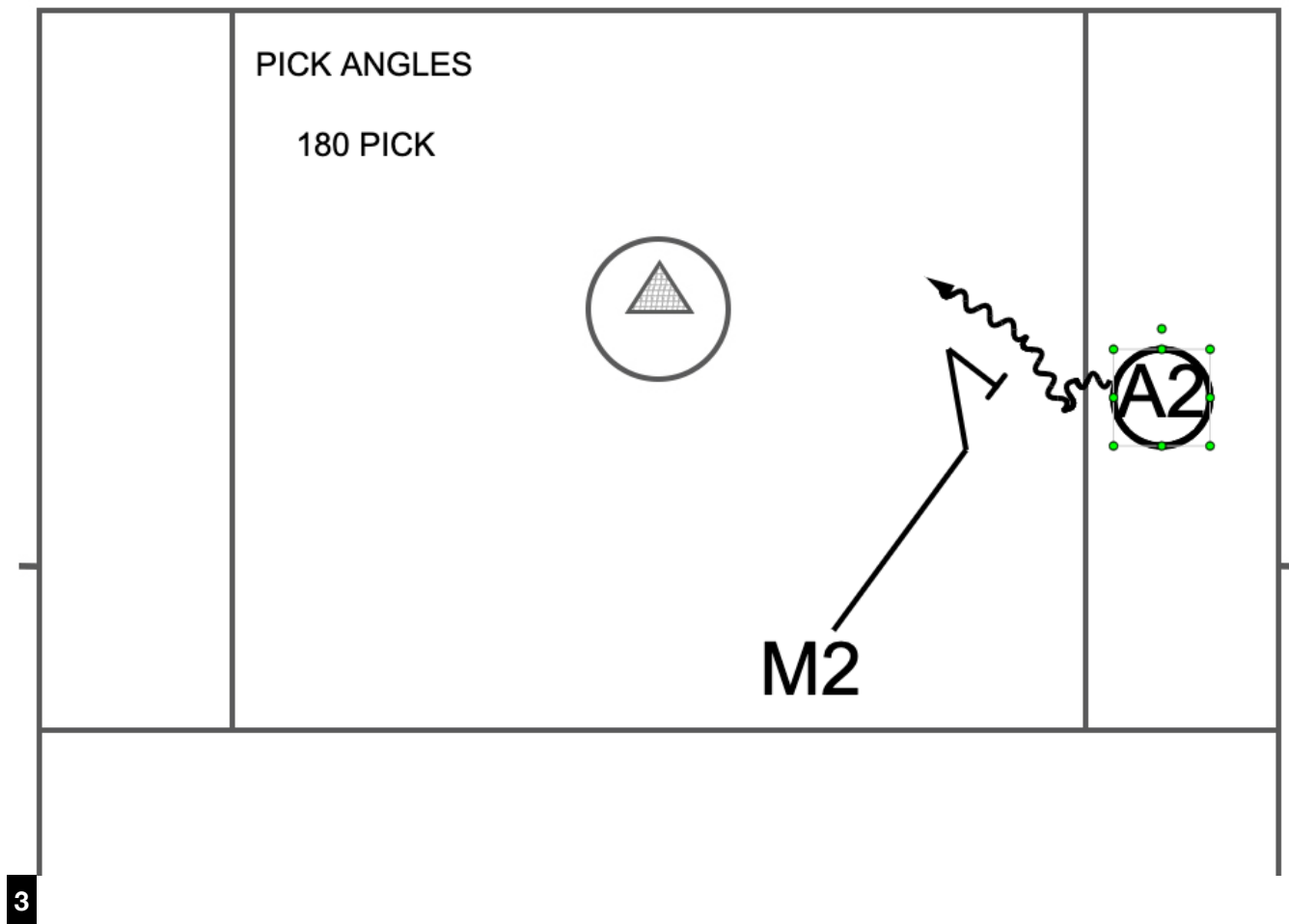
STALKER PICK



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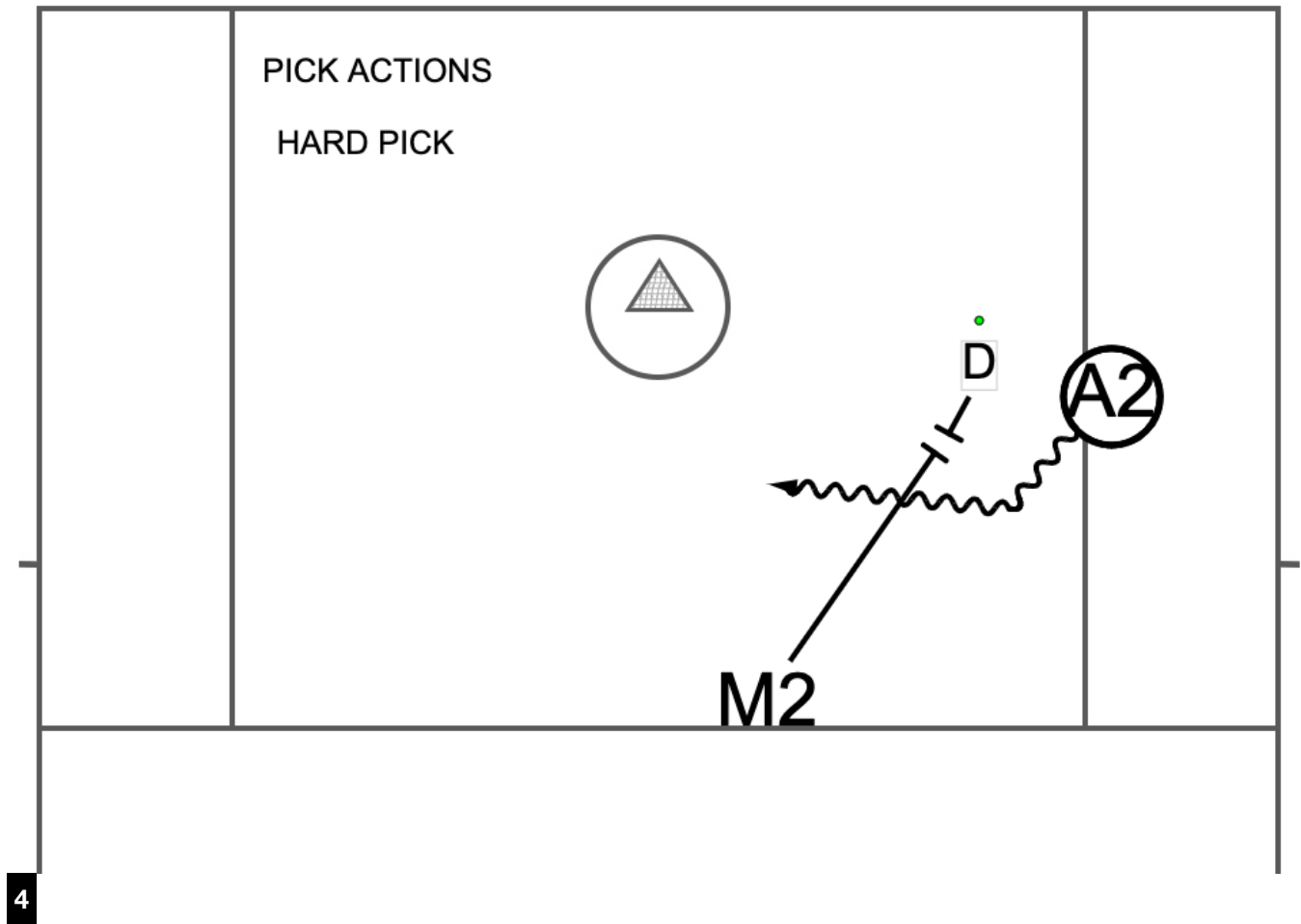
180 PICK



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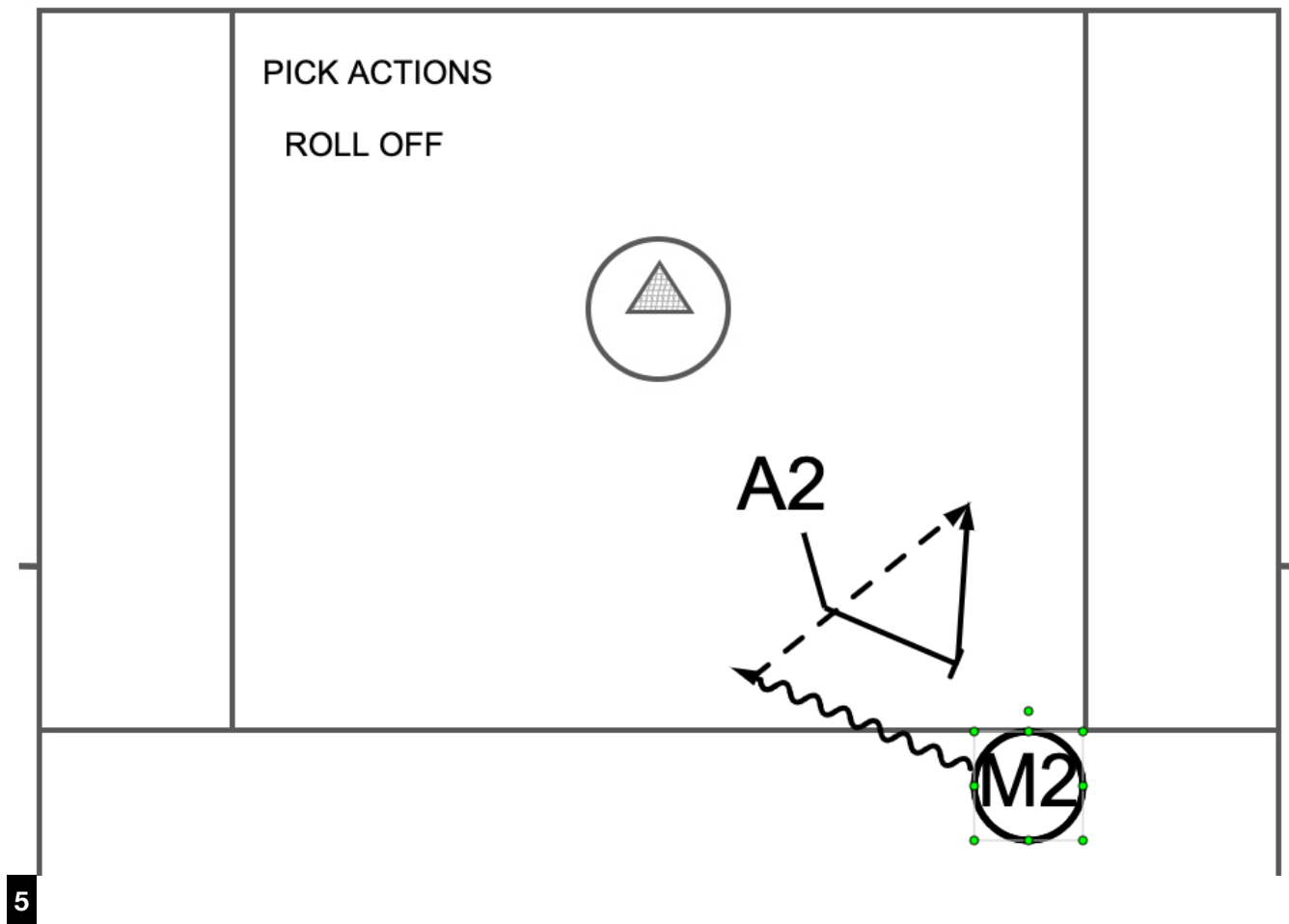
HARD PICK



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ROLL OFF



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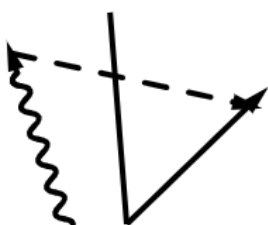
SLIP

PICK ACTIONS

SLIP



A2



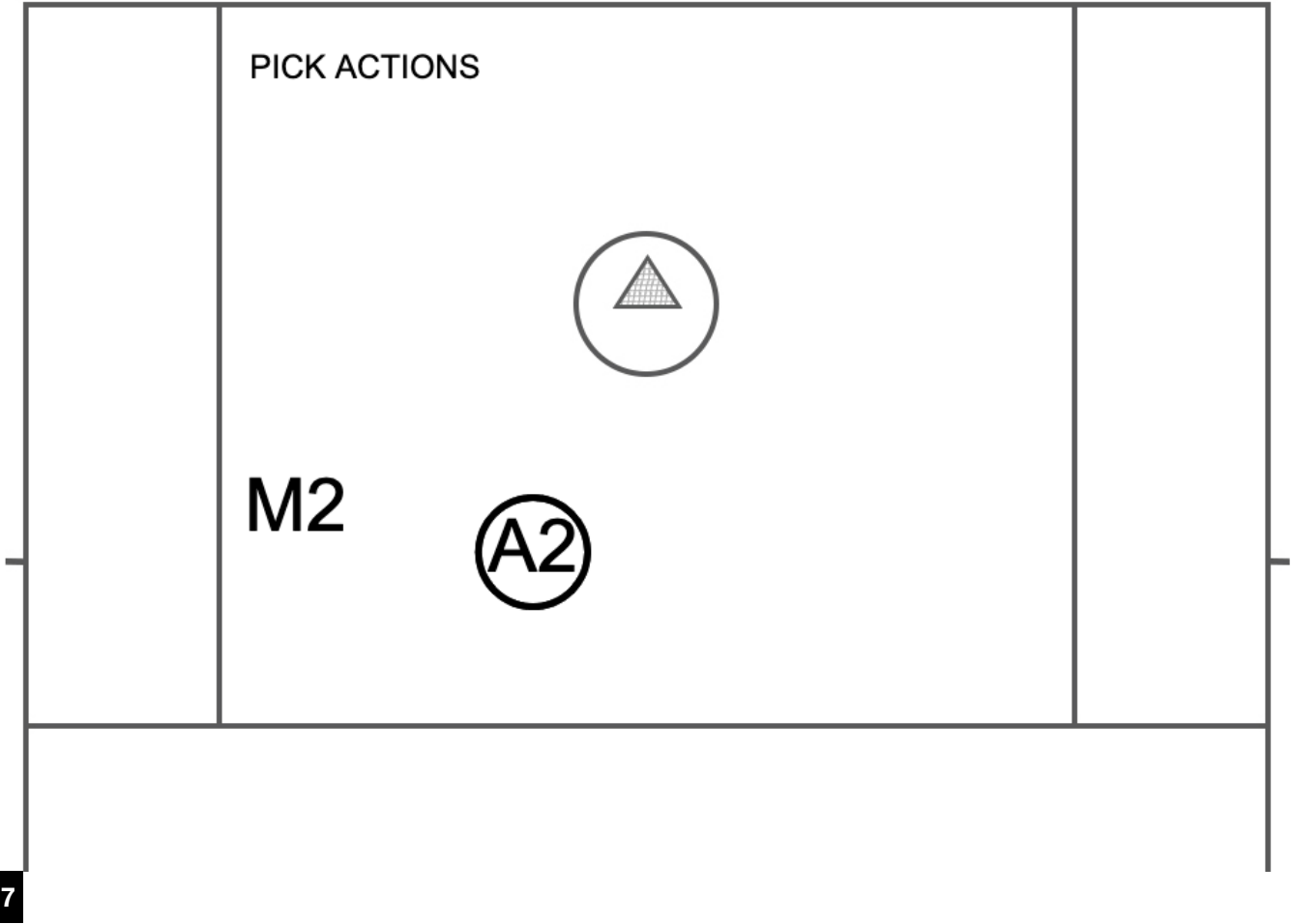
M2

6

WEBBER INTERNATIONAL UNIV.

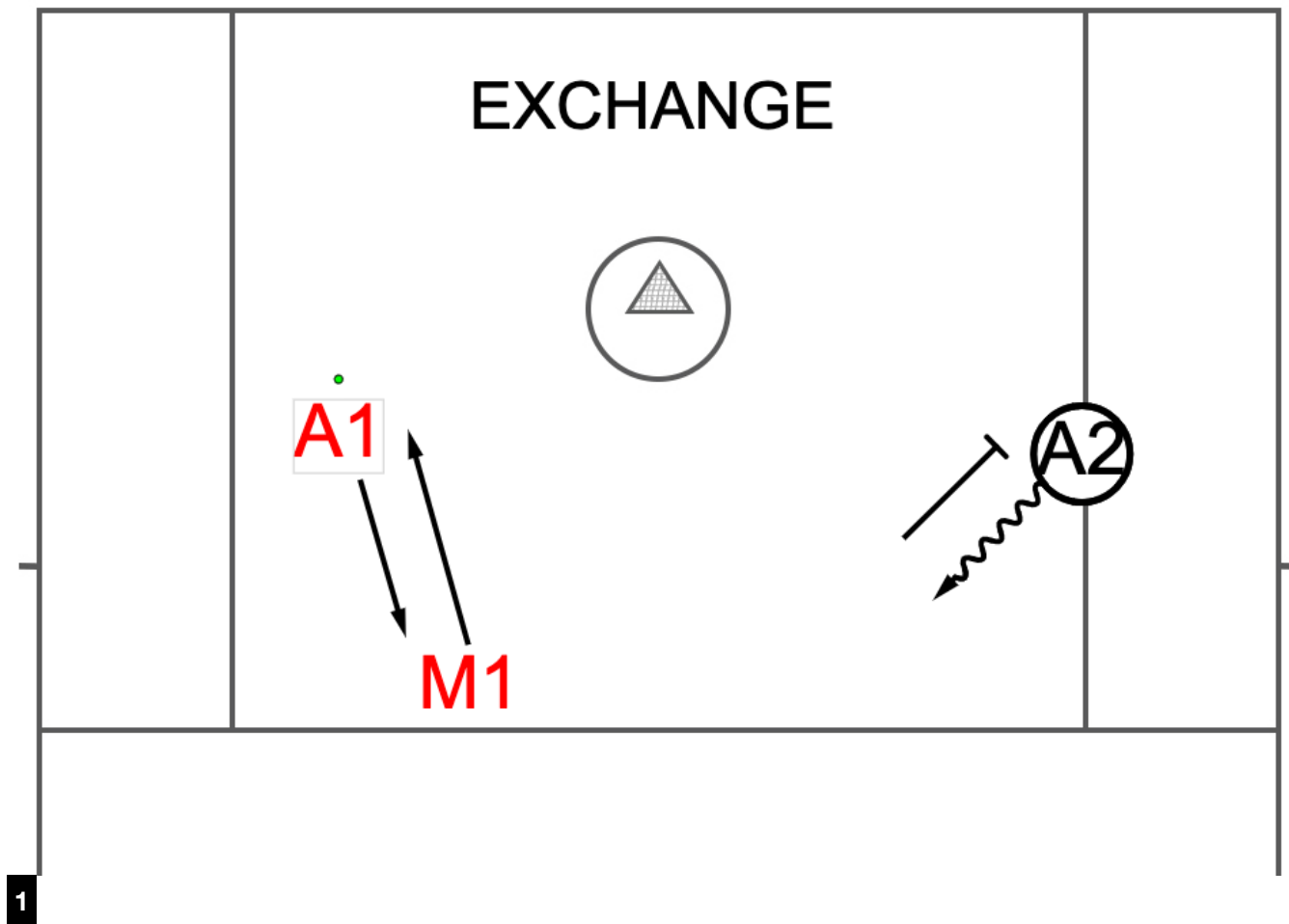


END



WEBBER INTERNATIONAL UNIV.

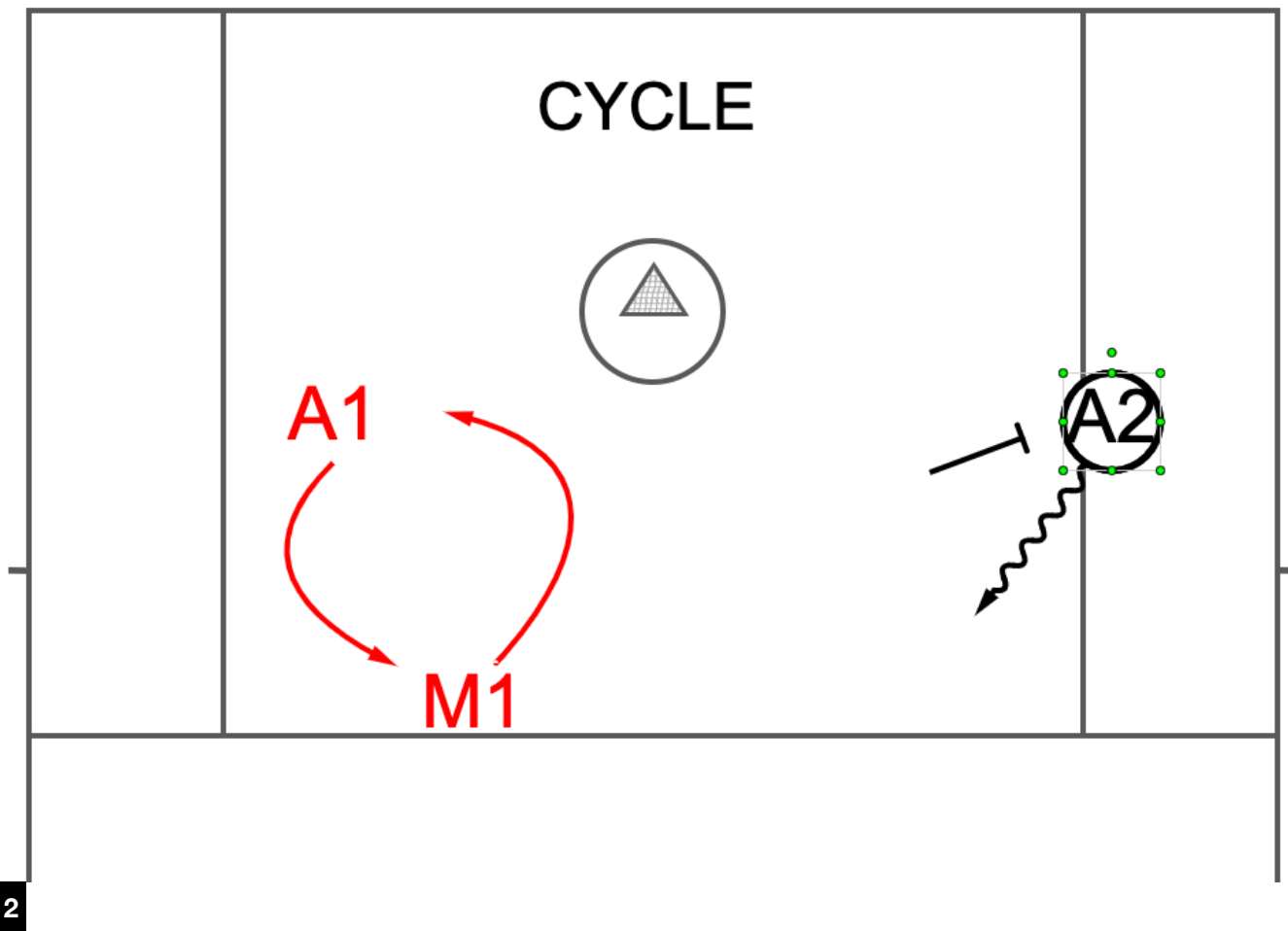
EXCHANGE



WEBBER INTERNATIONAL UNIV.

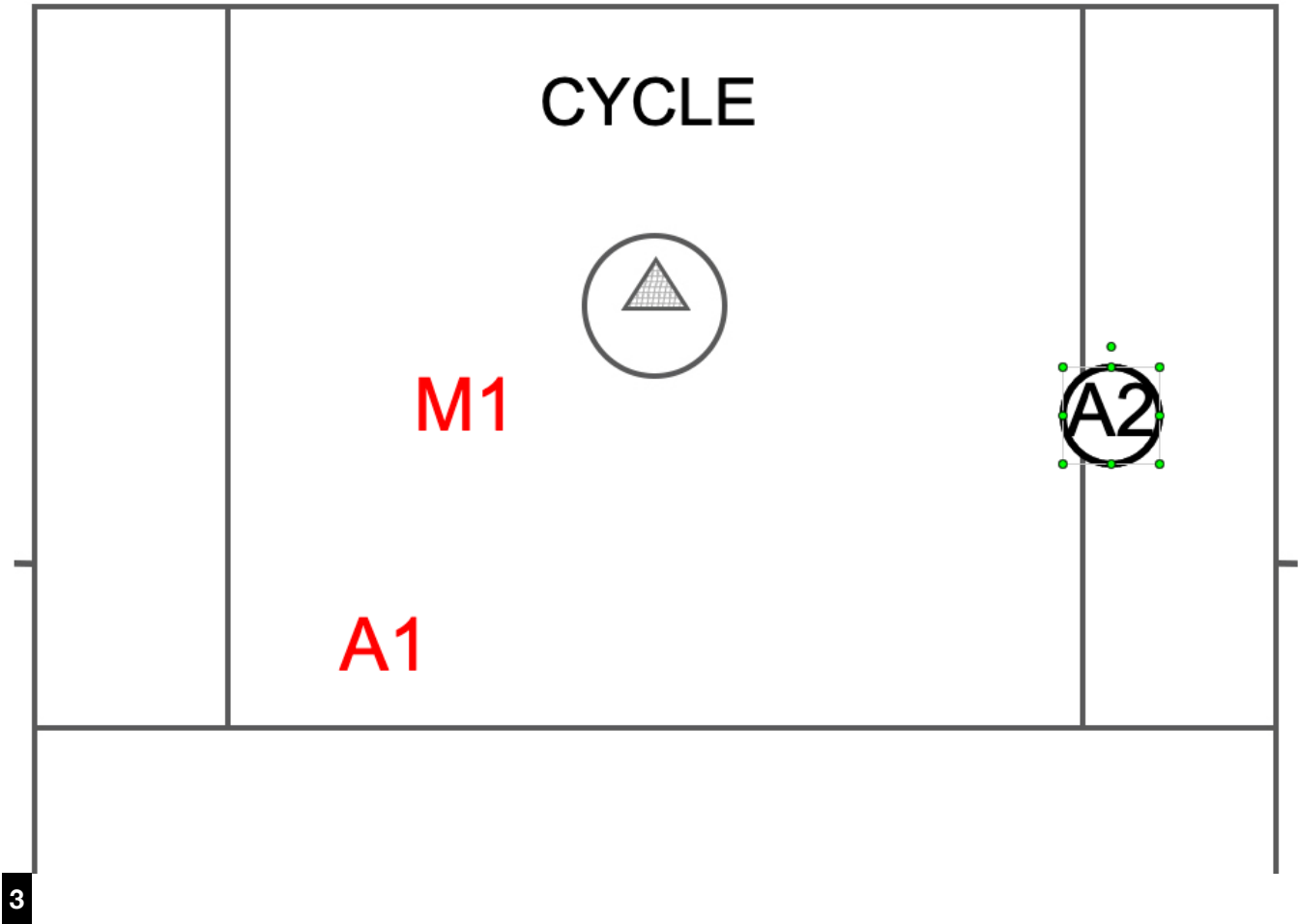


CYCLE



WEBBER INTERNATIONAL UNIV.

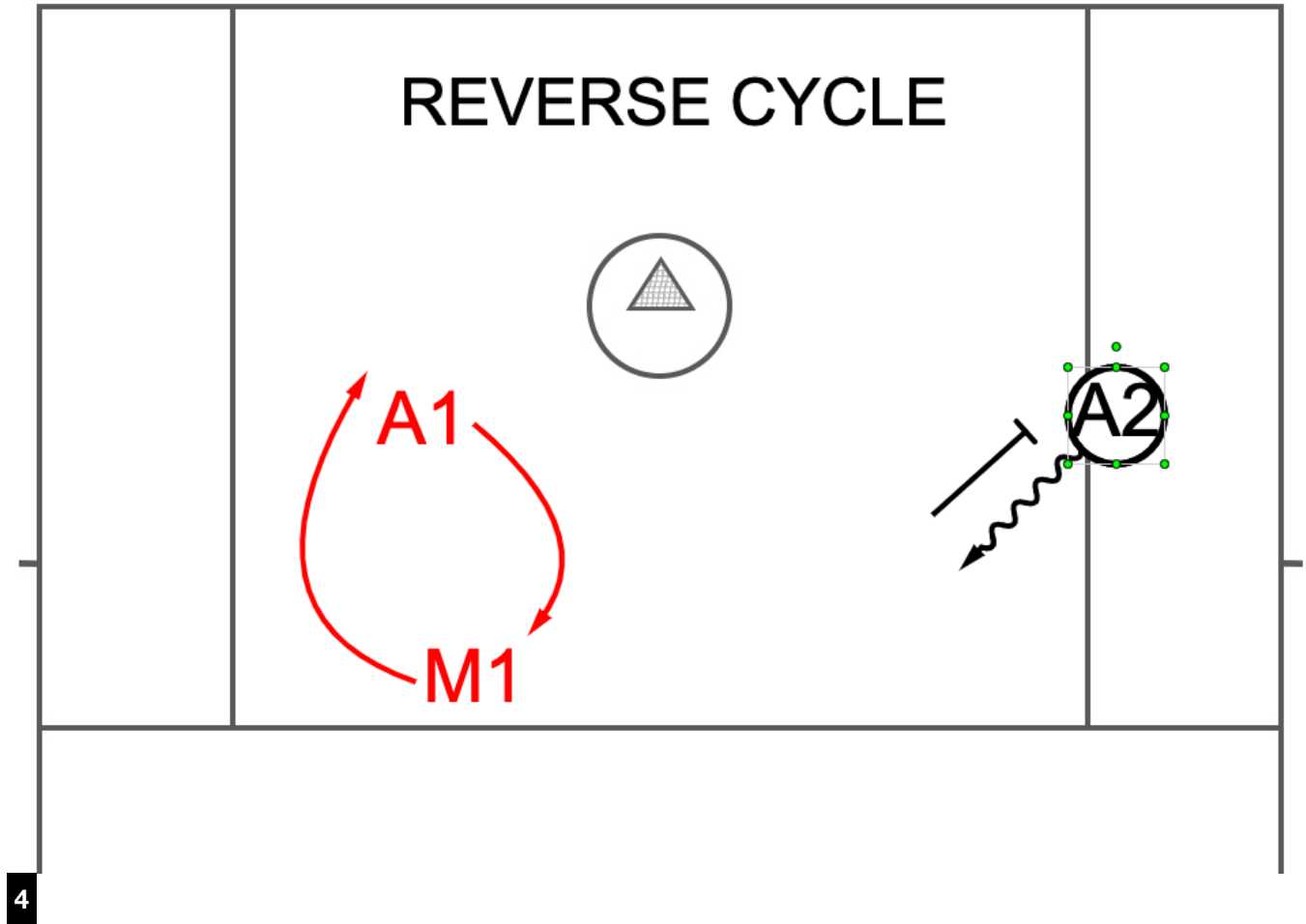
CYCLE



WEBBER INTERNATIONAL UNIV.



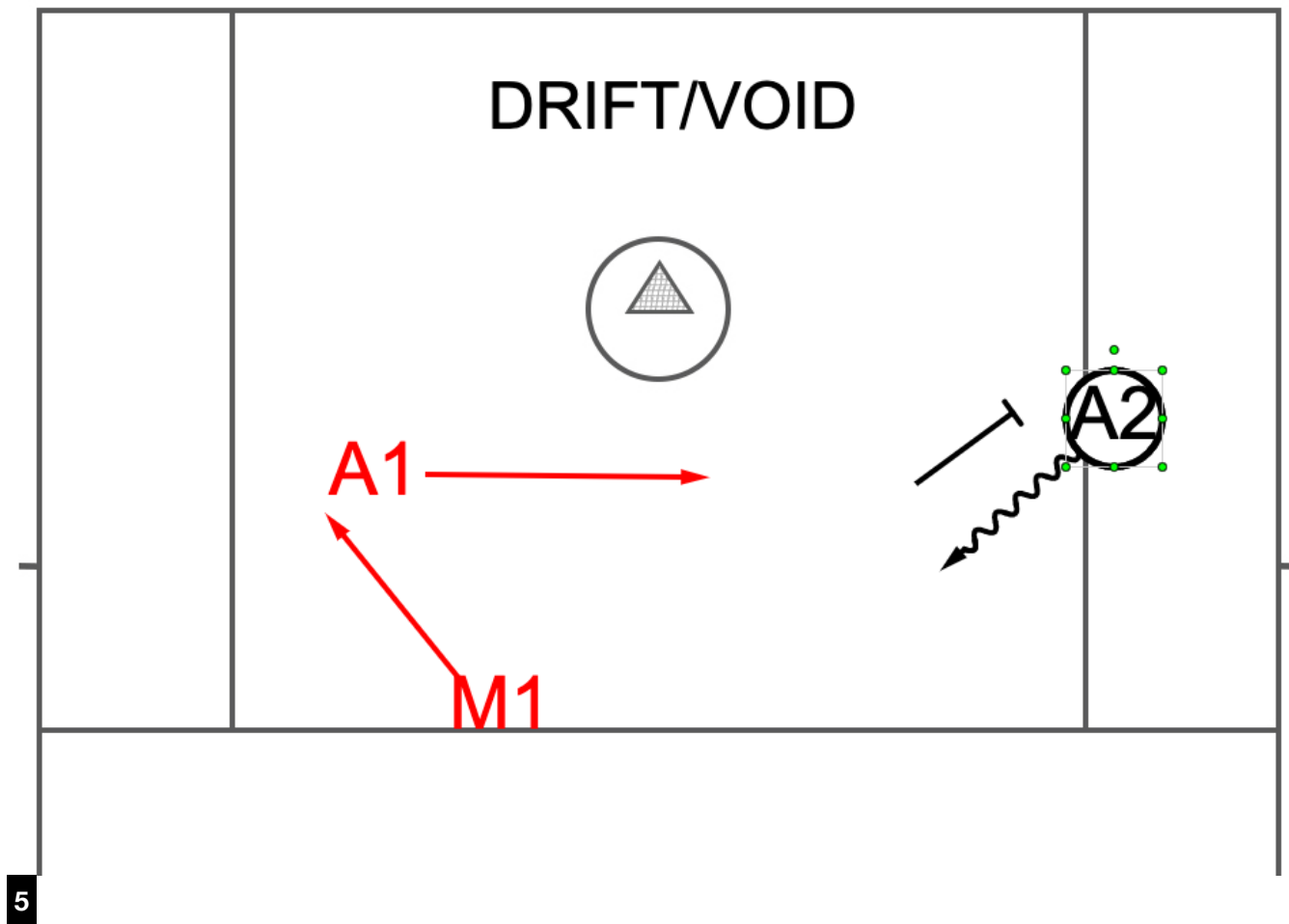
REVERSE



WEBBER INTERNATIONAL UNIV.



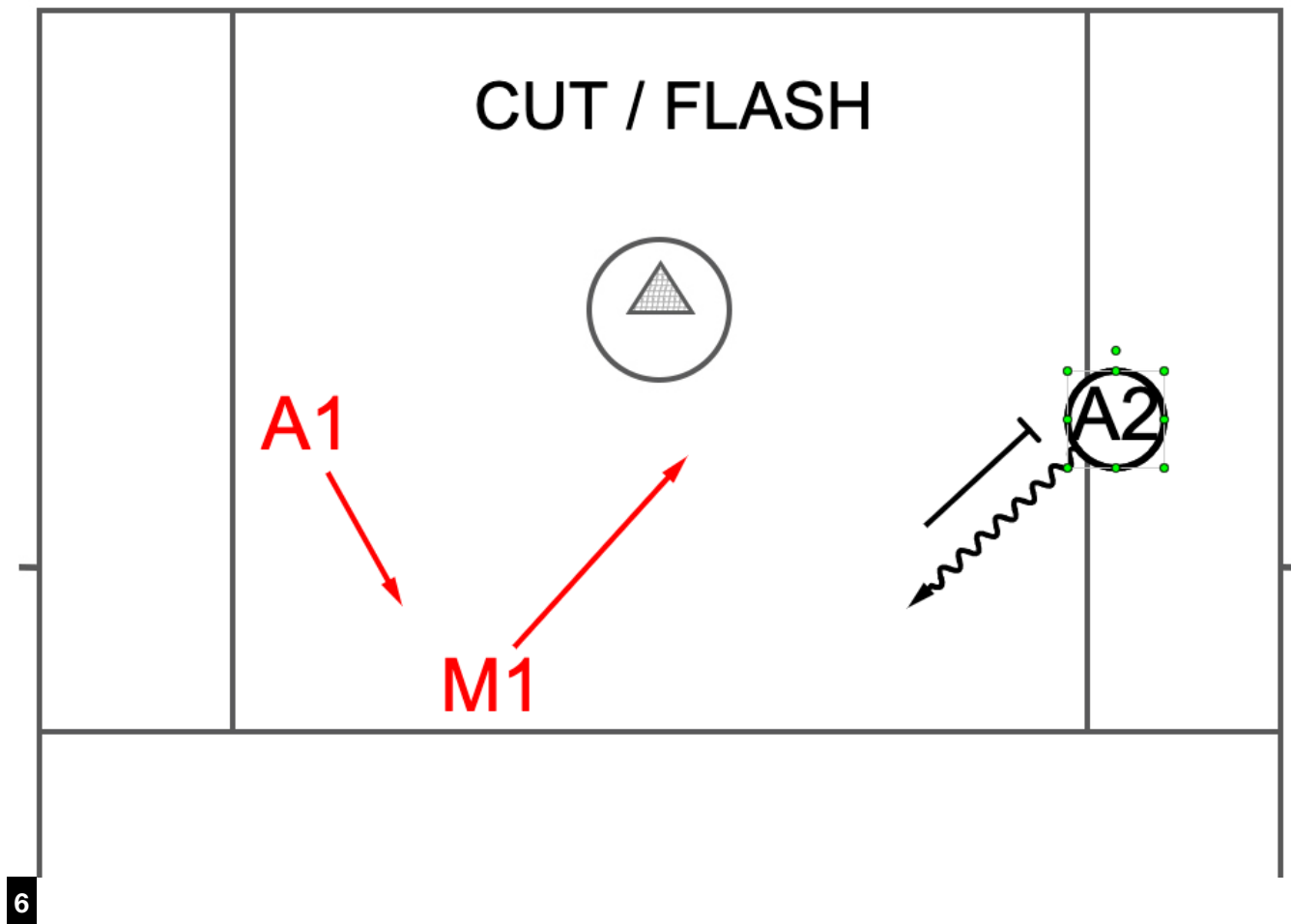
DRIFT VOID



WEBBER INTERNATIONAL UNIV.



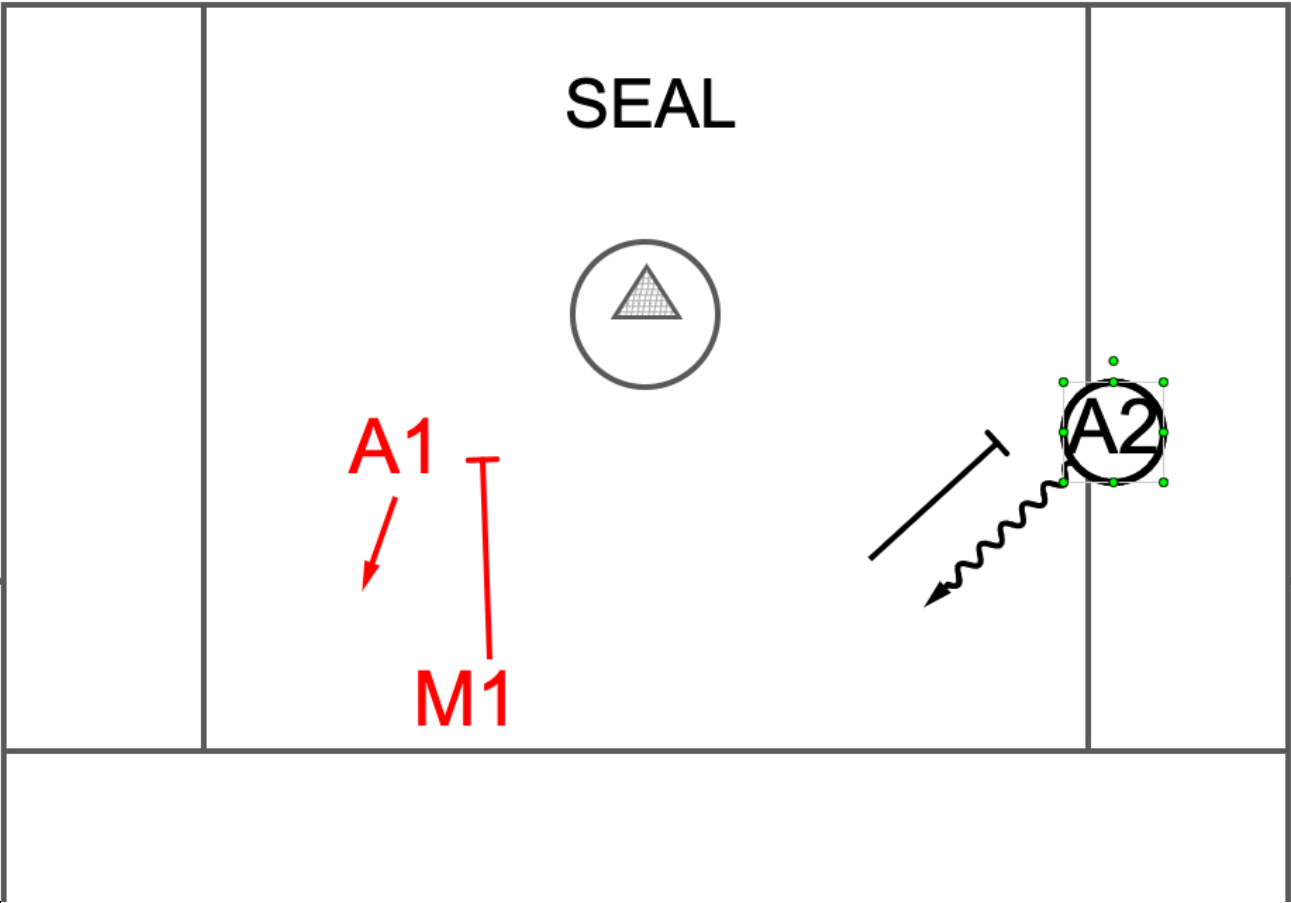
CUT / FLASH



WEBBER INTERNATIONAL UNIV.



SEAL

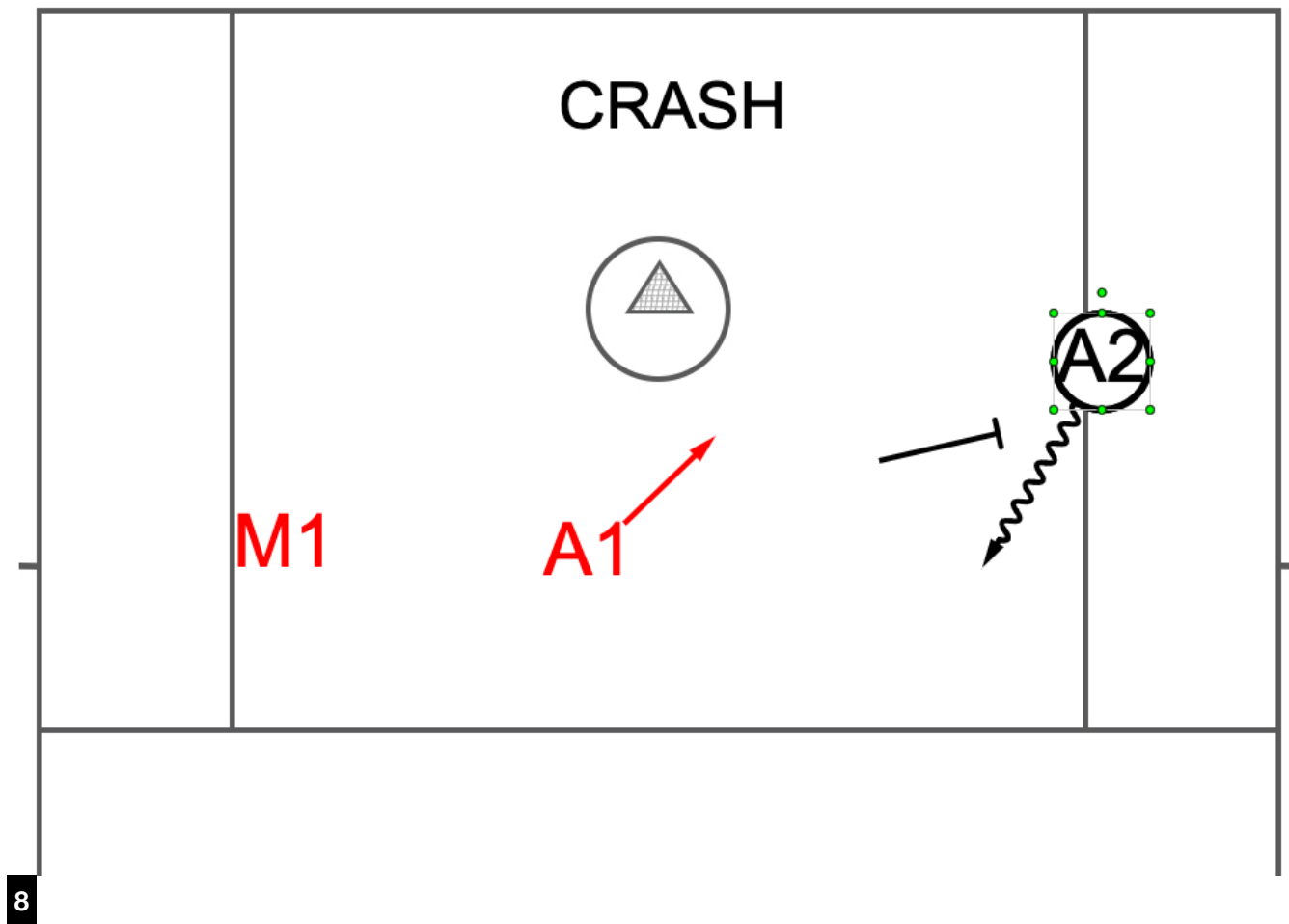


7

WEBBER INTERNATIONAL UNIV.



CRASH

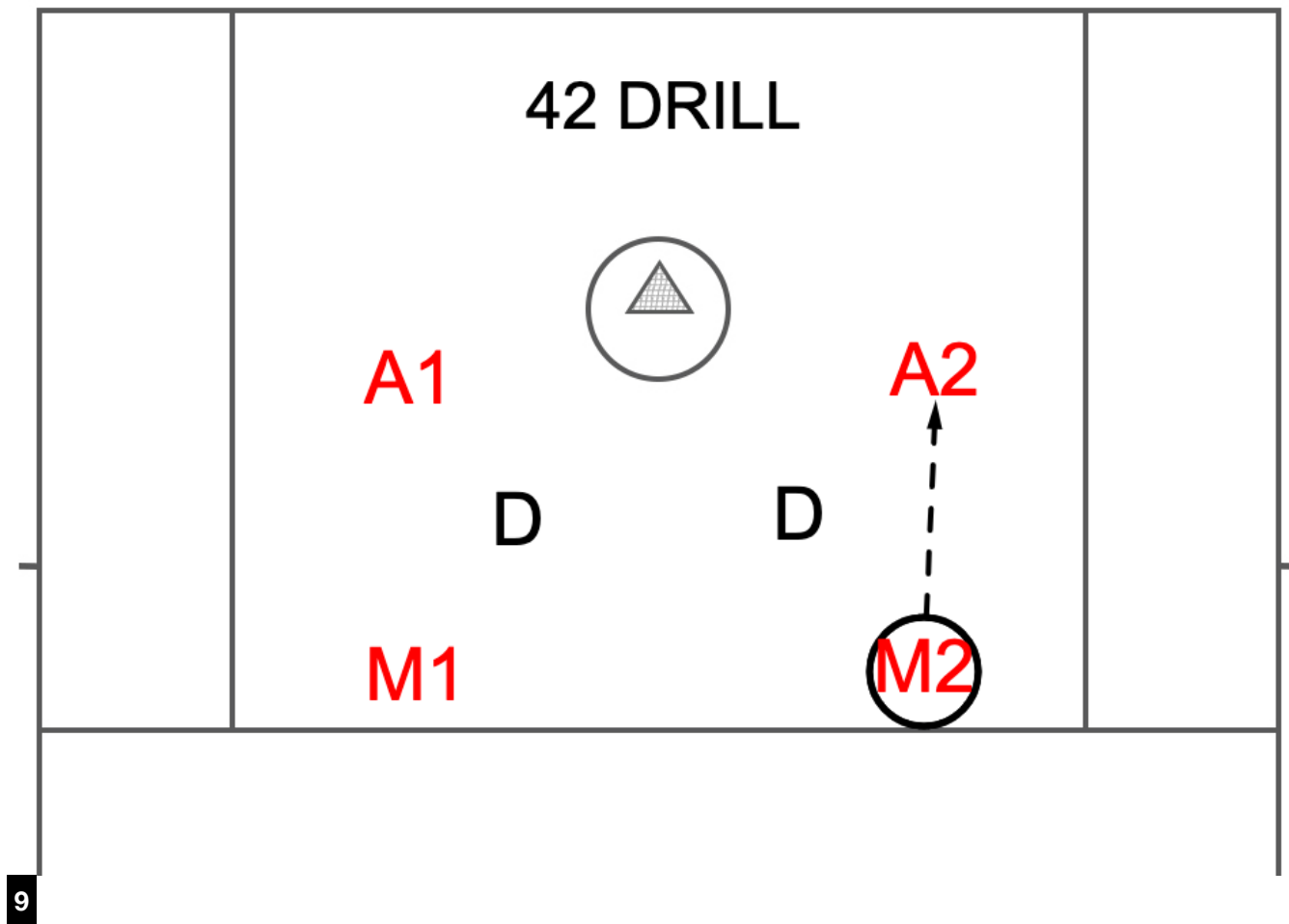


8

WEBBER INTERNATIONAL UNIV.



Frame 9 - END

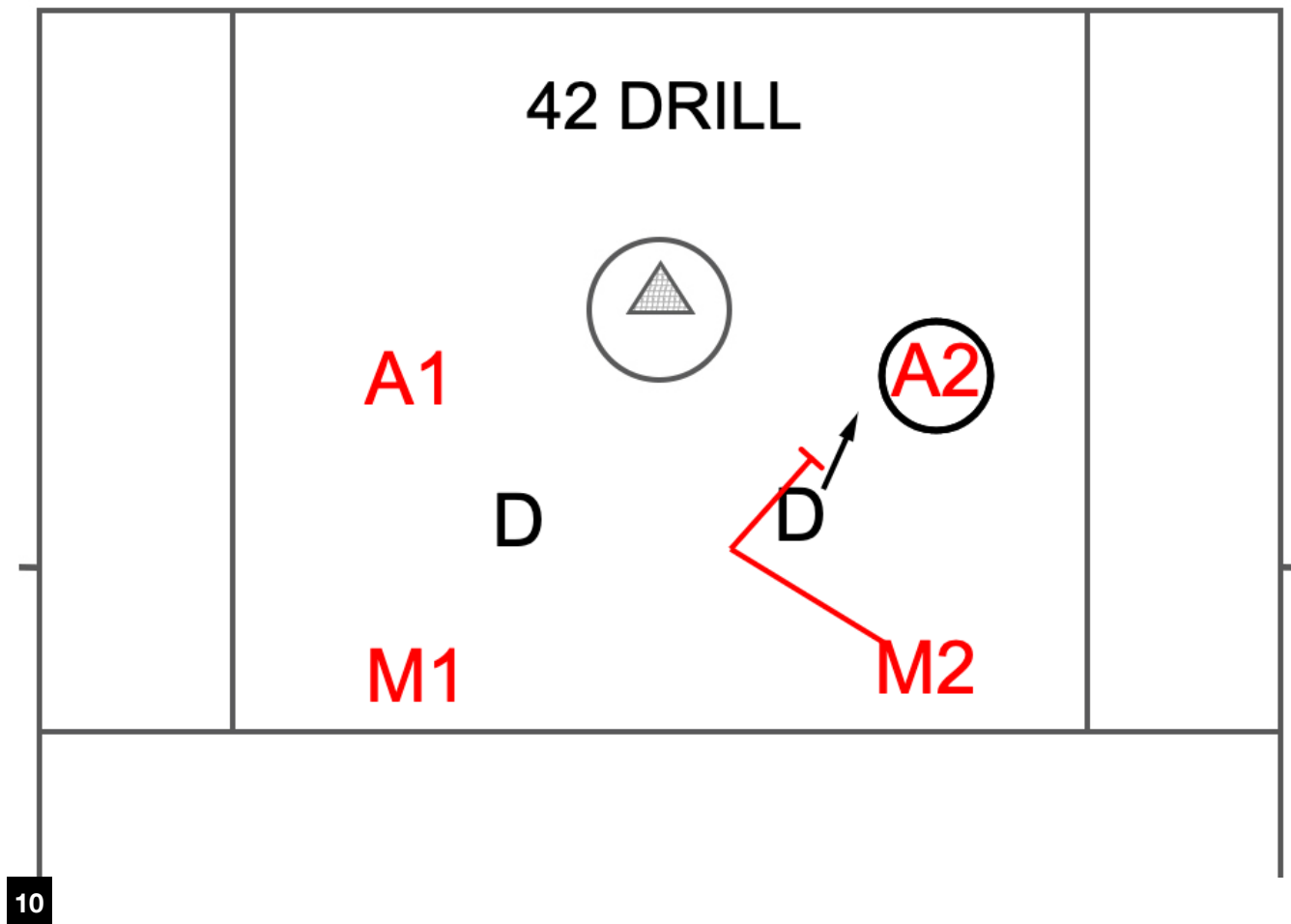


9

WEBBER INTERNATIONAL UNIV.



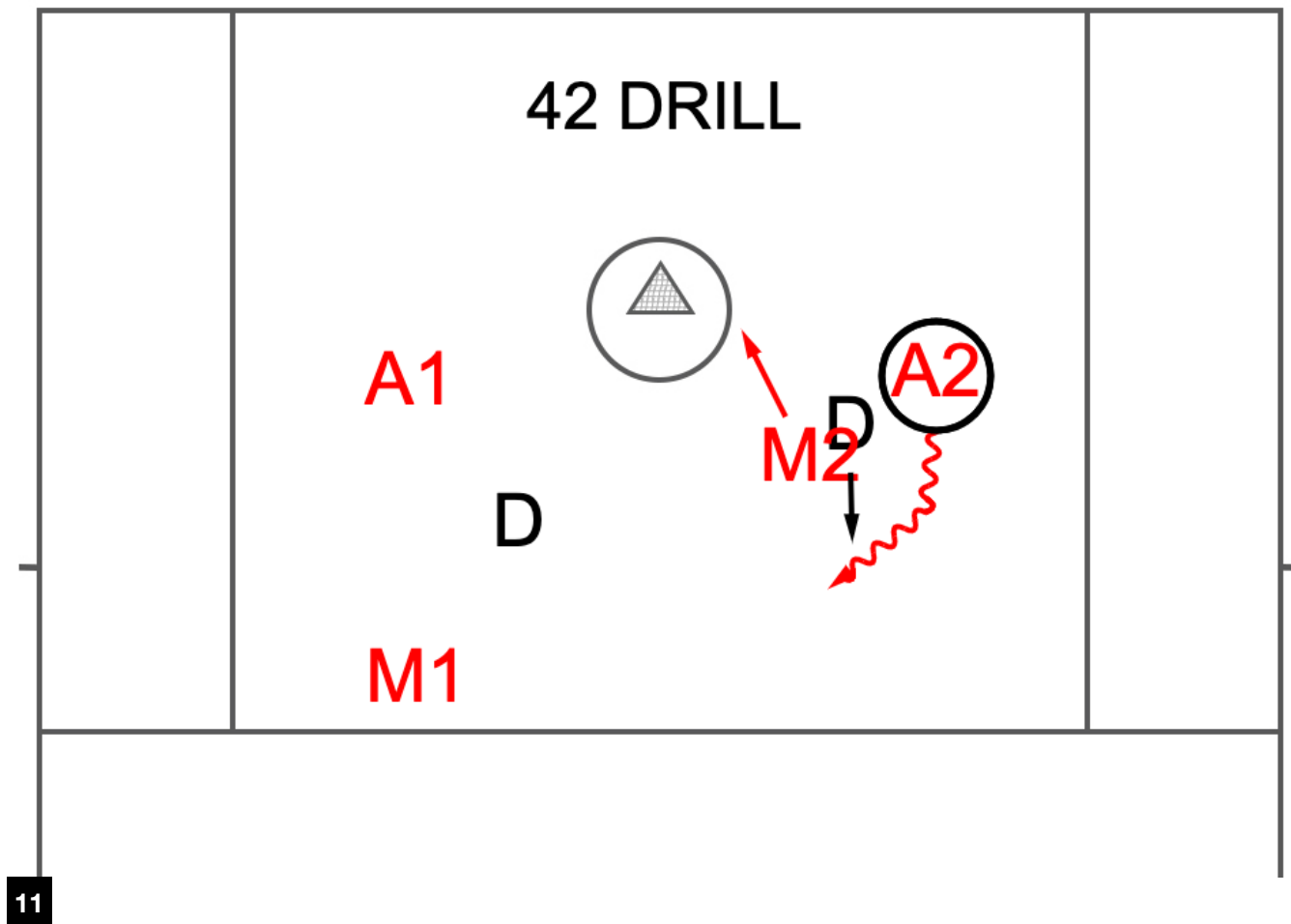
Frame 10 - END



WEBBER INTERNATIONAL UNIV.



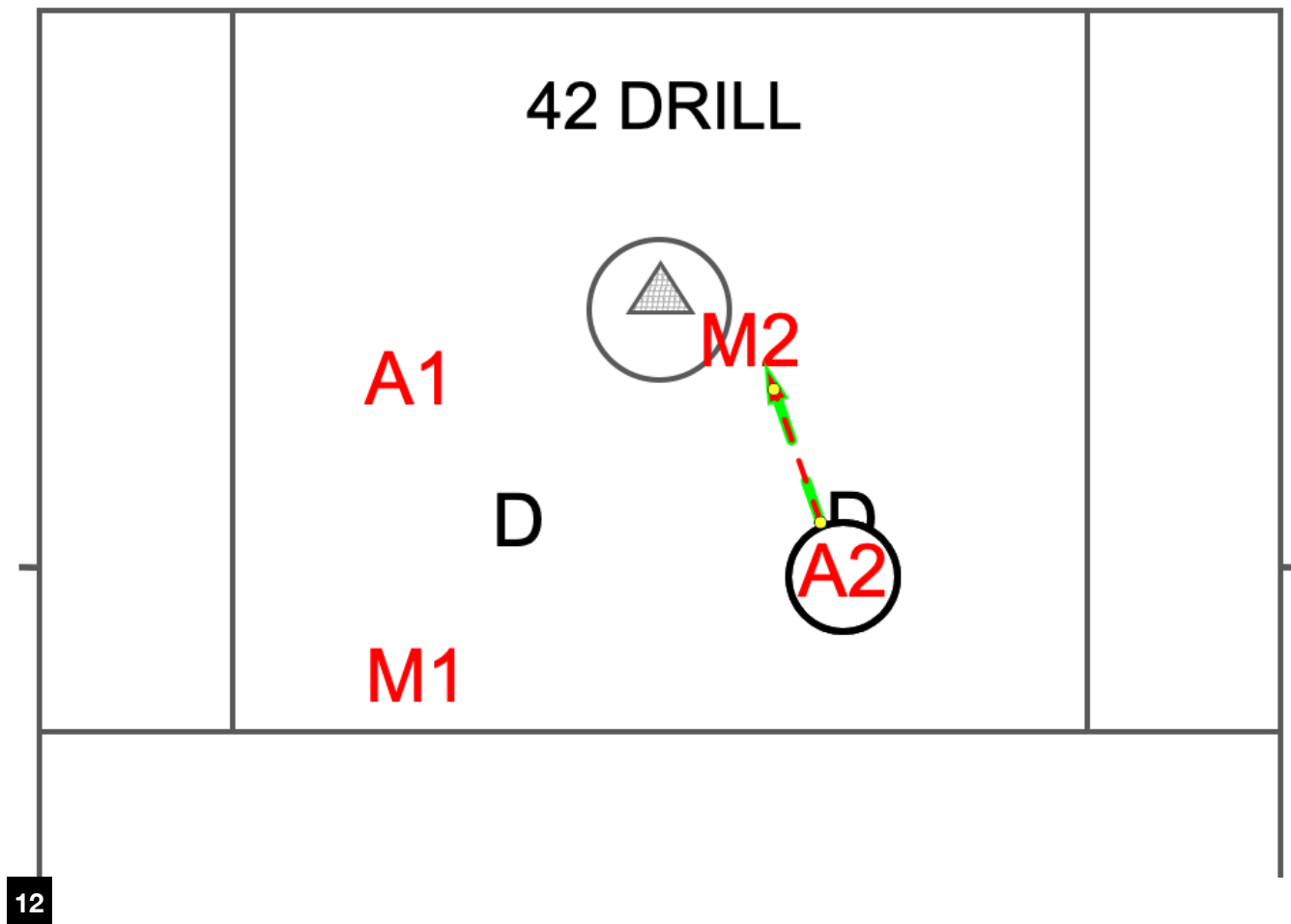
Frame 11 - END



WEBBER INTERNATIONAL UNIV.



Frame 12 - END

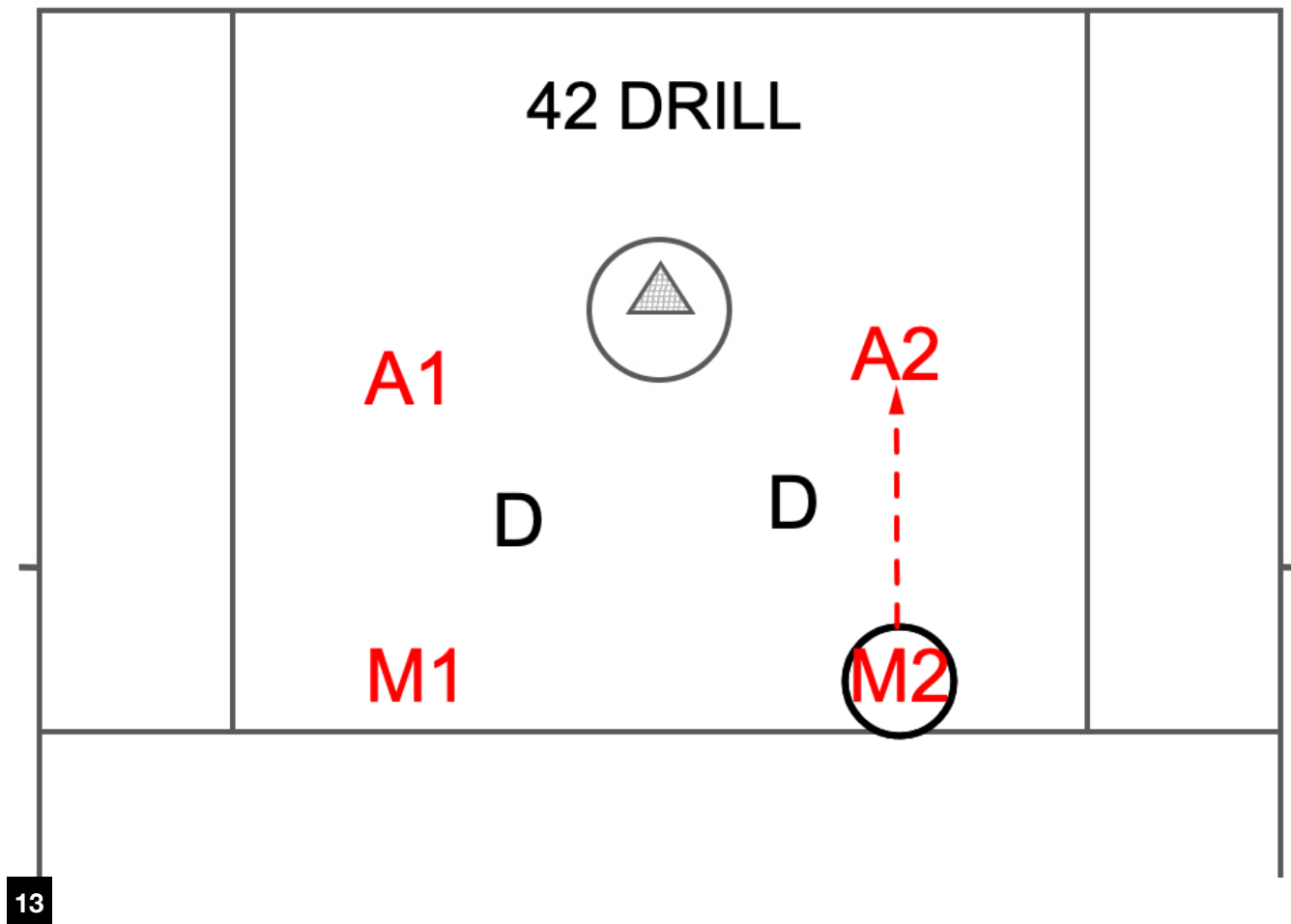


12

WEBBER INTERNATIONAL UNIV.



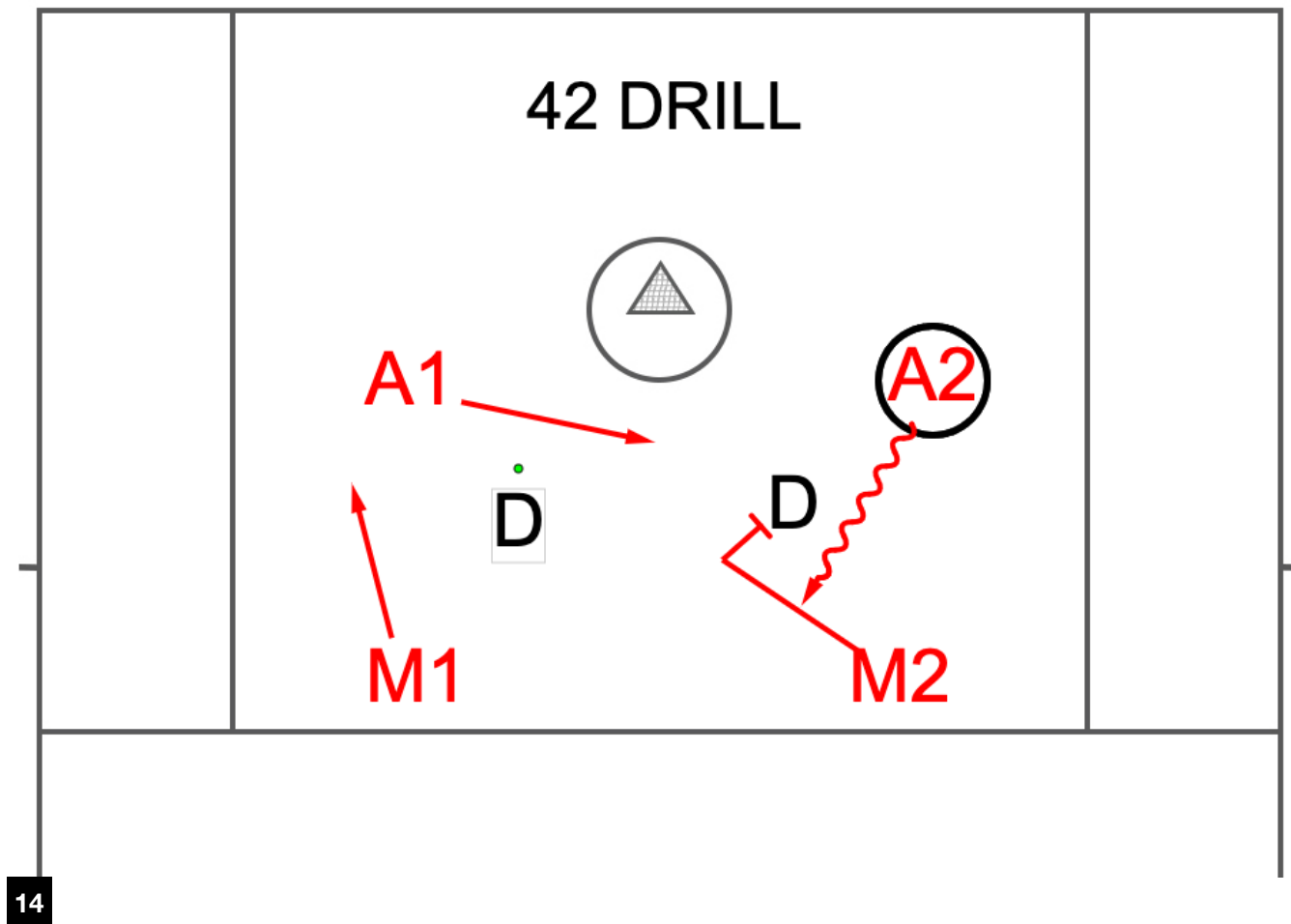
Frame 13 - END



WEBBER INTERNATIONAL UNIV.



Frame 14 - END

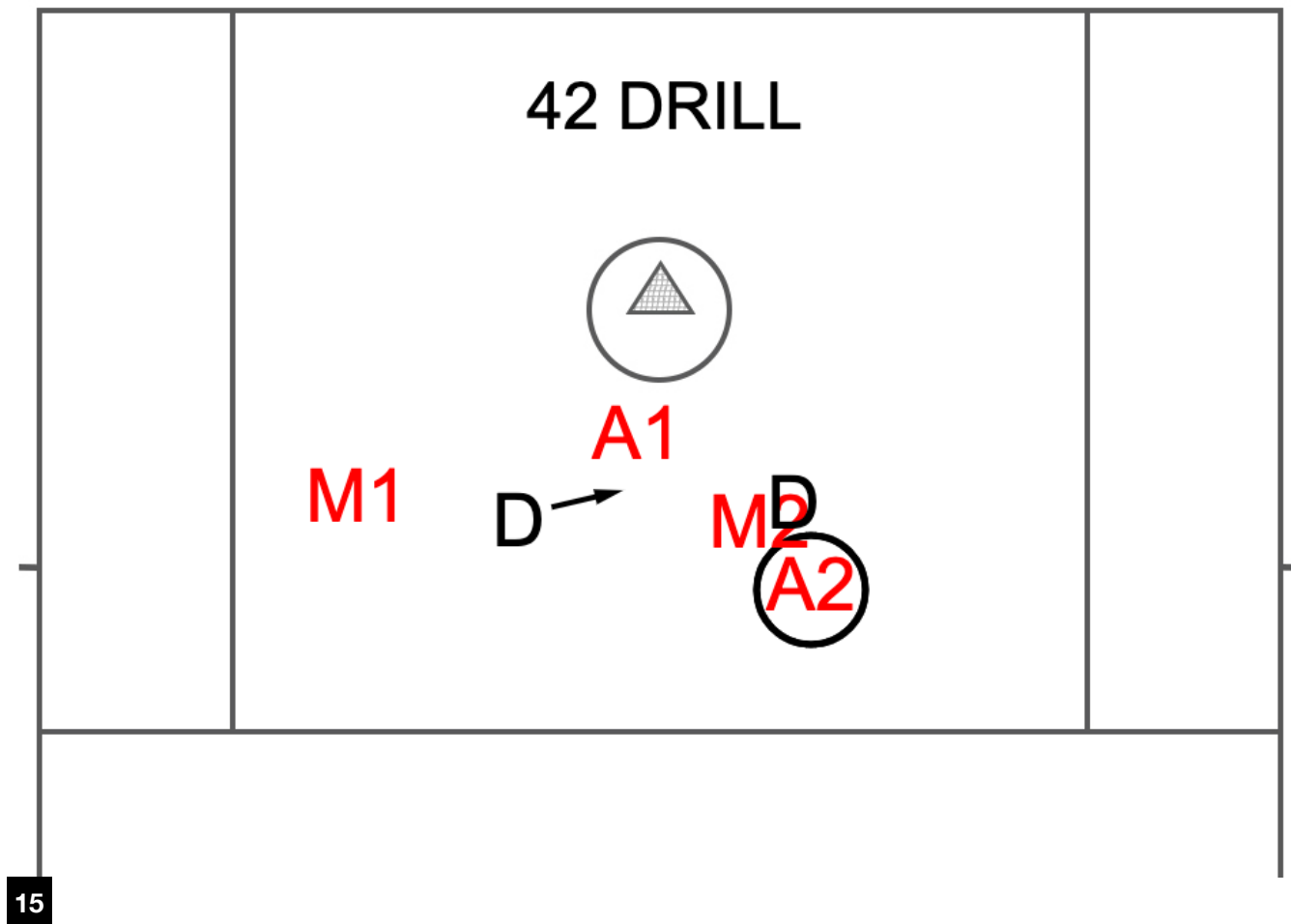


14

WEBBER INTERNATIONAL UNIV.



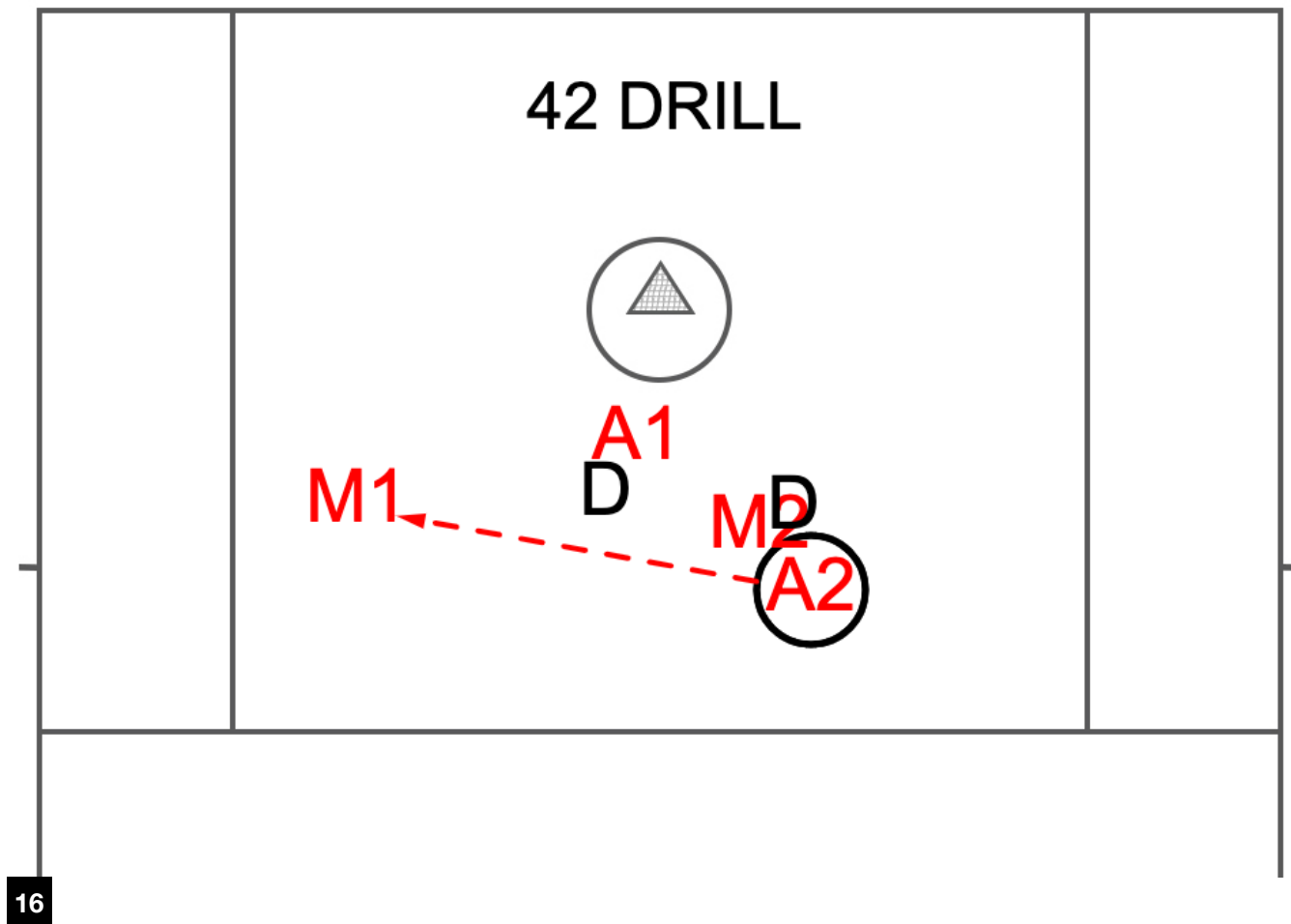
Frame 15 - END



WEBBER INTERNATIONAL UNIV.



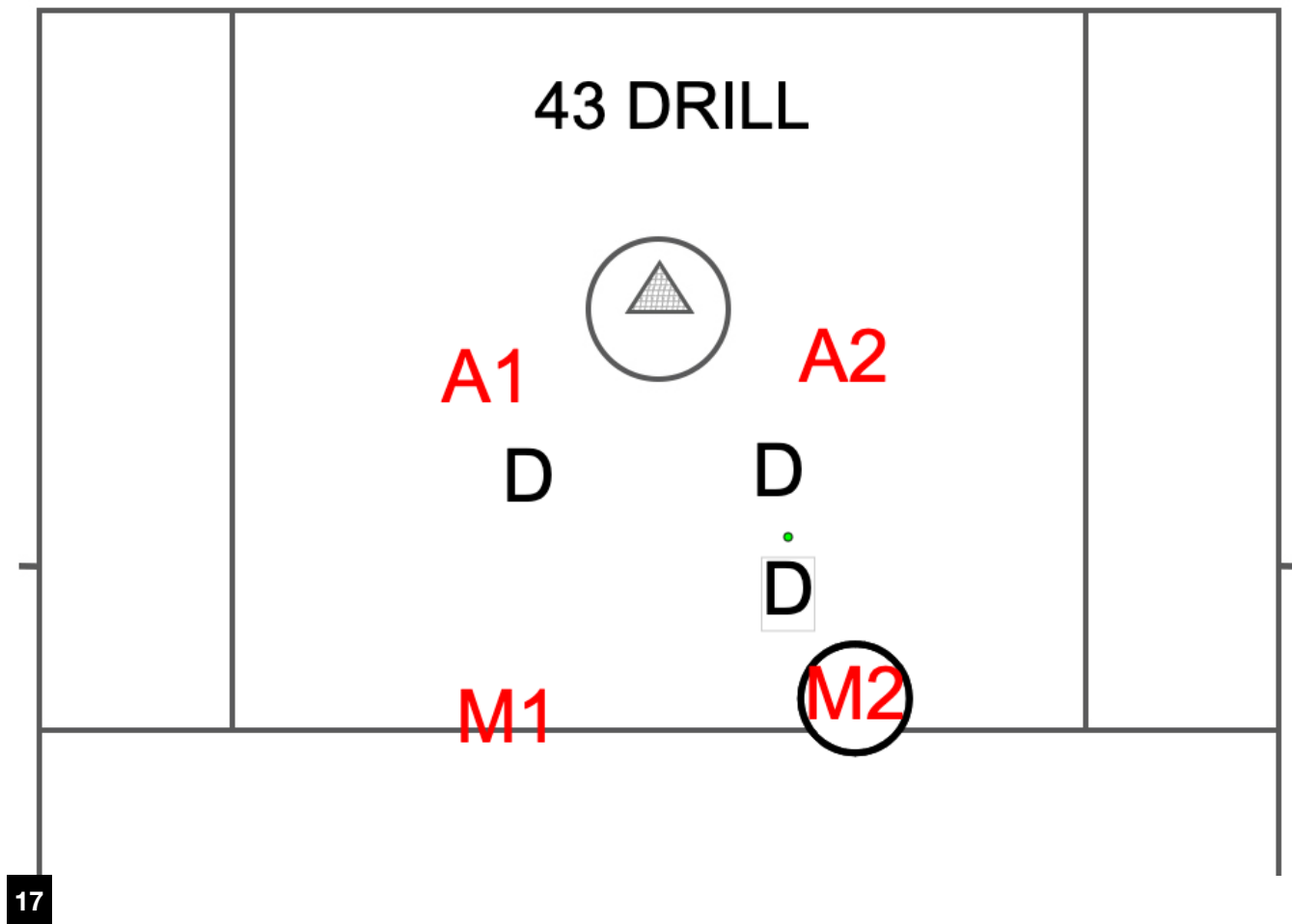
Frame 16 - END



WEBBER INTERNATIONAL UNIV.



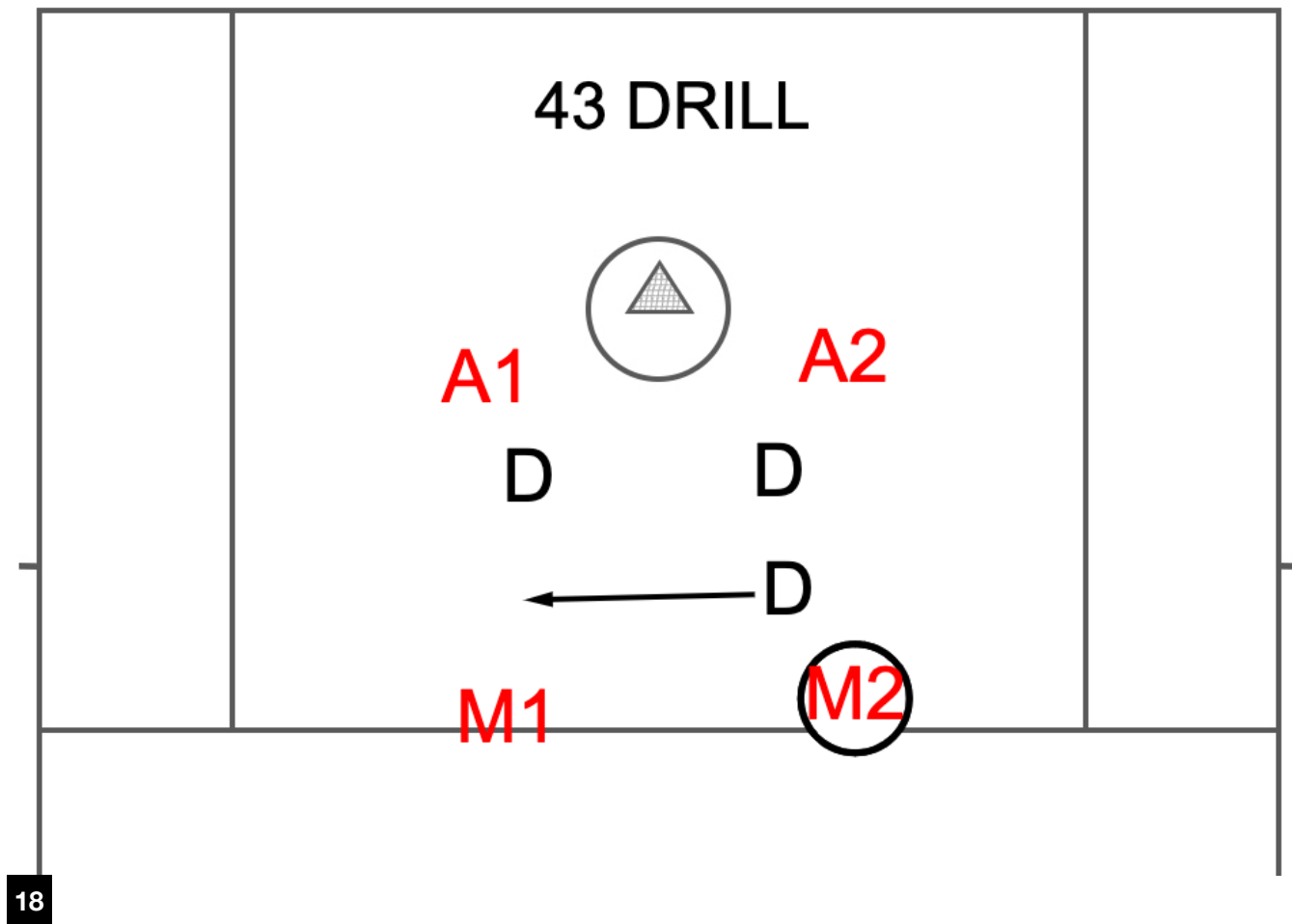
Frame 17 - END



WEBBER INTERNATIONAL UNIV.



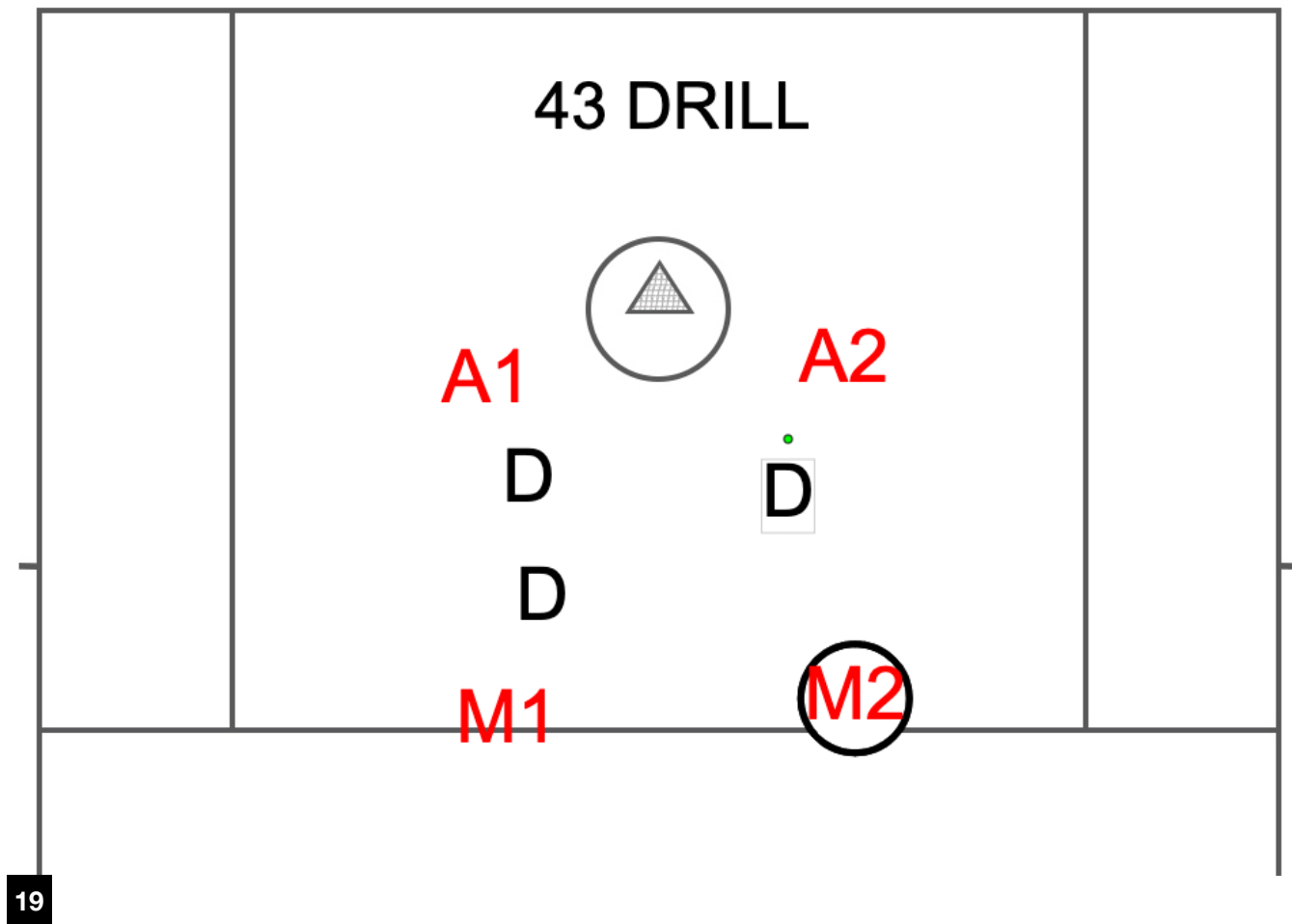
Frame 18 - END



WEBBER INTERNATIONAL UNIV.



Frame 19 - END

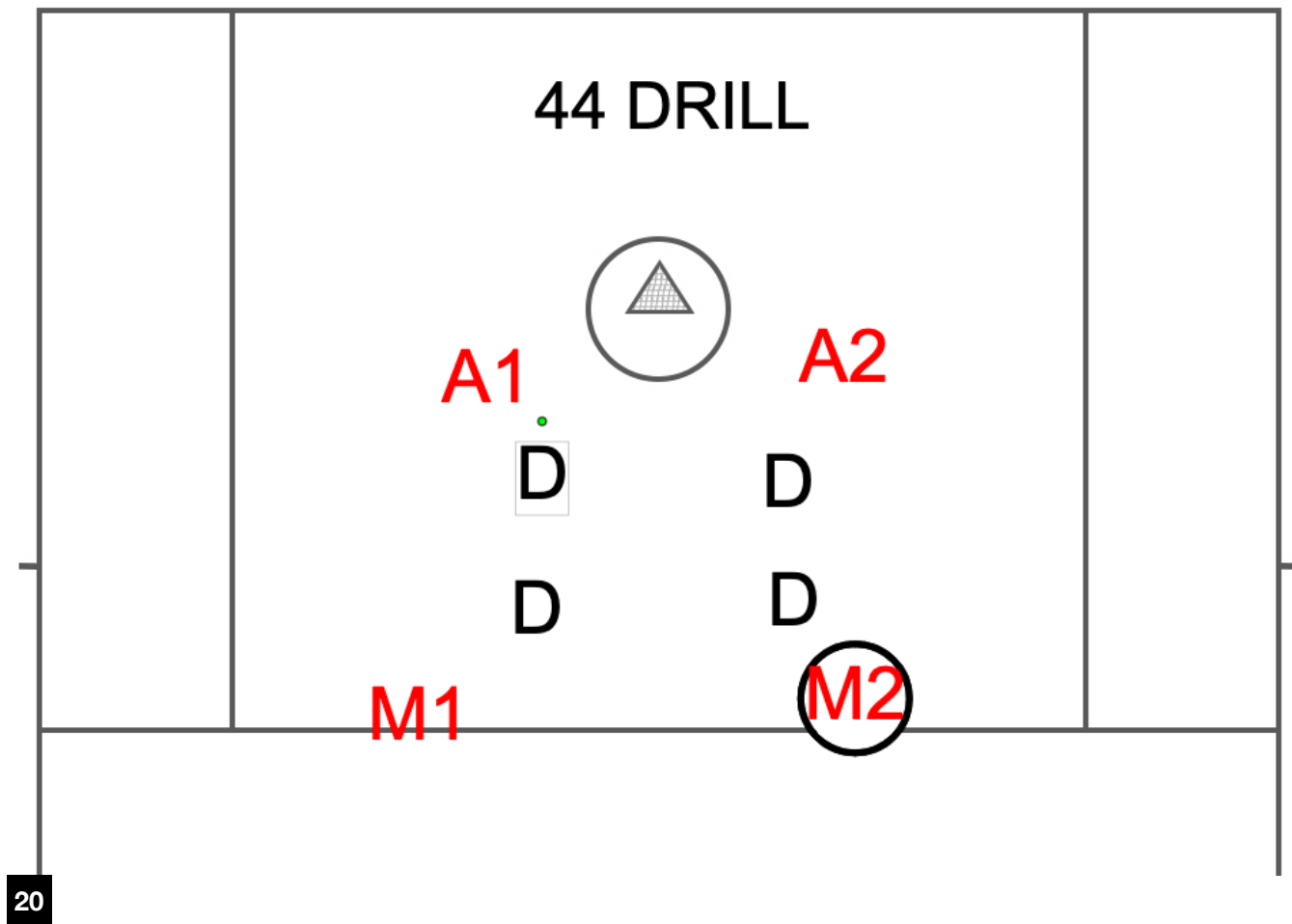


19

WEBBER INTERNATIONAL UNIV.



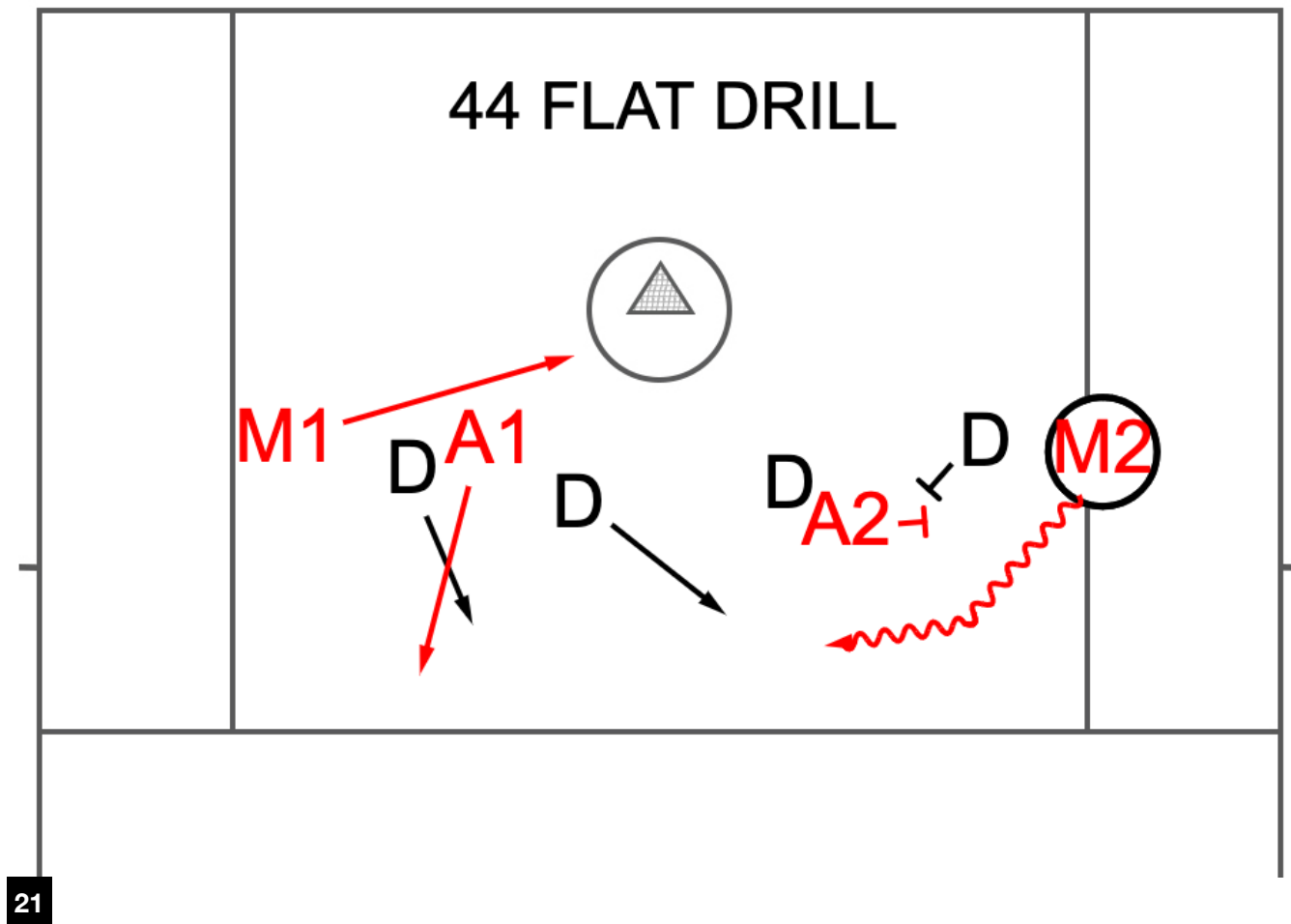
Frame 20 - END



WEBBER INTERNATIONAL UNIV.



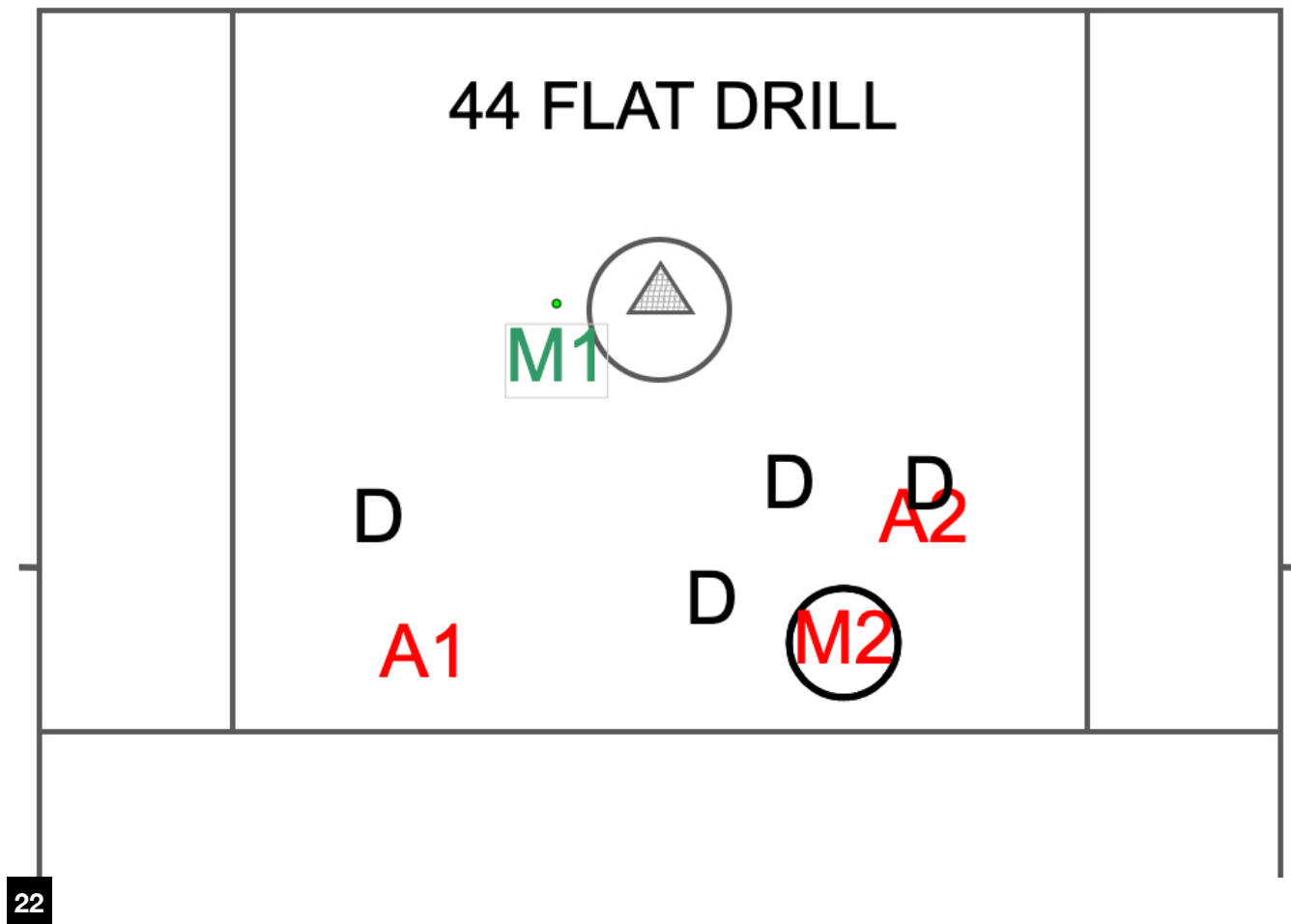
Frame 21 - END



WEBBER INTERNATIONAL UNIV.



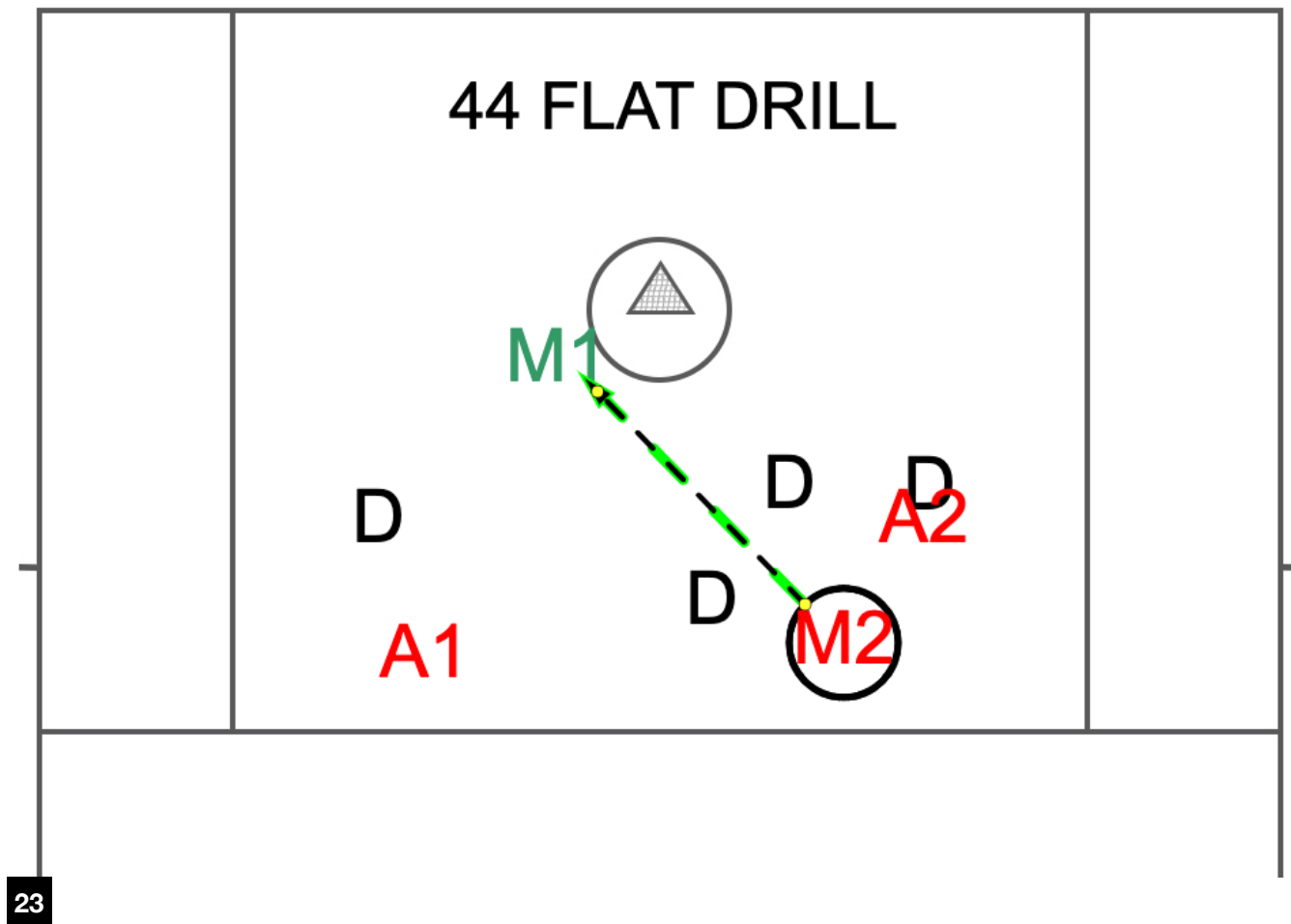
Frame 22 - END



WEBBER INTERNATIONAL UNIV.



Frame 23 - END

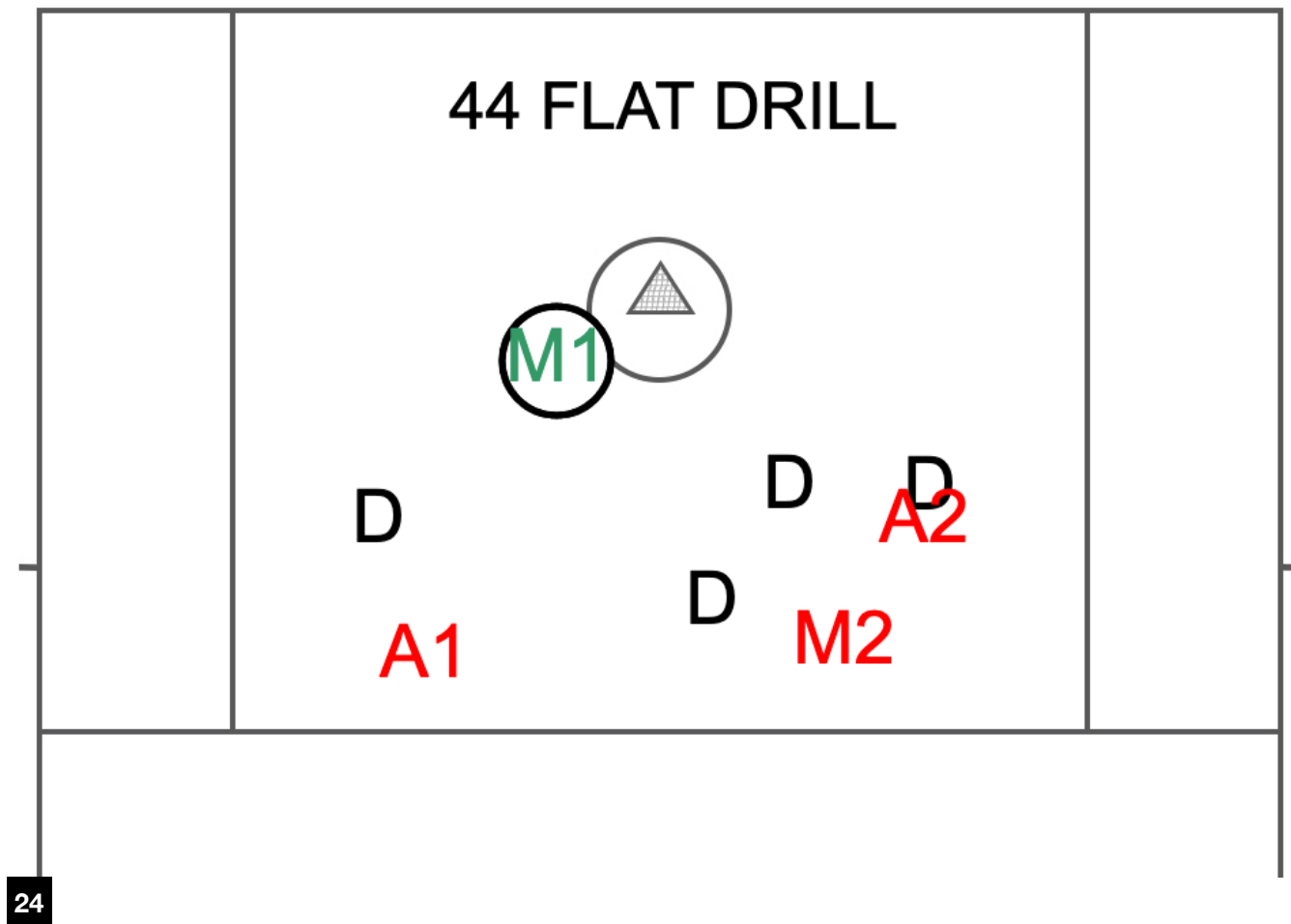


23

WEBBER INTERNATIONAL UNIV.



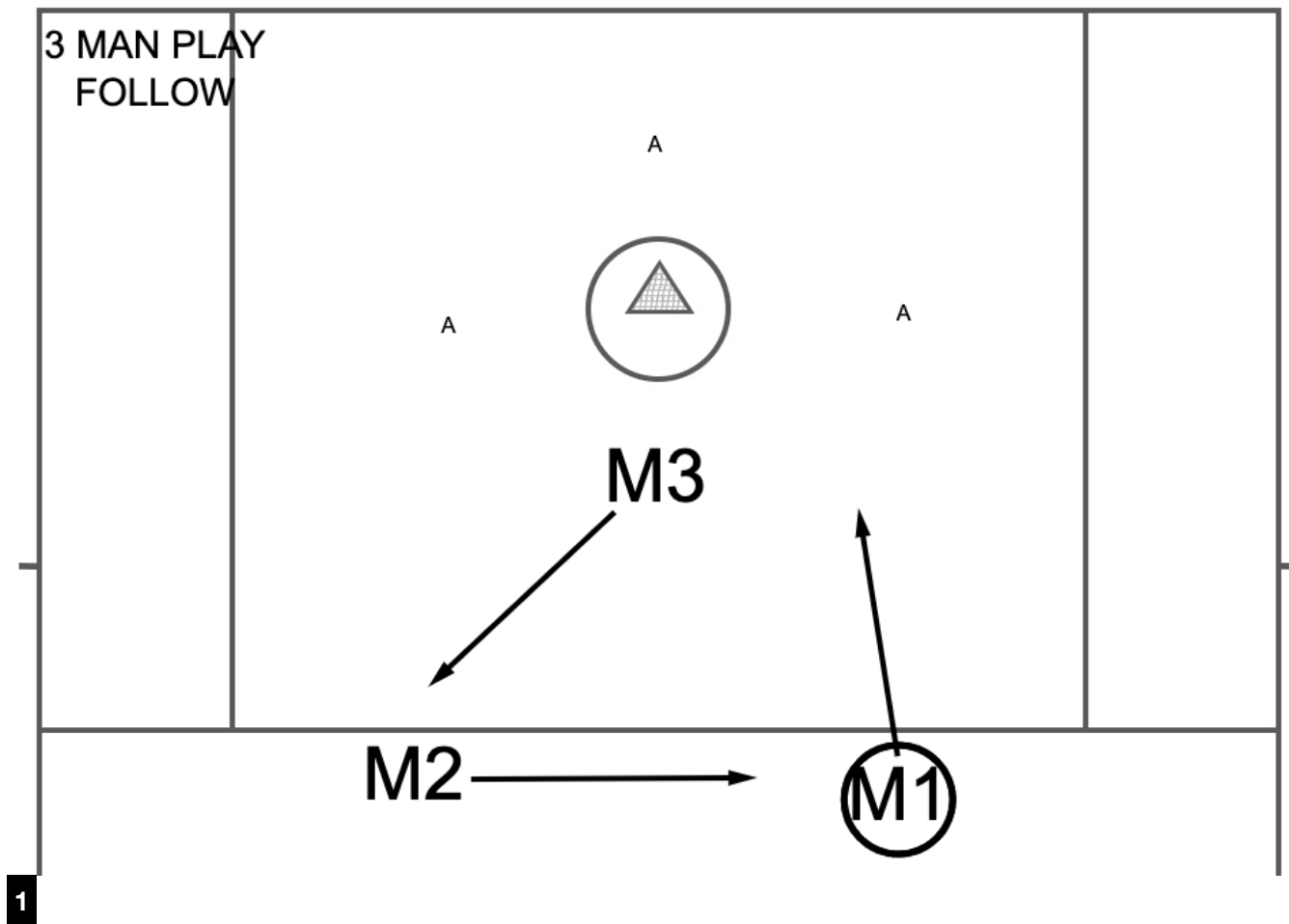
END



WEBBER INTERNATIONAL UNIV.



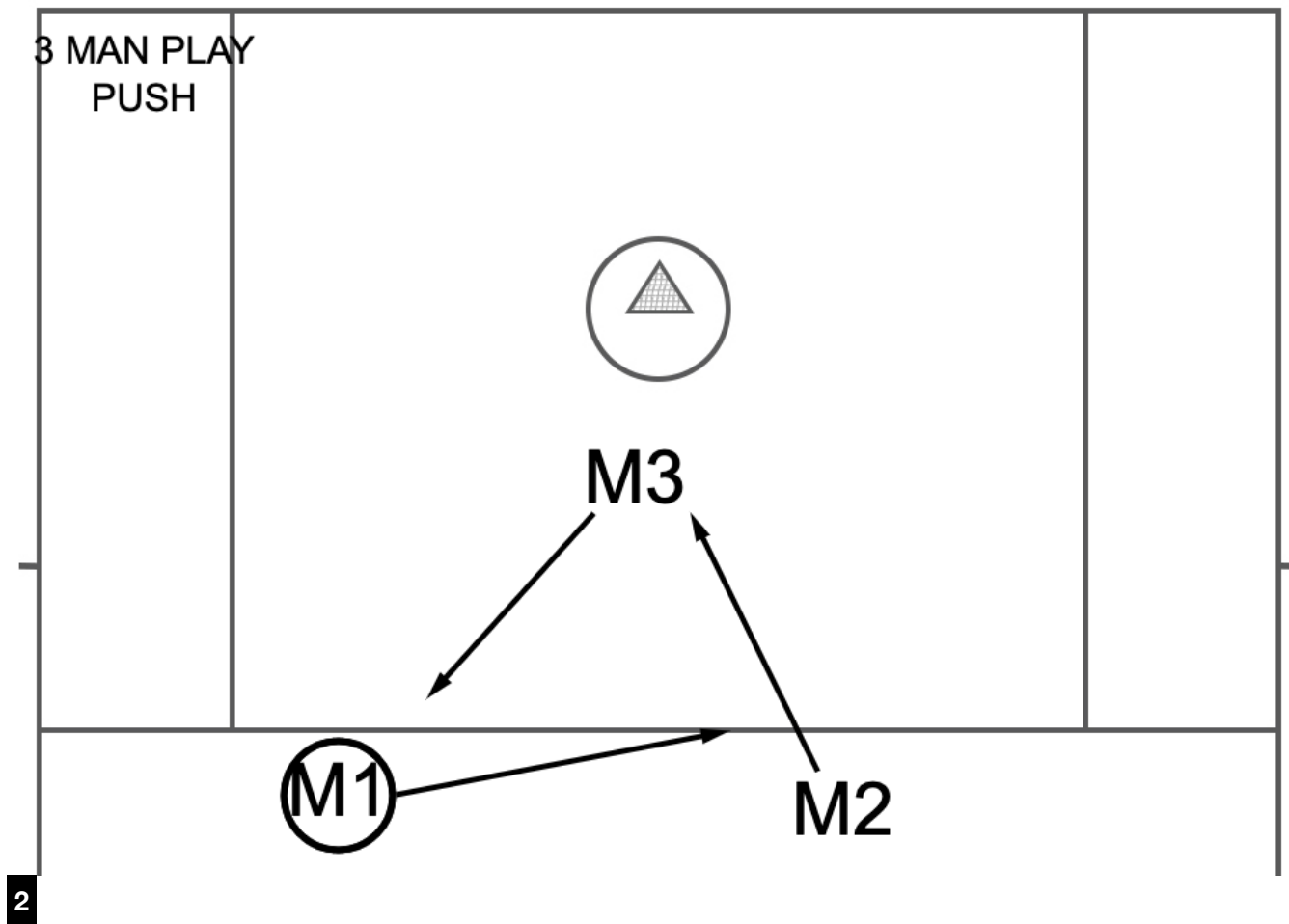
FOLLOW



WEBBER INTERNATIONAL UNIV.



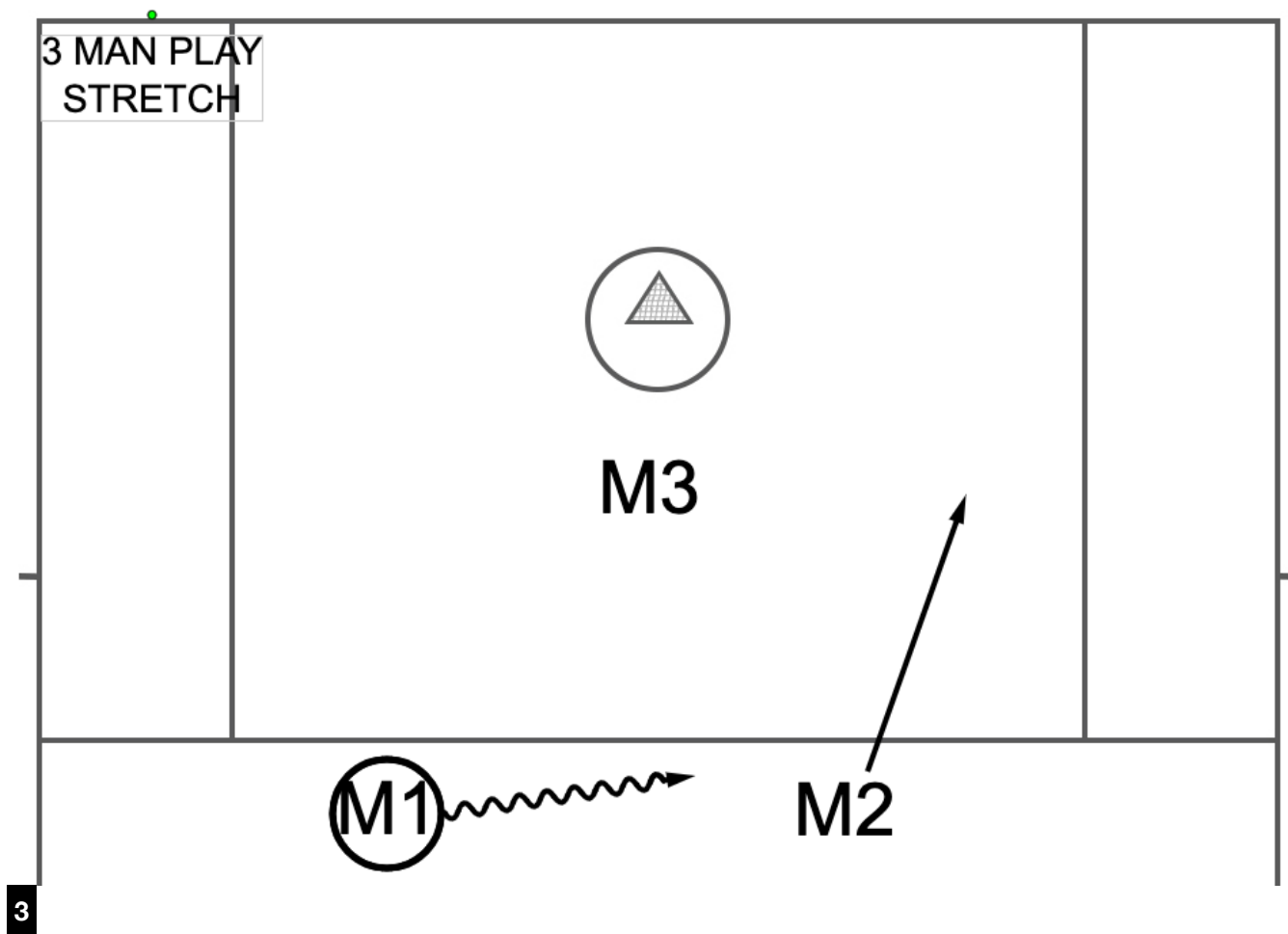
PUSH



WEBBER INTERNATIONAL UNIV.



STRETCH

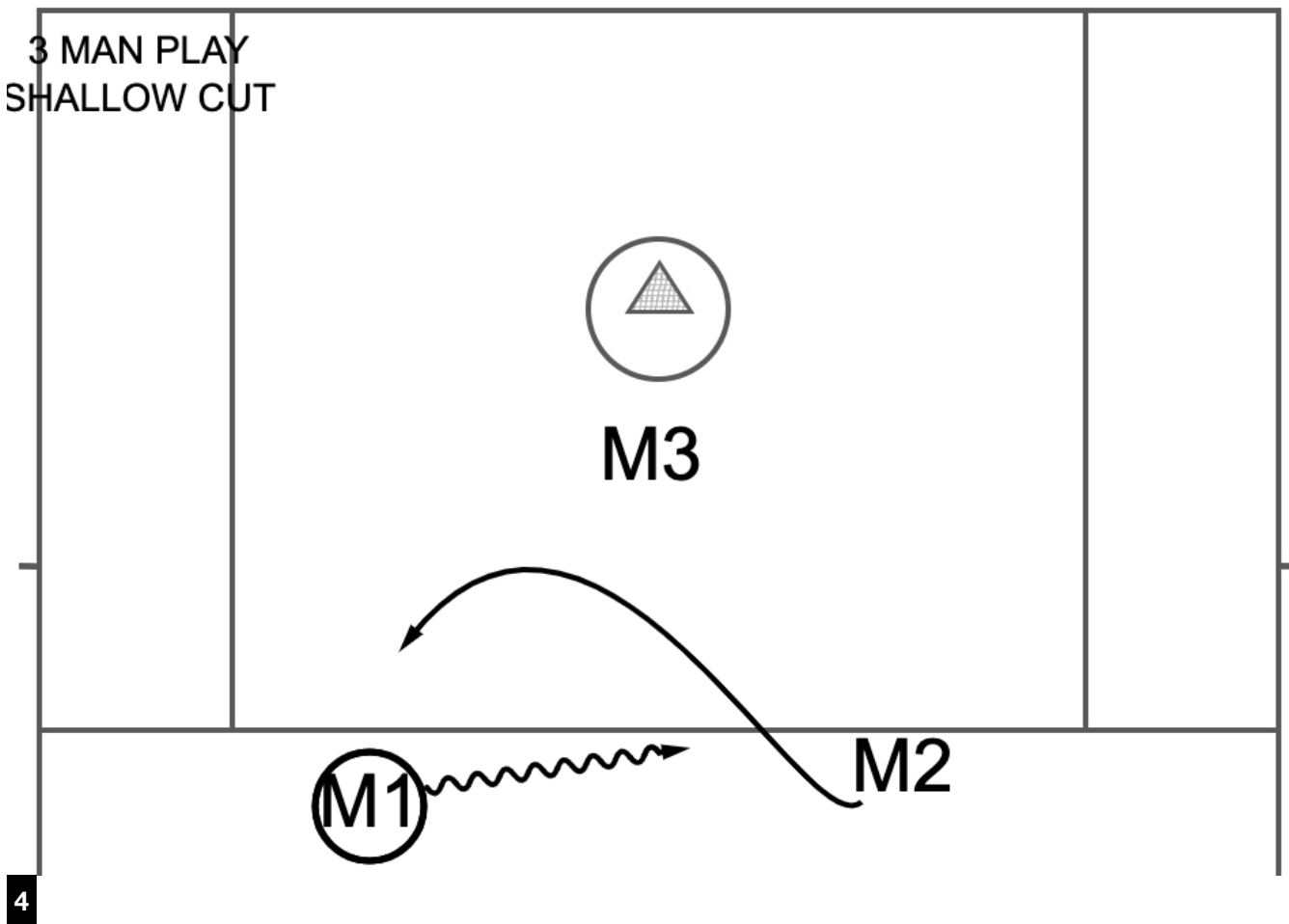


WEBBER INTERNATIONAL UNIV.



SHALLOW

3 MAN PLAY
SHALLOW CUT

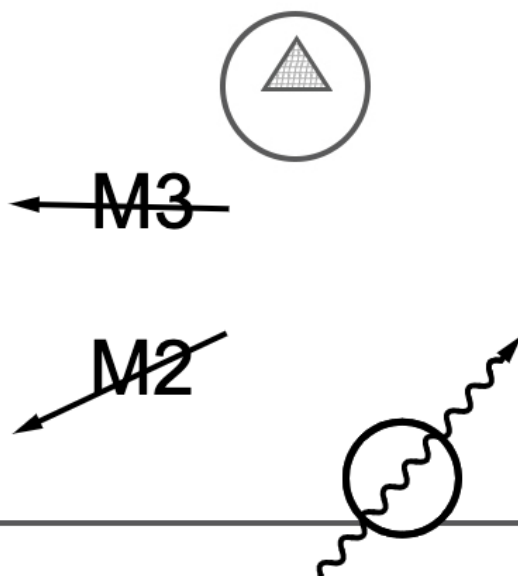


WEBBER INTERNATIONAL UNIV.



STACK

3 MAN PLAY
STACK

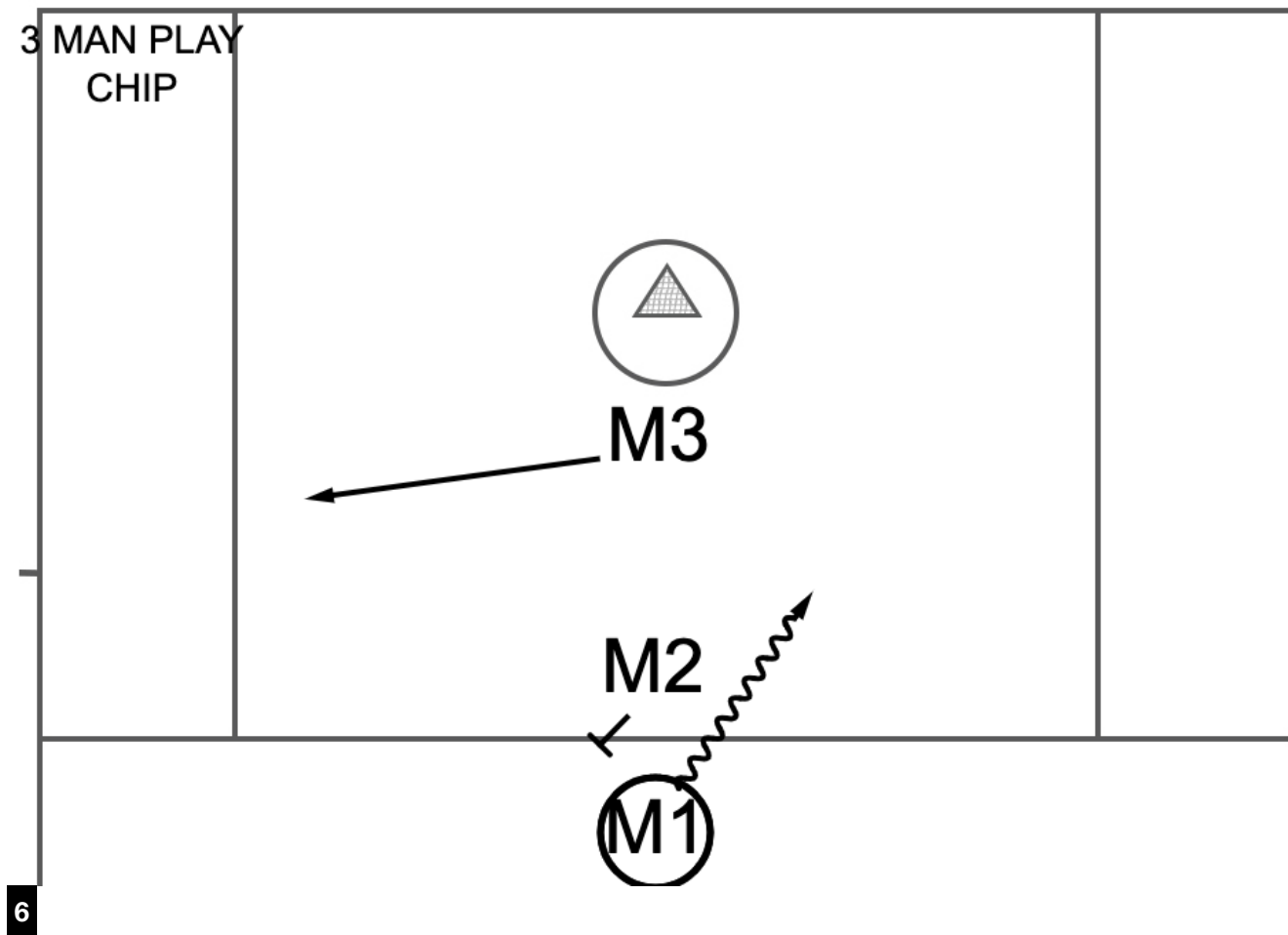


5

WEBBER INTERNATIONAL UNIV.



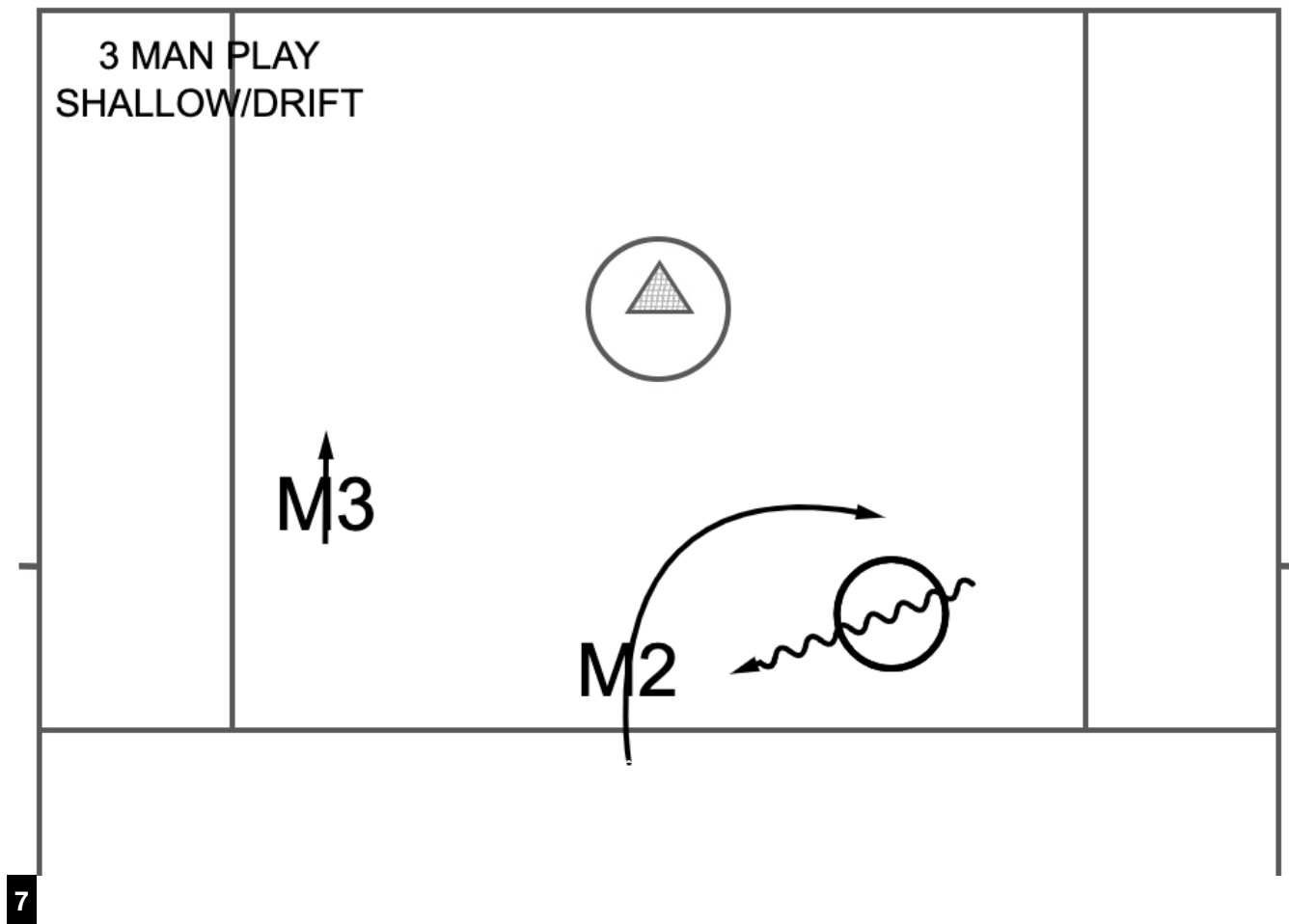
CHIP (FADE)



WEBBER INTERNATIONAL UNIV.



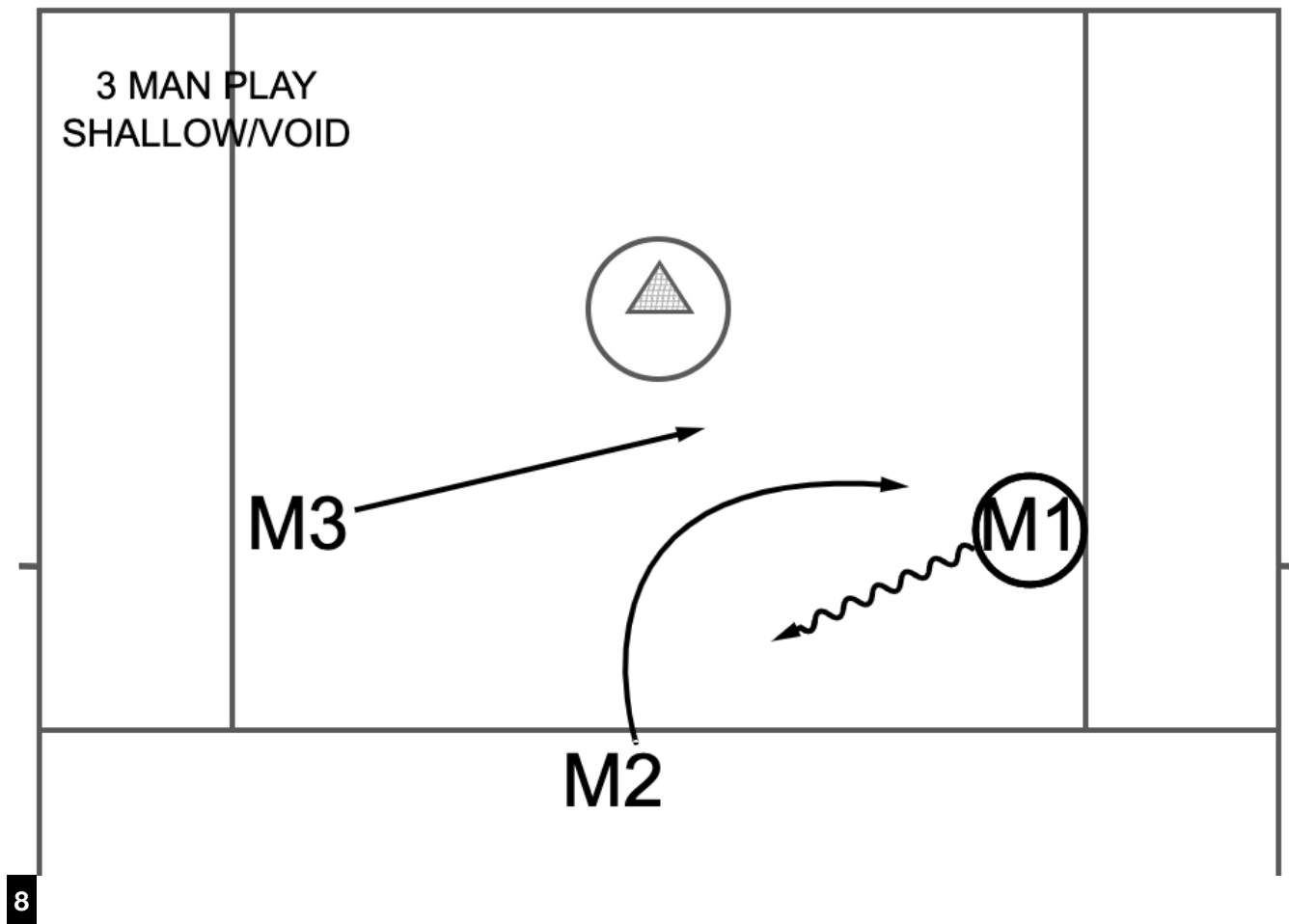
SHALLOW/DRIFT



WEBBER INTERNATIONAL UNIV.



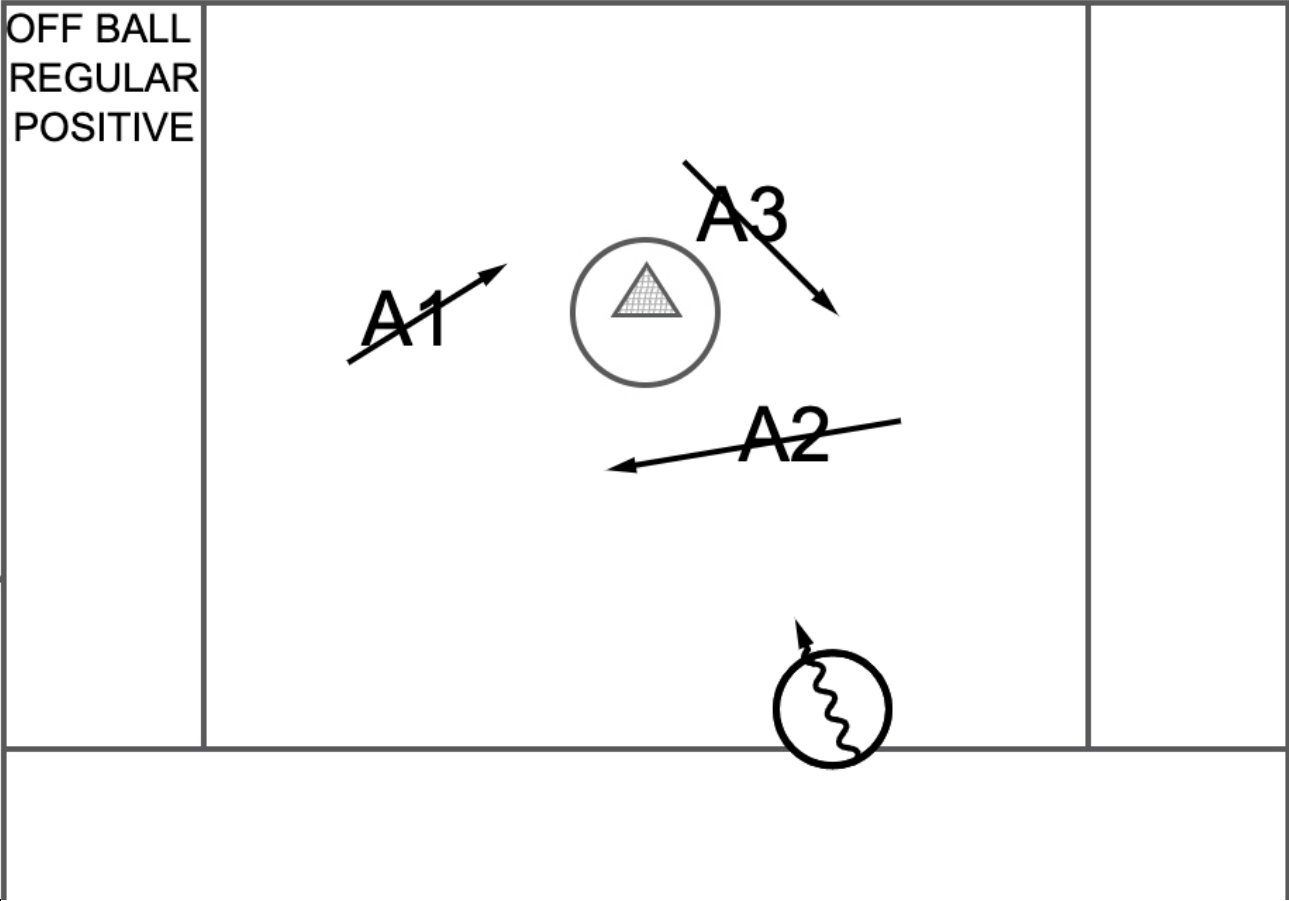
SHALLOW/VOID



WEBBER INTERNATIONAL UNIV.



POSITIVE



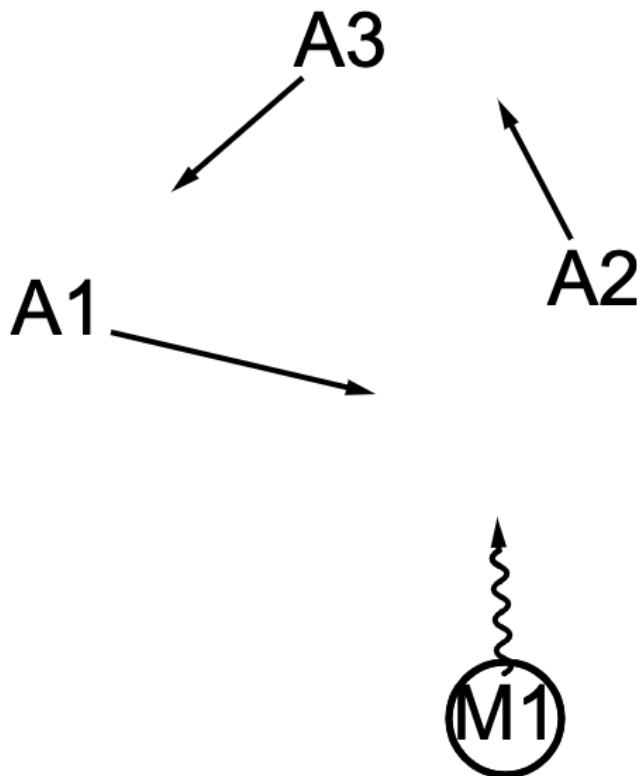
WEBBER INTERNATIONAL UNIV.



NEGATIVE

OFF BALL

REVERSE
OPPOSITE
NEGATIVE

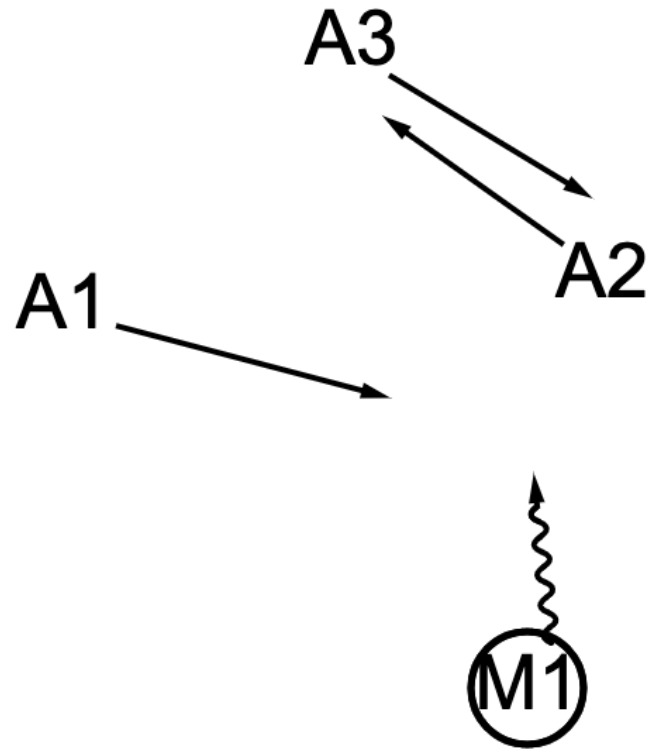


WEBBER INTERNATIONAL UNIV.



EXCH/VOID

EXCHANGE
VOID

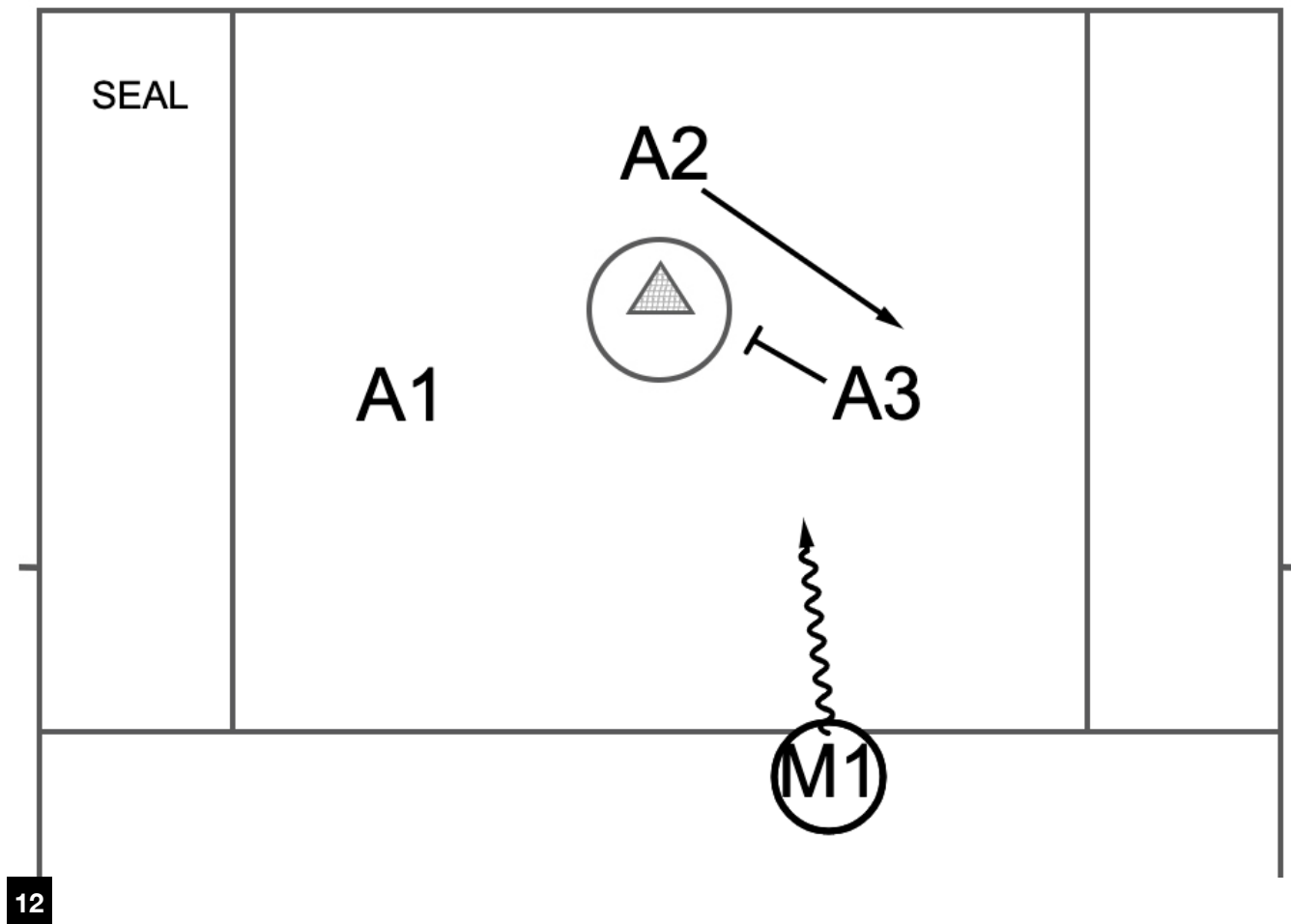


11

WEBBER INTERNATIONAL UNIV.



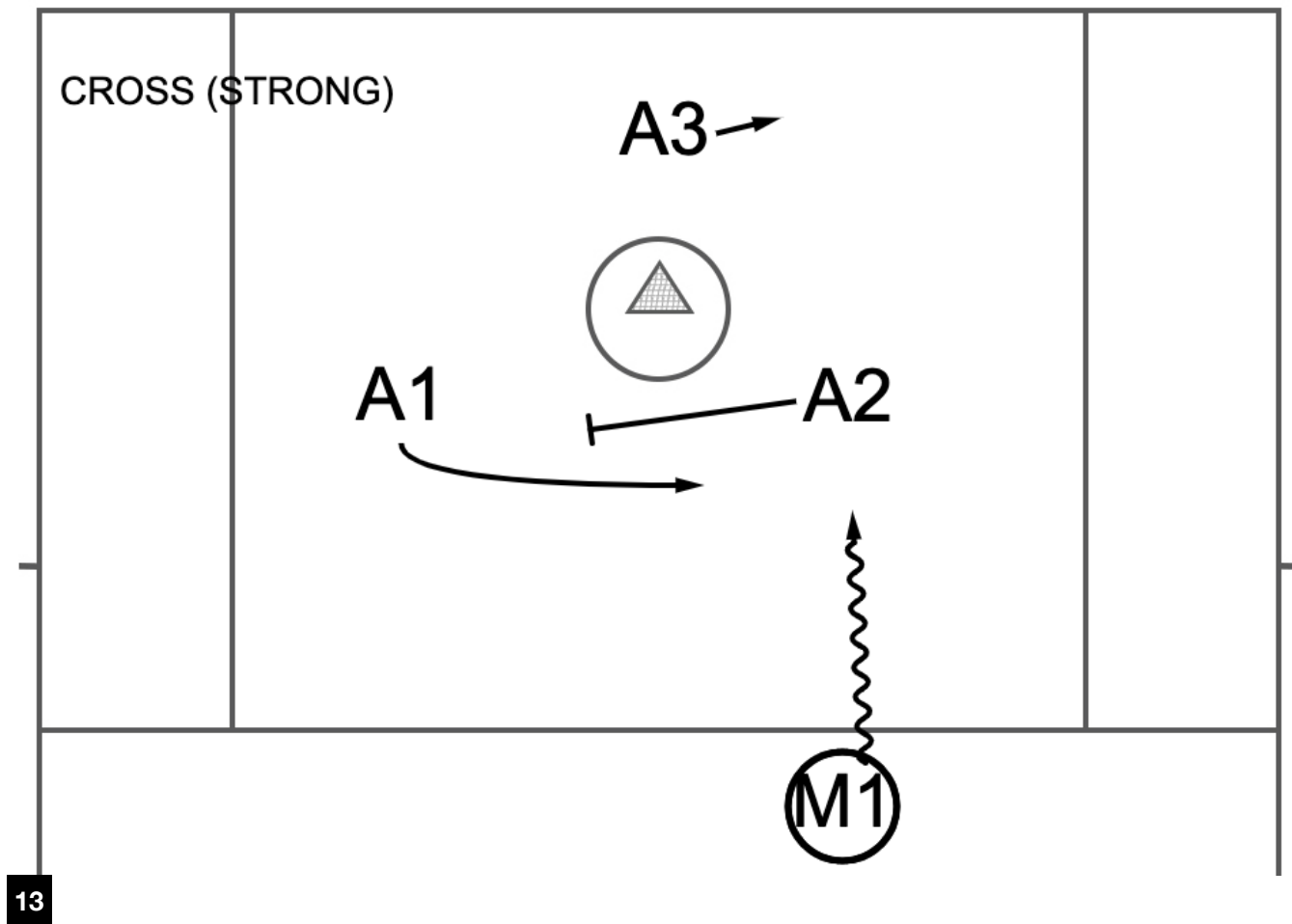
SEAL



WEBBER INTERNATIONAL UNIV.



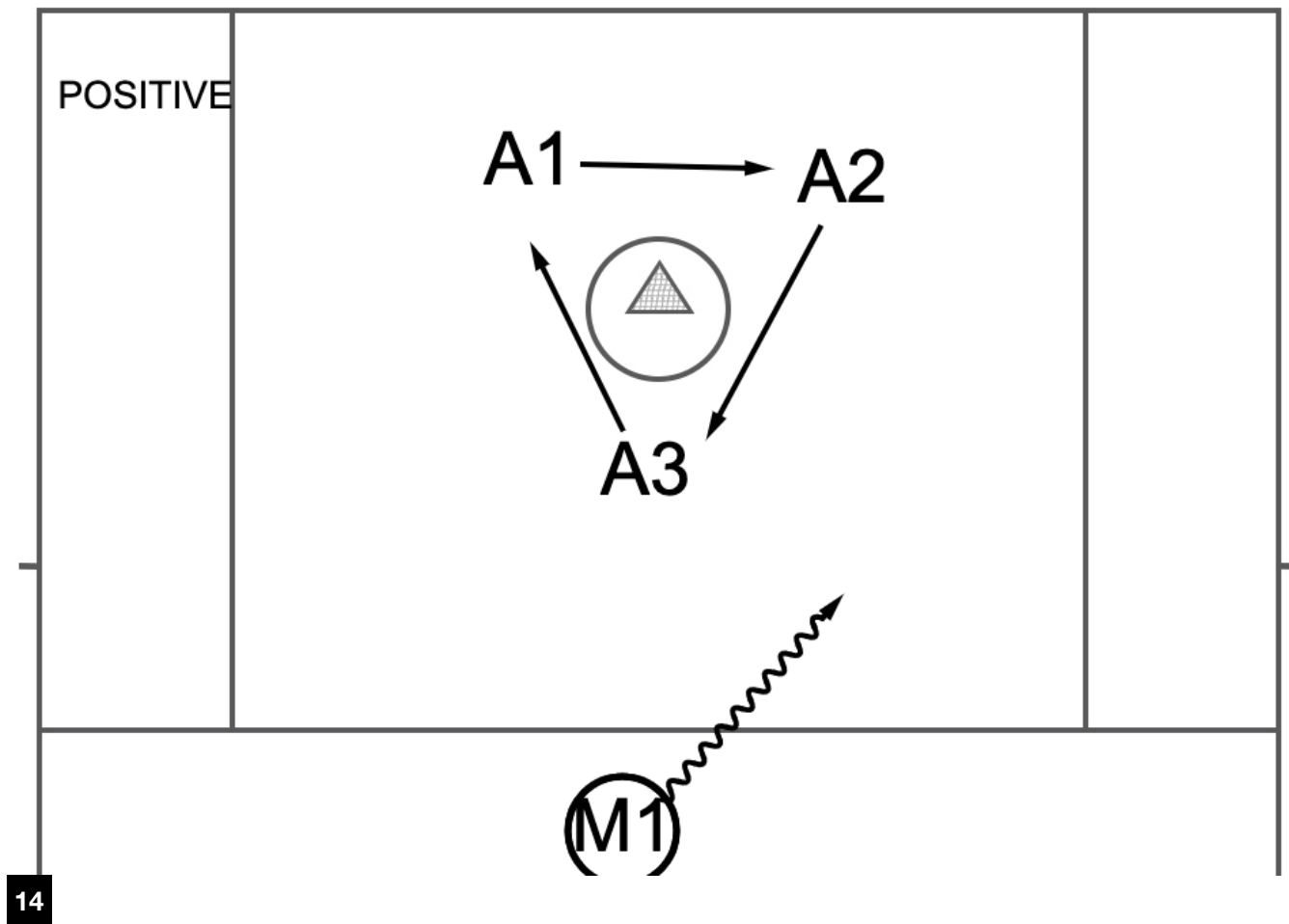
CROSS (STRONG)



WEBBER INTERNATIONAL UNIV.



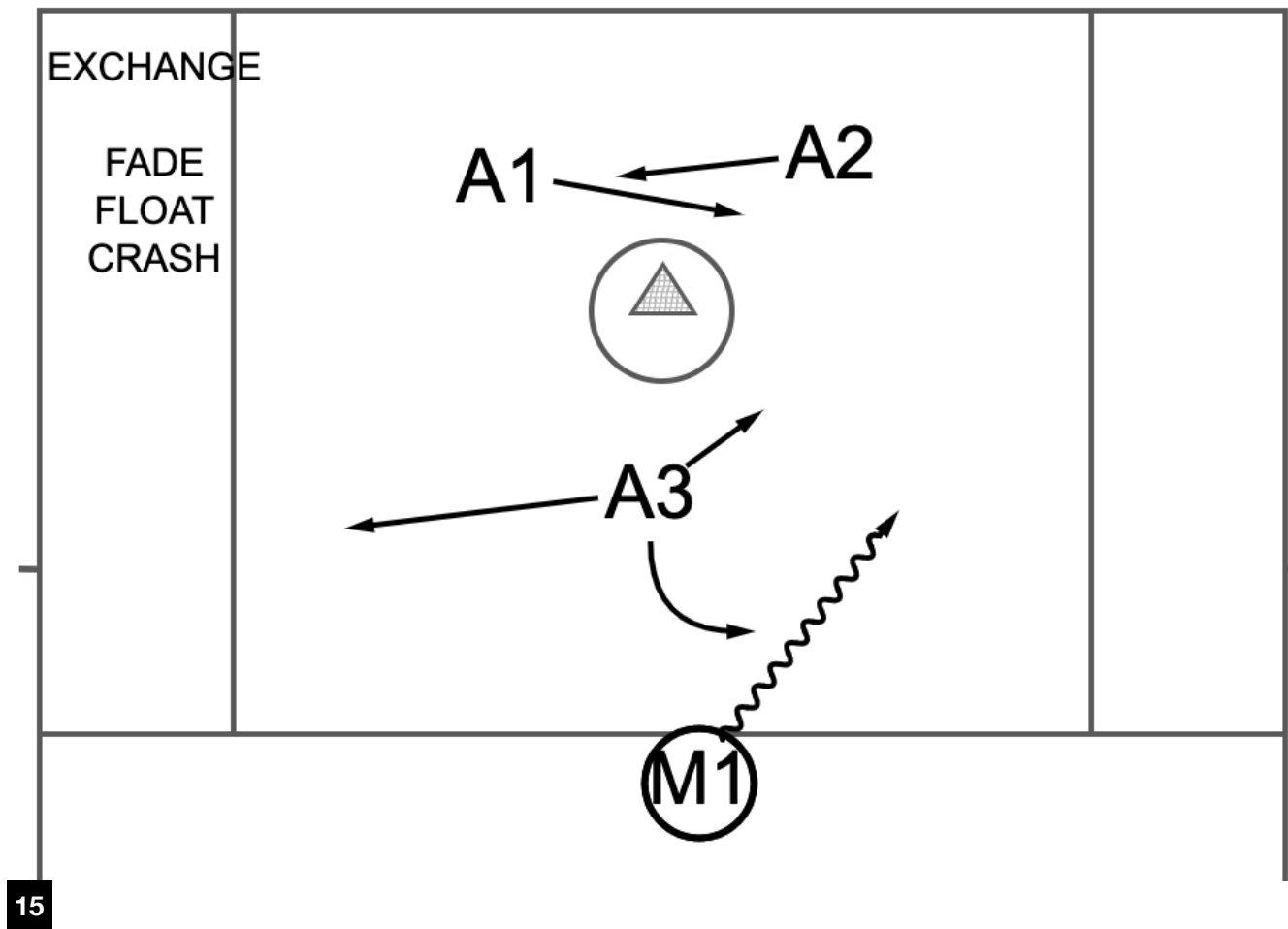
POSITIVE



WEBBER INTERNATIONAL UNIV.



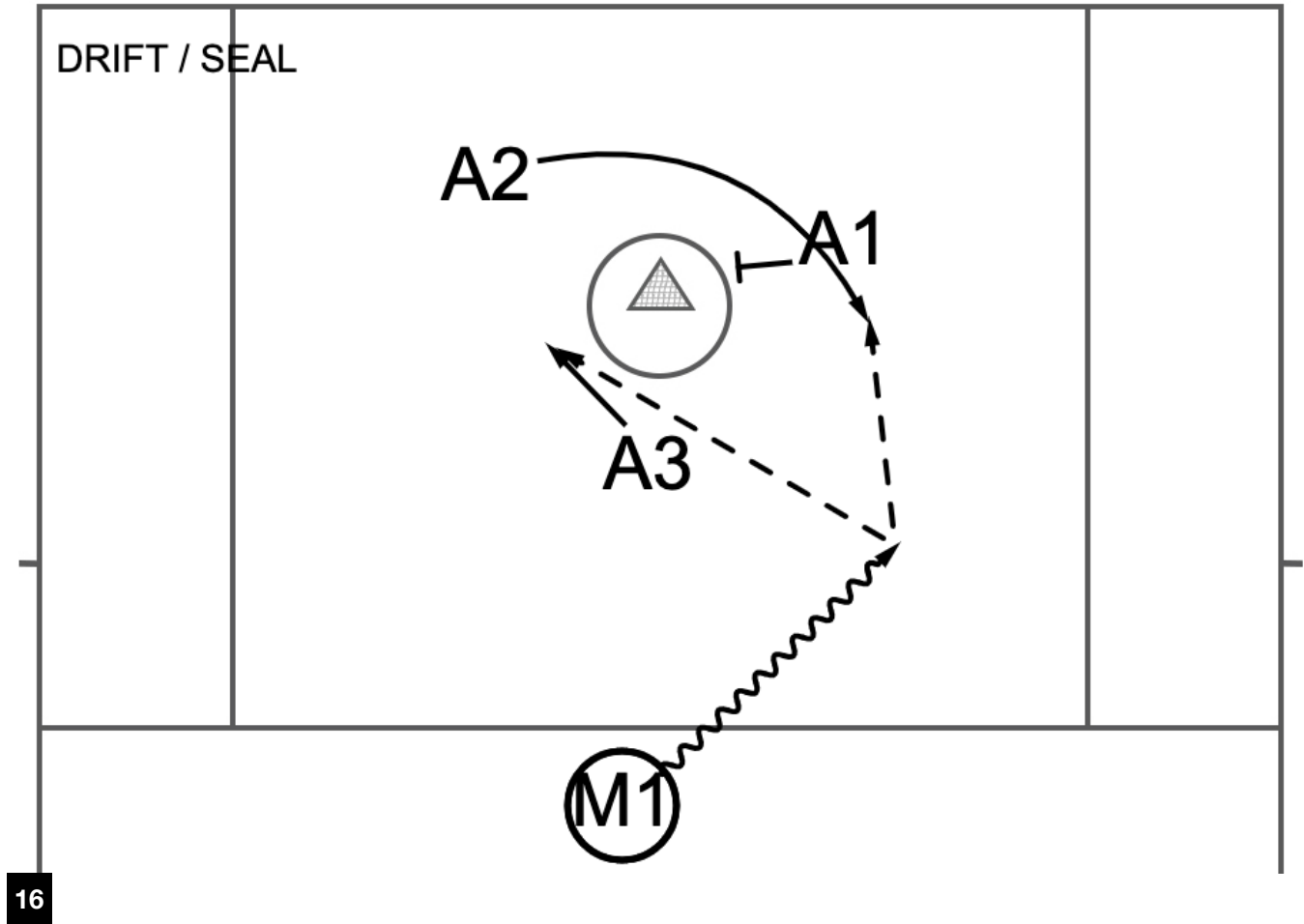
EXCHANGE (FADE/FLOAT/CRASH)



WEBBER INTERNATIONAL UNIV.



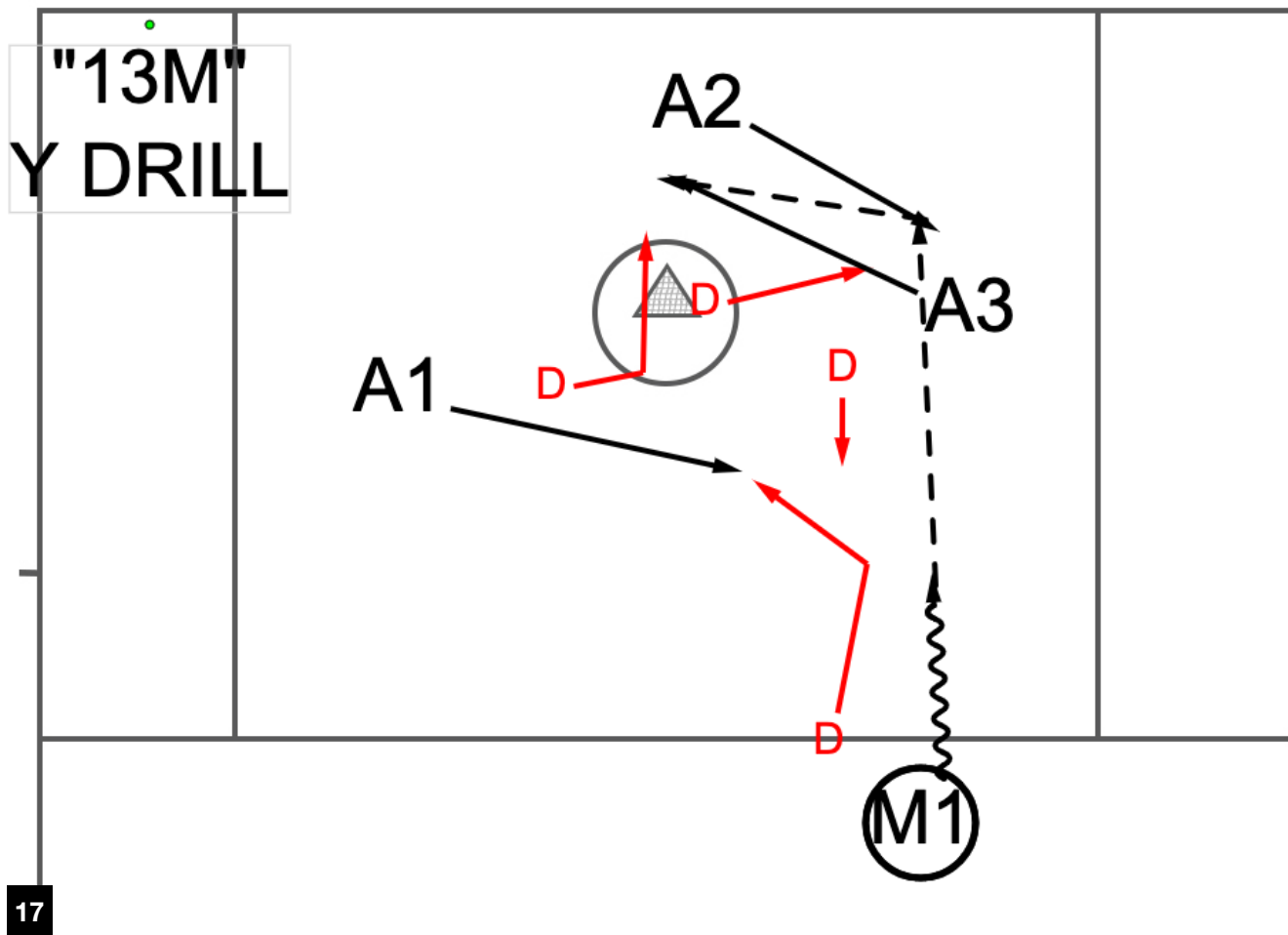
DRIFT/SEAL



WEBBER INTERNATIONAL UNIV.



Frame 17 - END



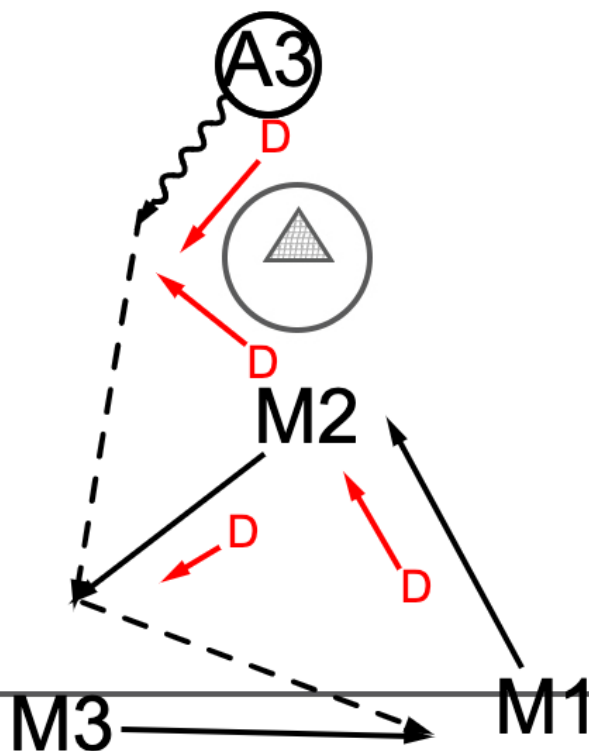
17

WEBBER INTERNATIONAL UNIV.



Frame 18 - END

"13A"
Y DRILL

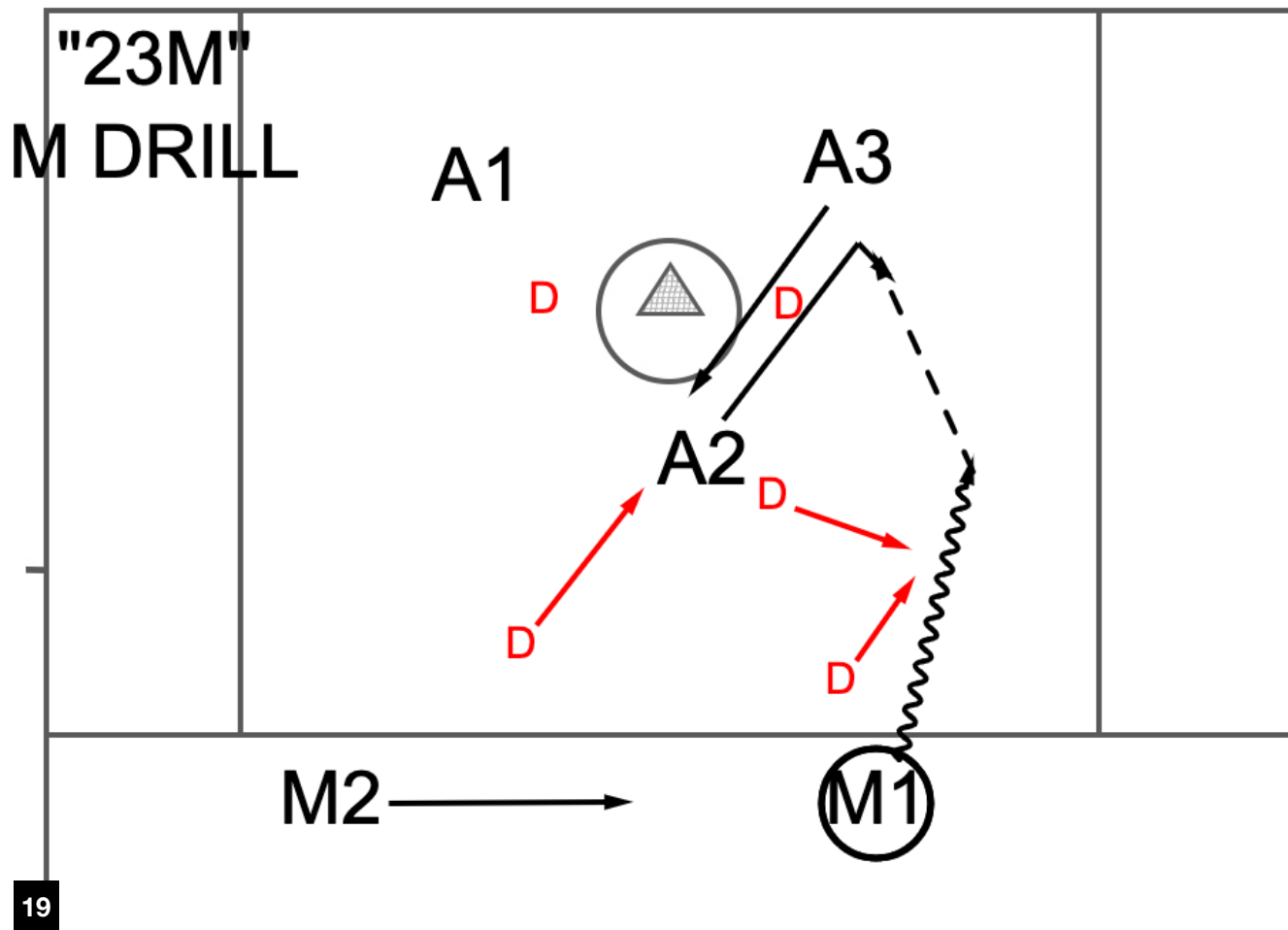


18

WEBBER INTERNATIONAL UNIV.



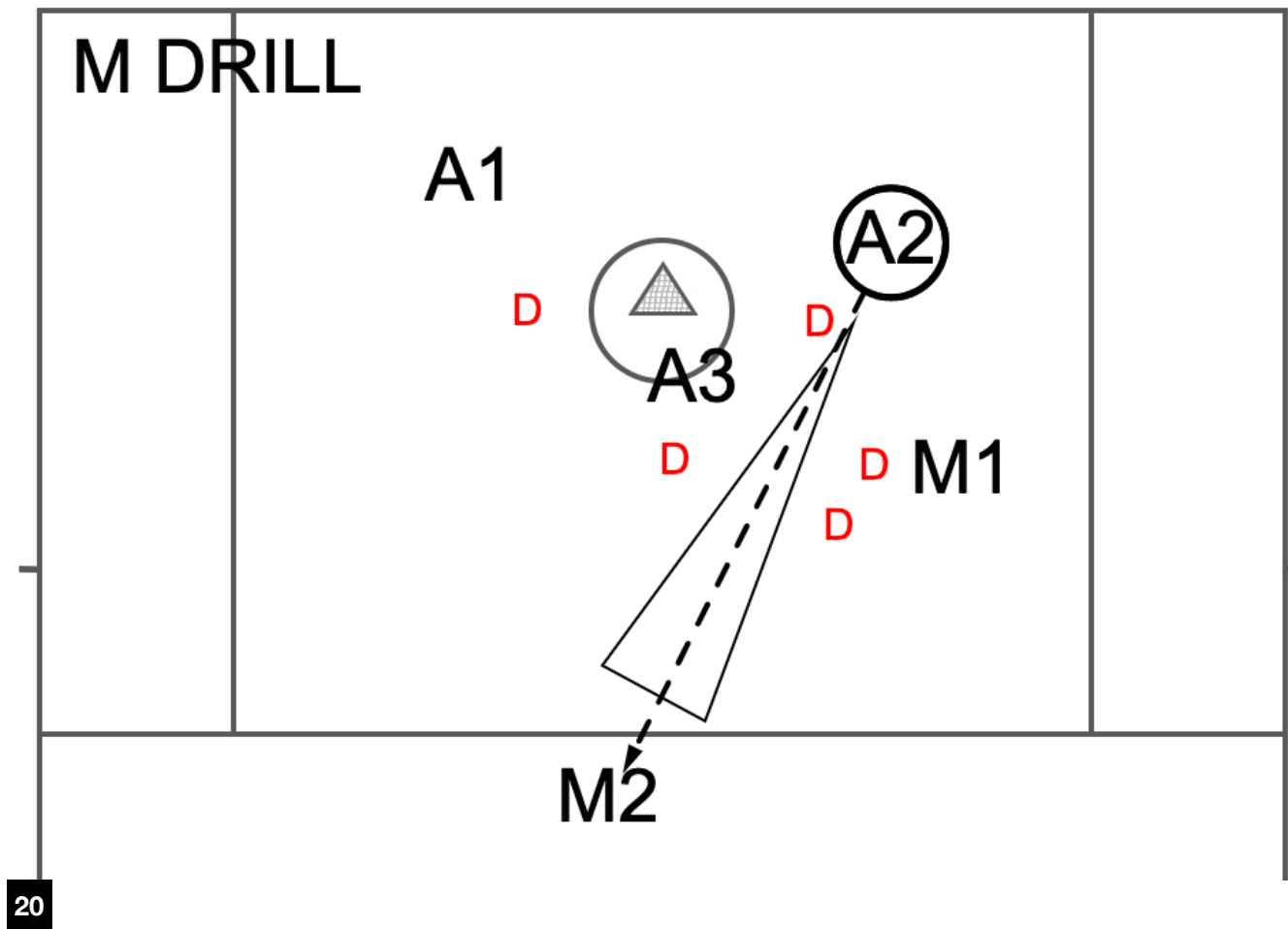
Frame 19 - END



WEBBER INTERNATIONAL UNIV.



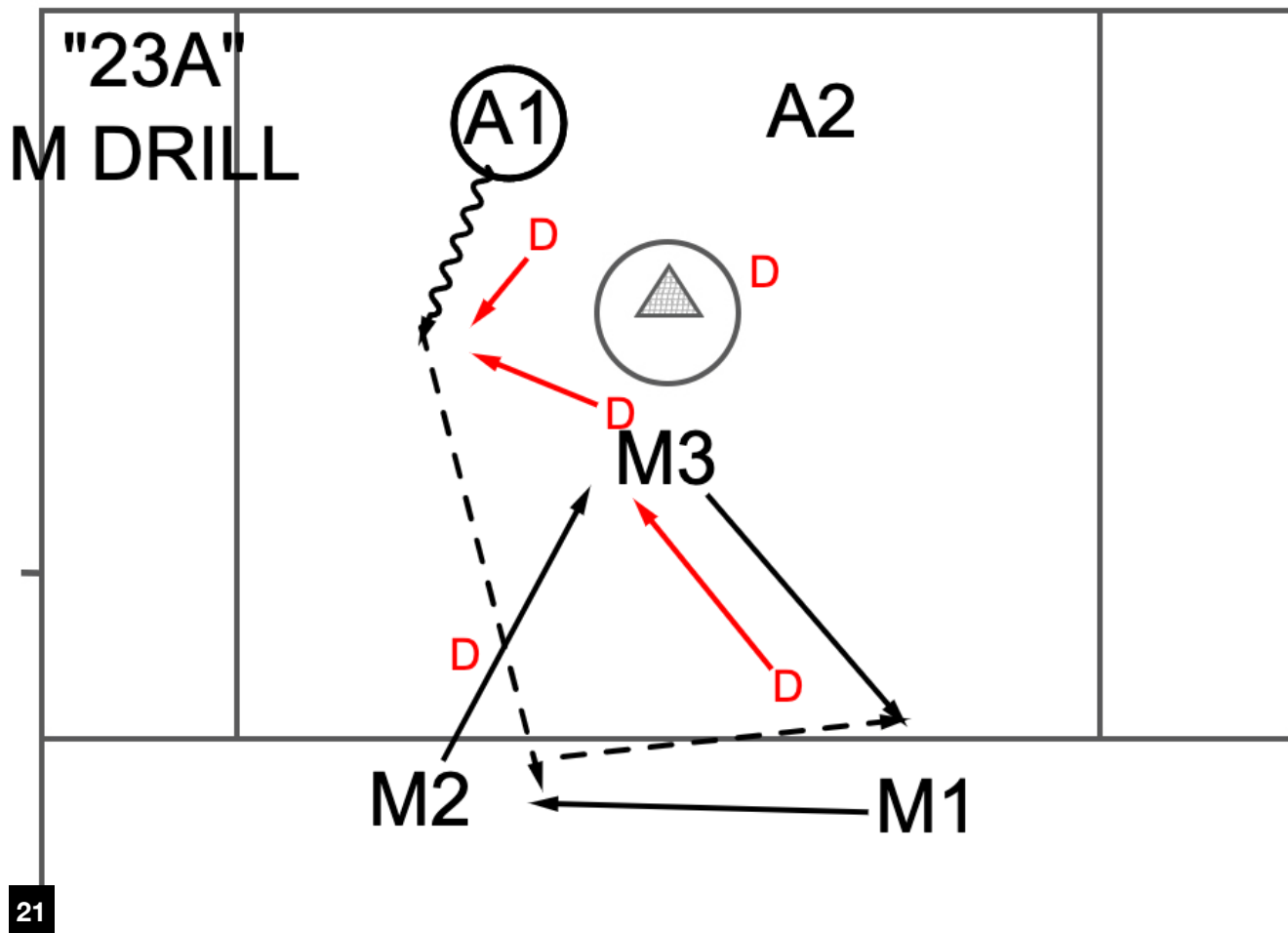
Frame 20 - END



WEBBER INTERNATIONAL UNIV.



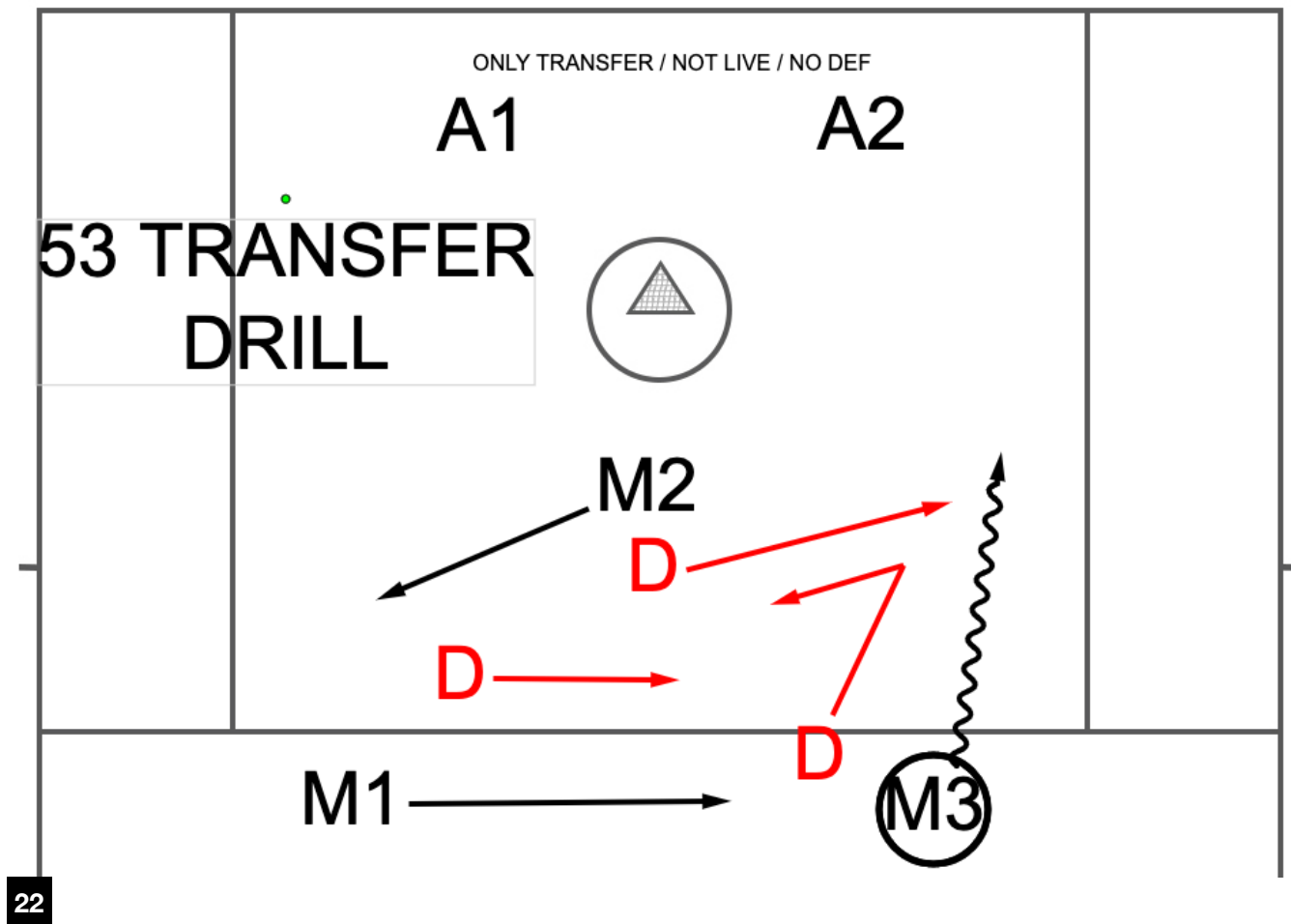
Frame 21 - END



WEBBER INTERNATIONAL UNIV.



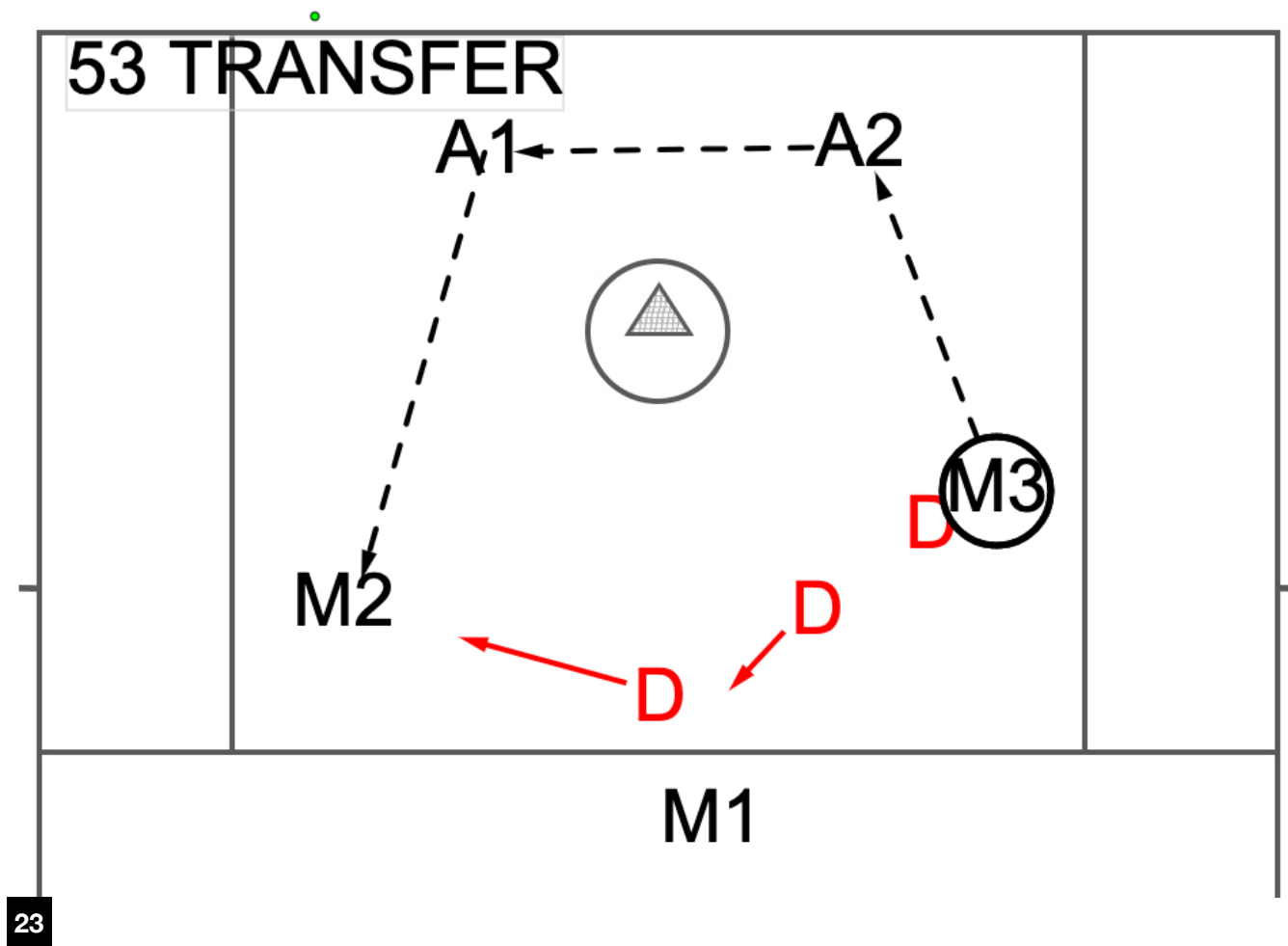
Frame 22 - END



WEBBER INTERNATIONAL UNIV.



Frame 23 - END

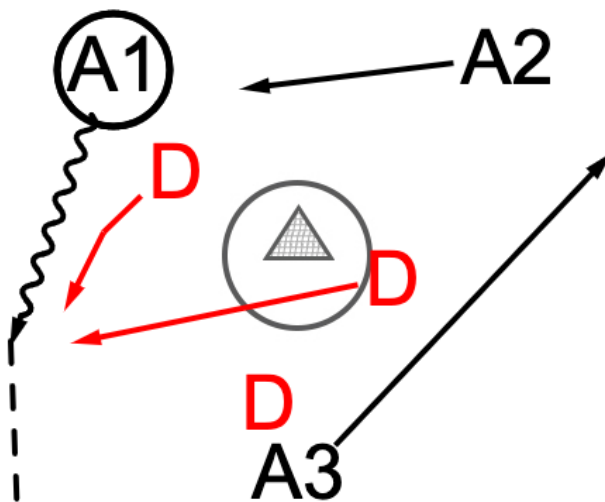


WEBBER INTERNATIONAL UNIV.



Frame 24 - END

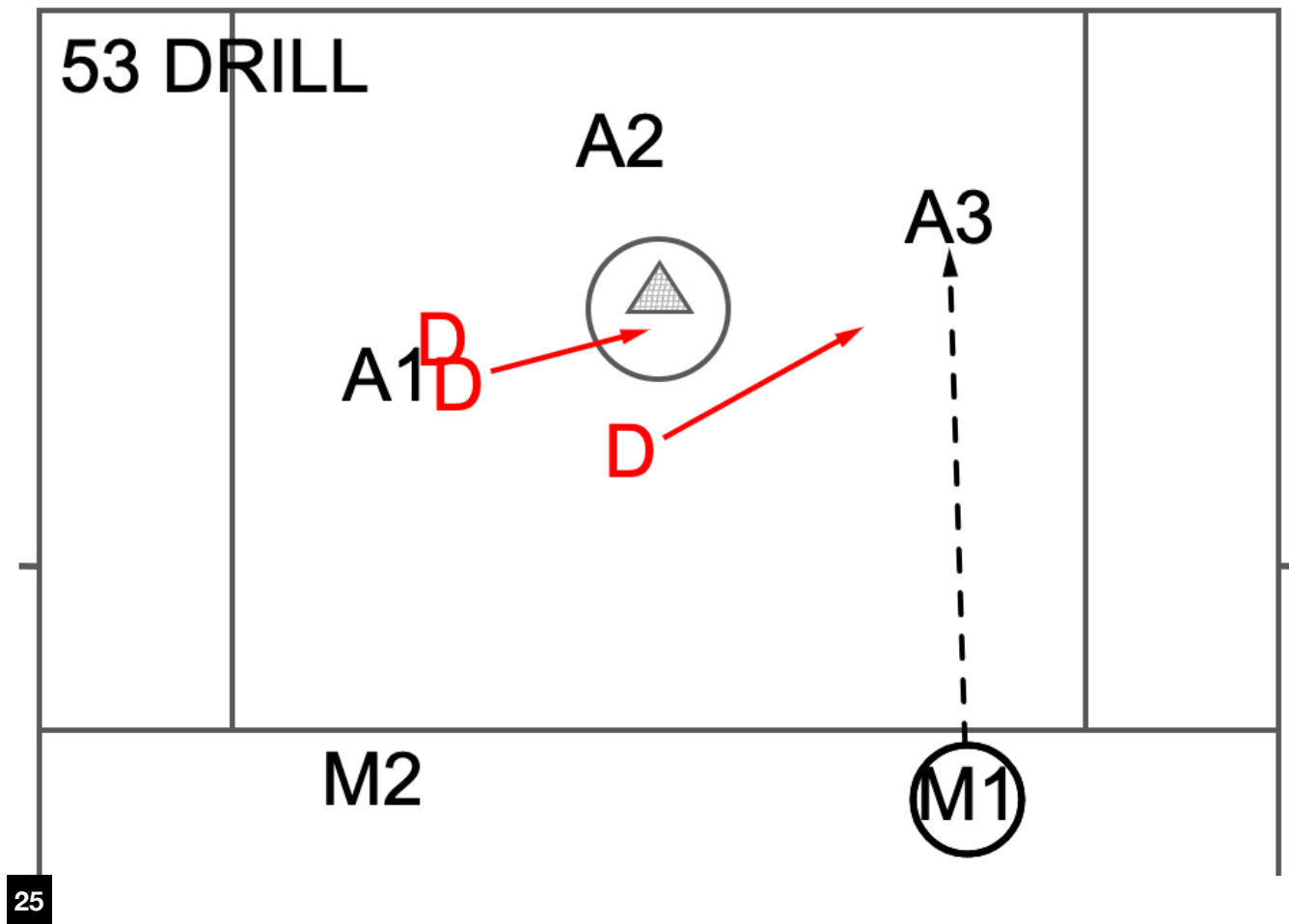
53 DRILL



WEBBER INTERNATIONAL UNIV.



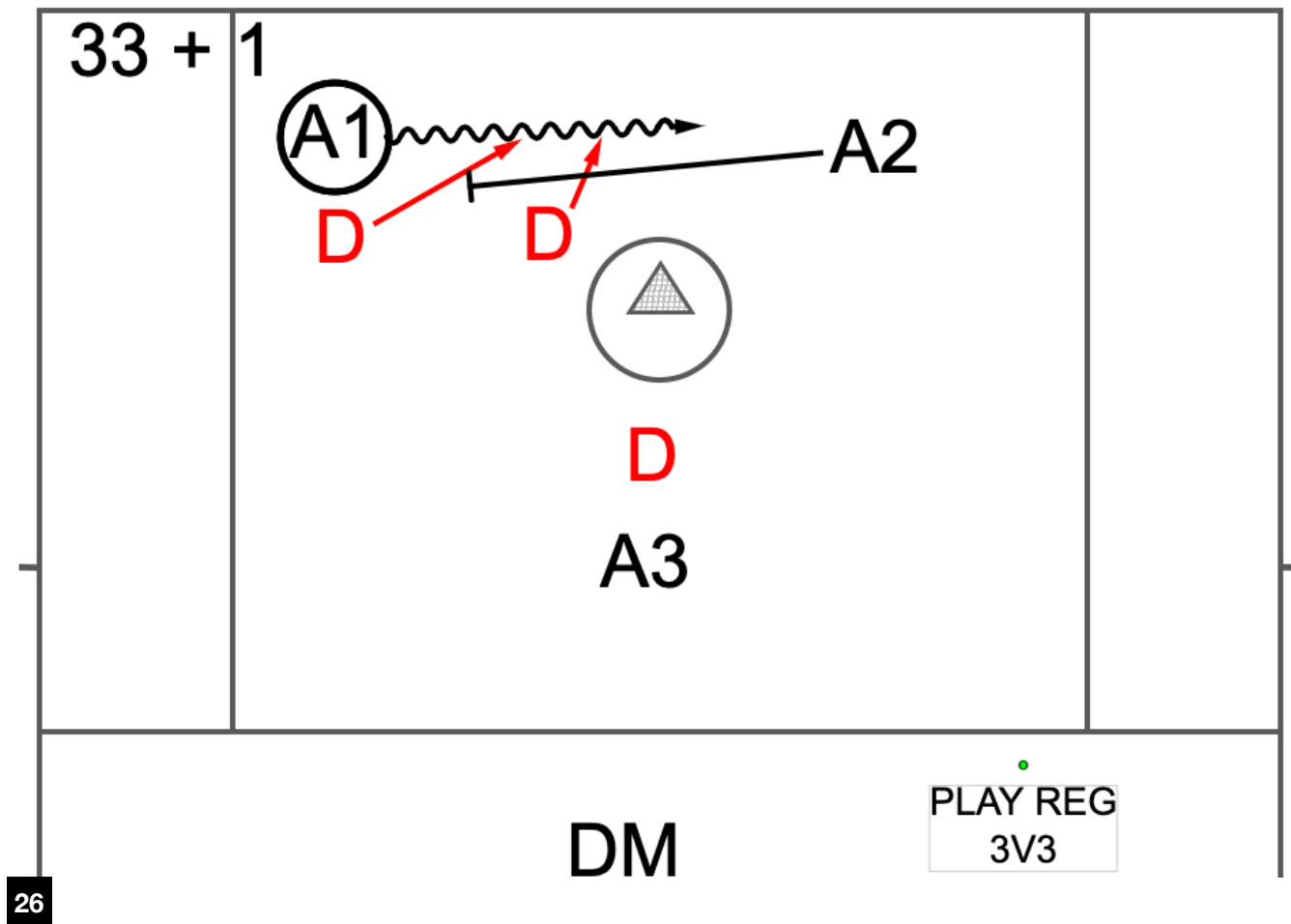
Frame 25 - END



WEBBER INTERNATIONAL UNIV.



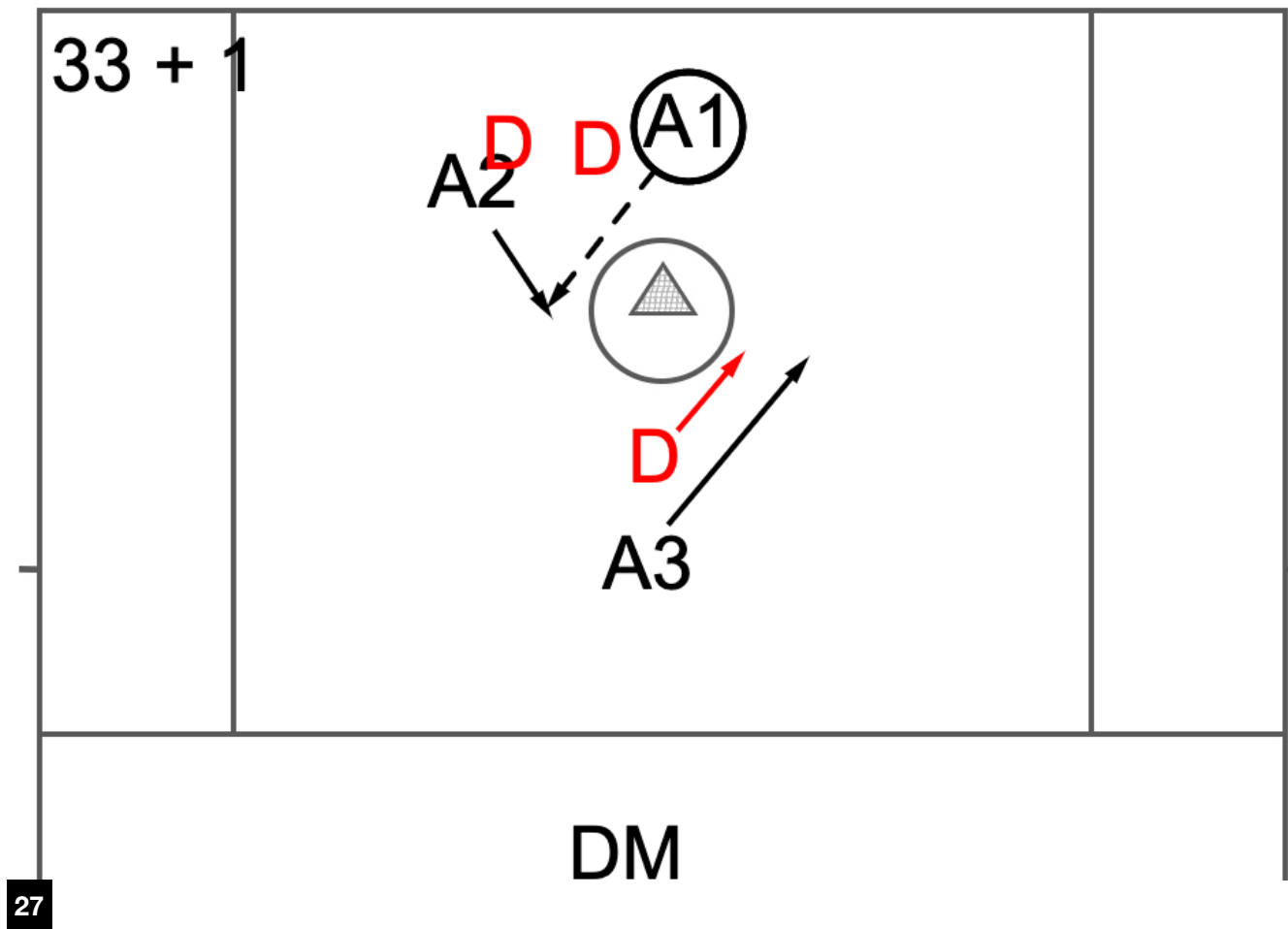
Frame 26 - END



WEBBER INTERNATIONAL UNIV.



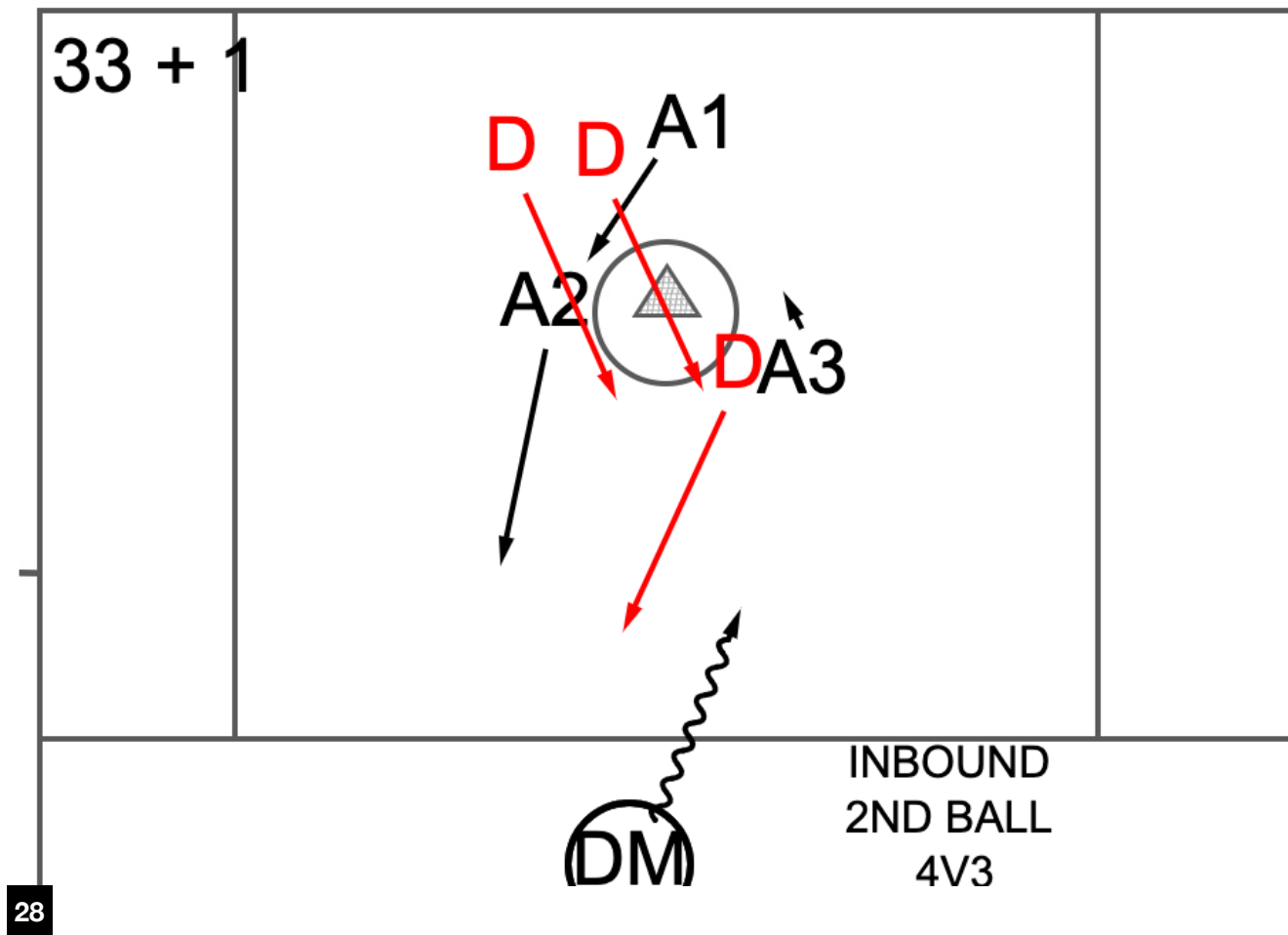
Frame 27 - END



WEBBER INTERNATIONAL UNIV.



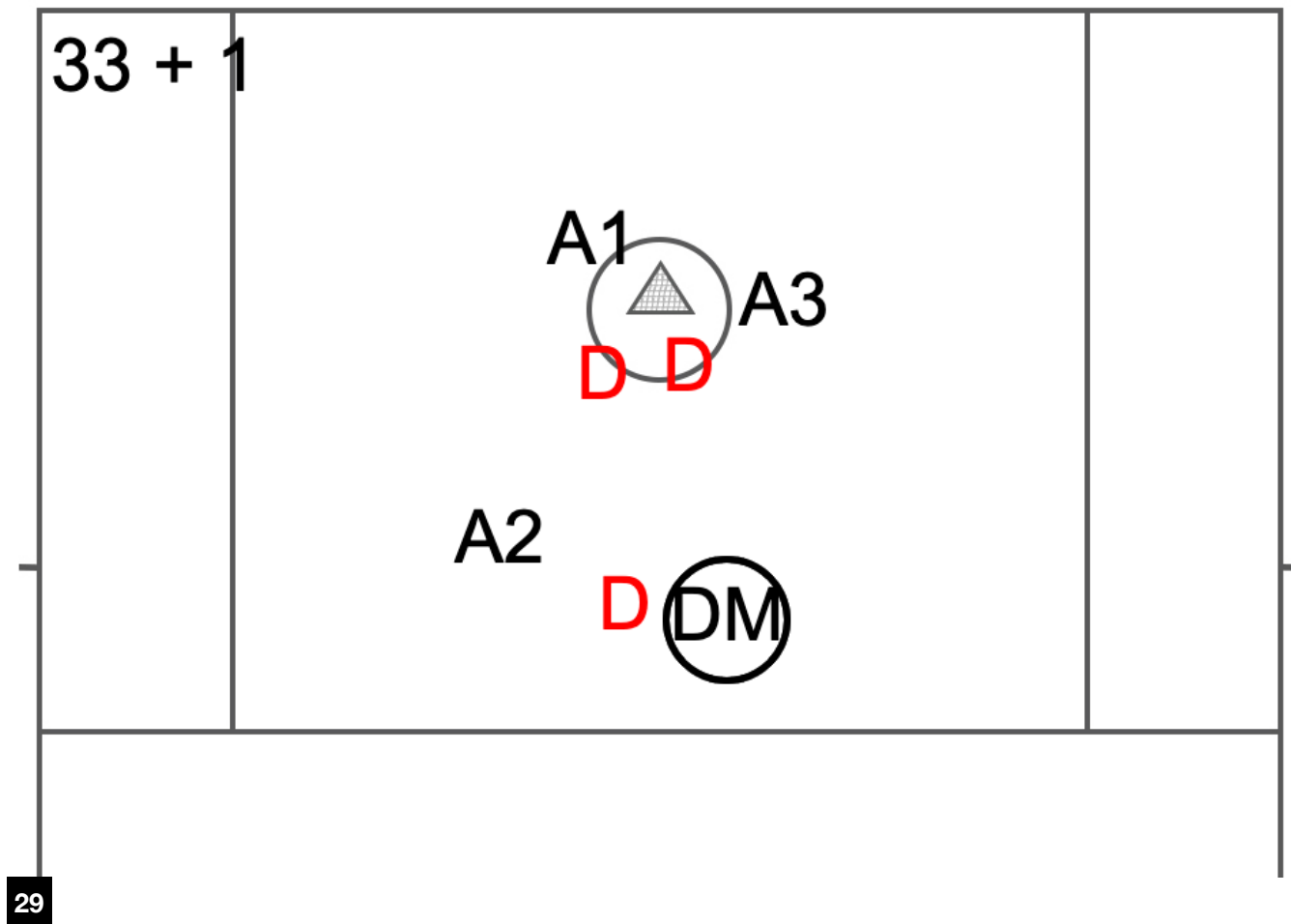
Frame 28 - END



WEBBER INTERNATIONAL UNIV.



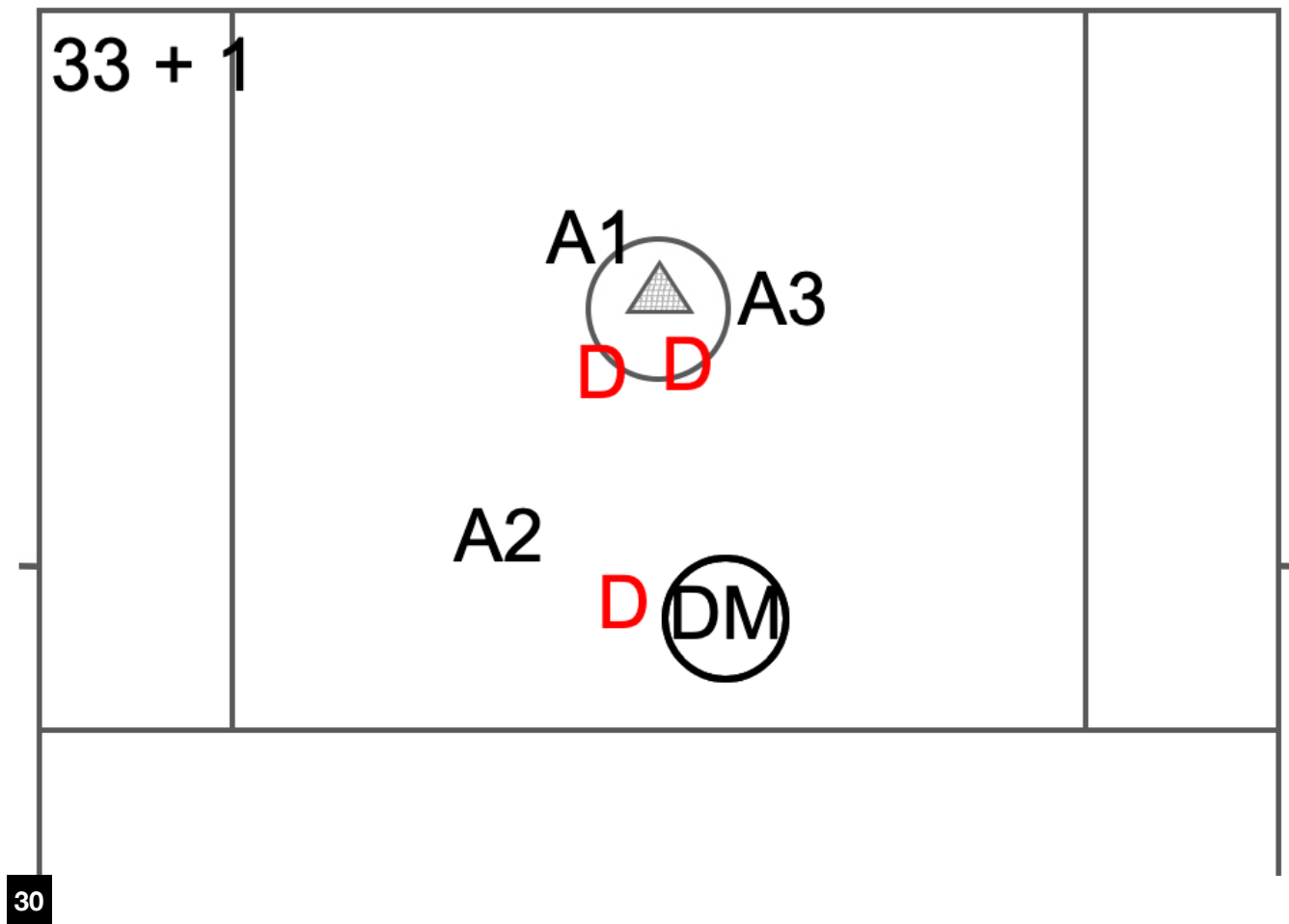
Frame 29 - END



WEBBER INTERNATIONAL UNIV.



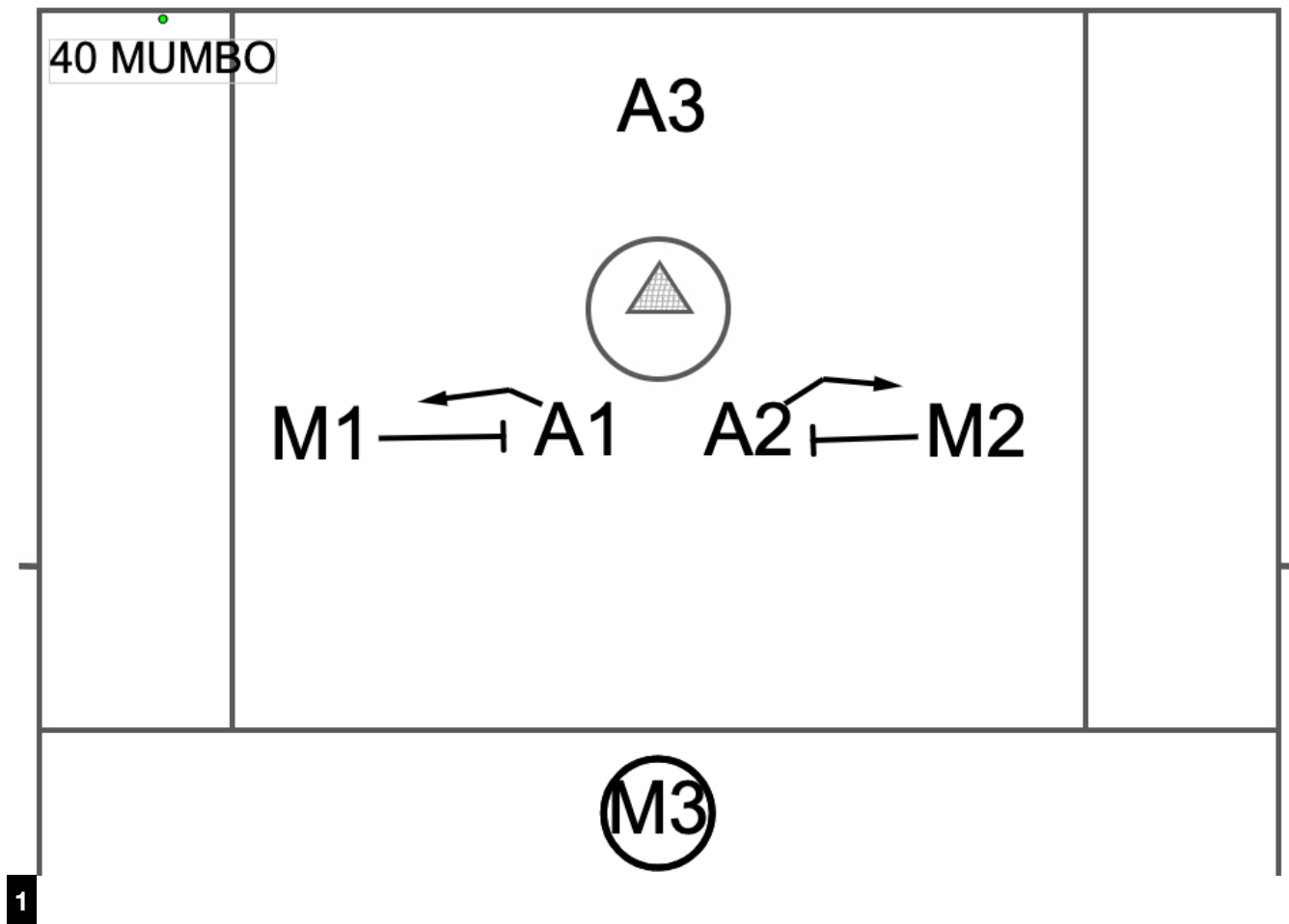
END



WEBBER INTERNATIONAL UNIV.



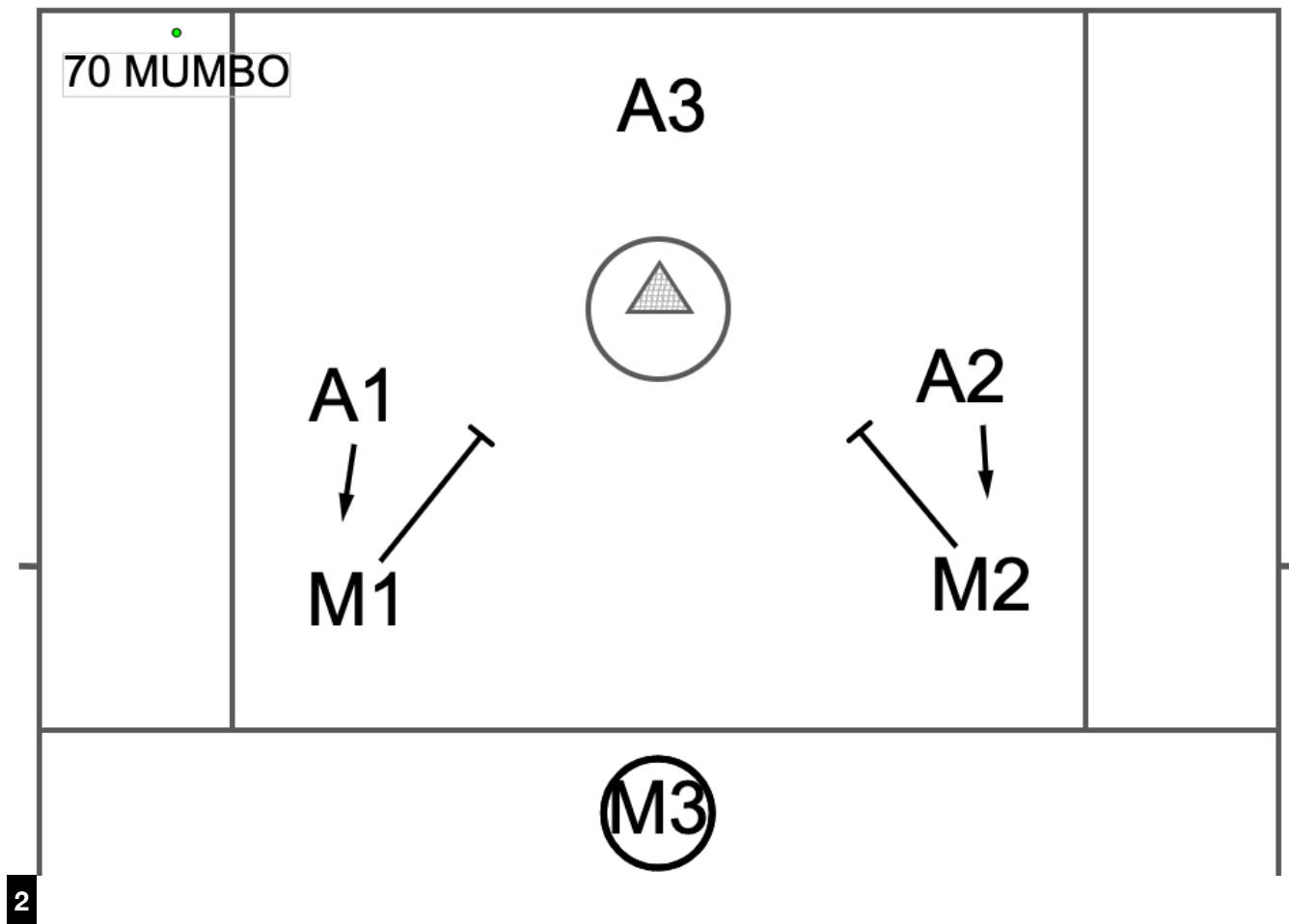
40 MUMBO



WEBBER INTERNATIONAL UNIV.



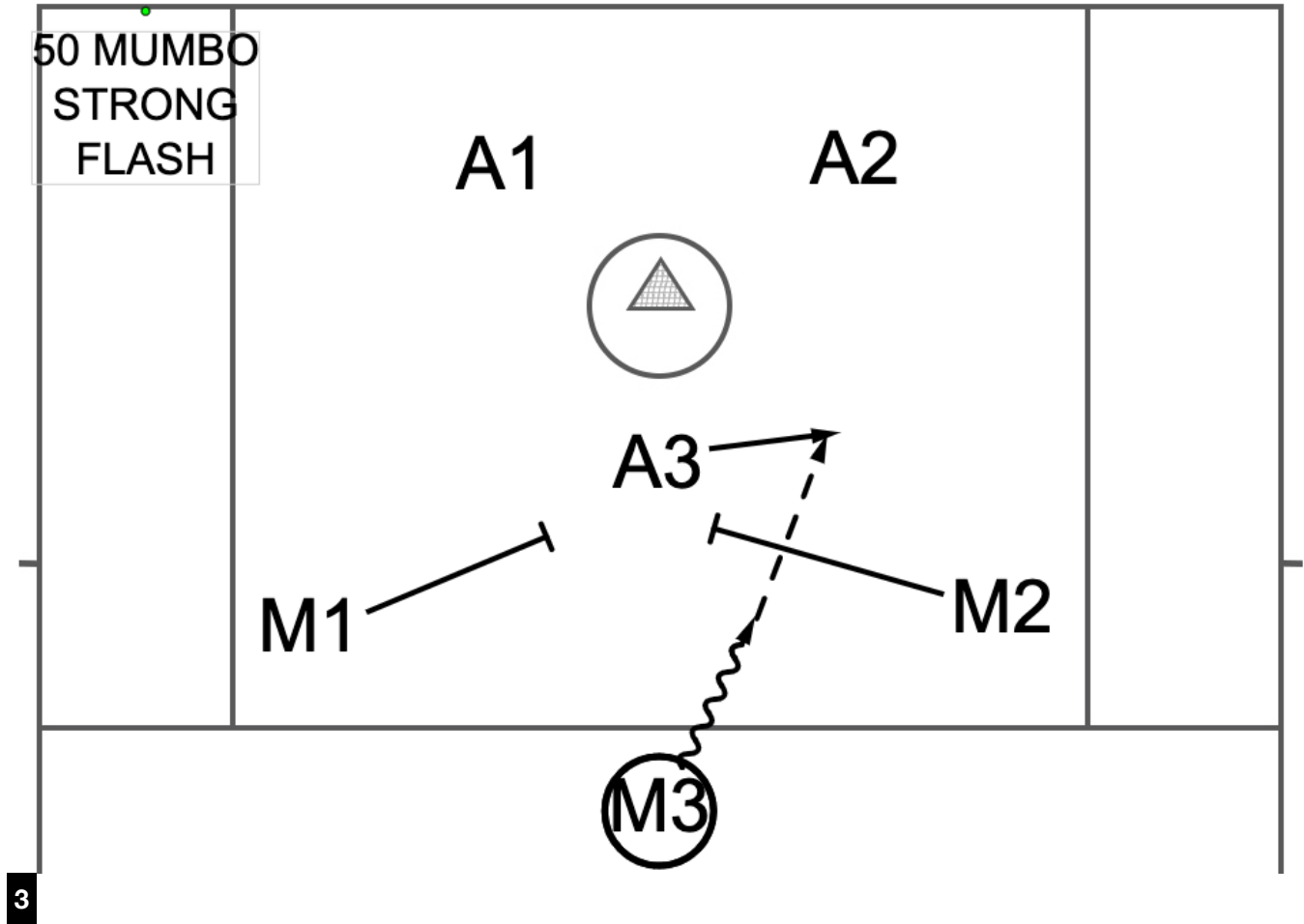
70 MUMBO



WEBBER INTERNATIONAL UNIV.



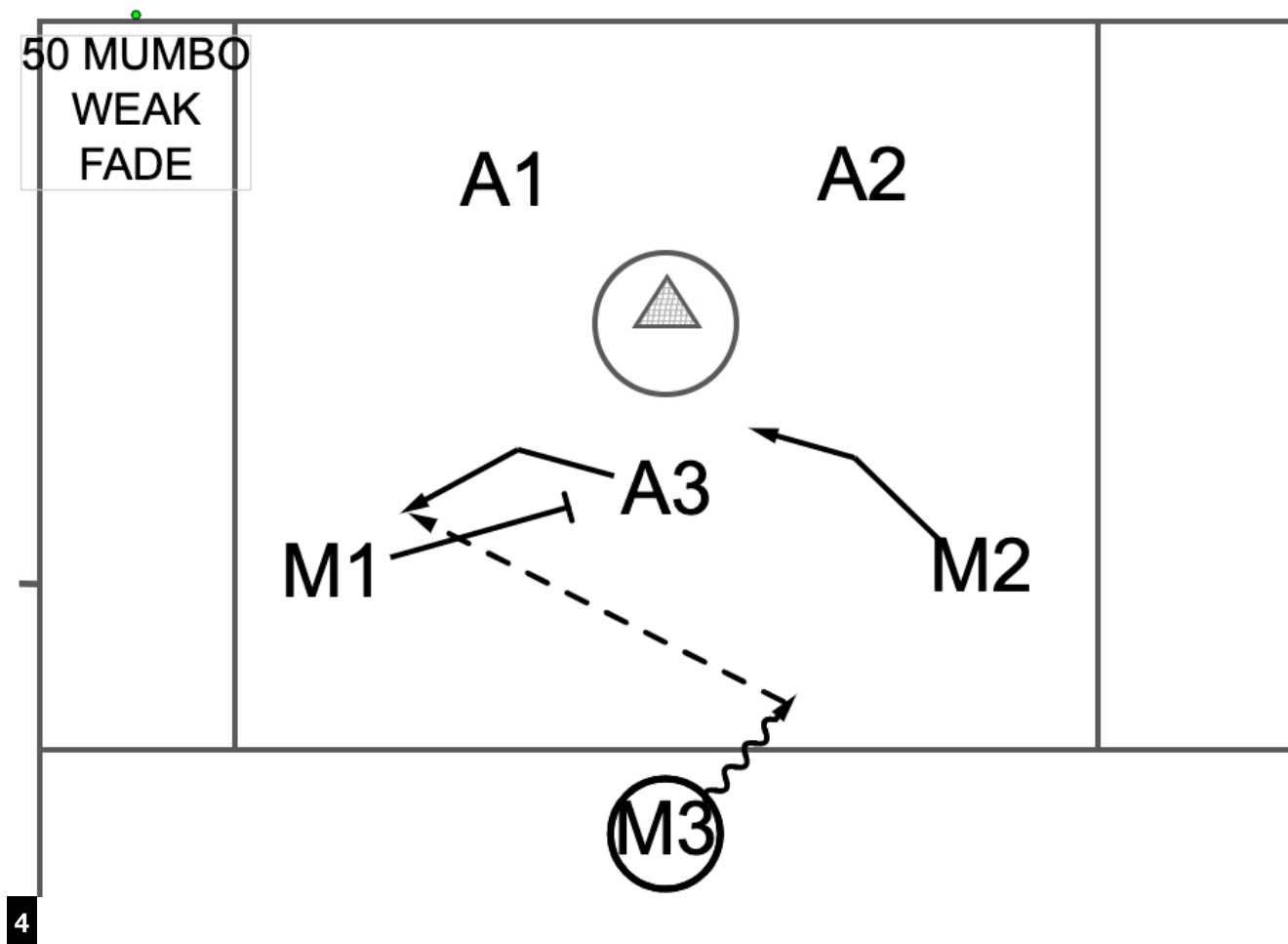
50 MUMBO FLASH



WEBBER INTERNATIONAL UNIV.



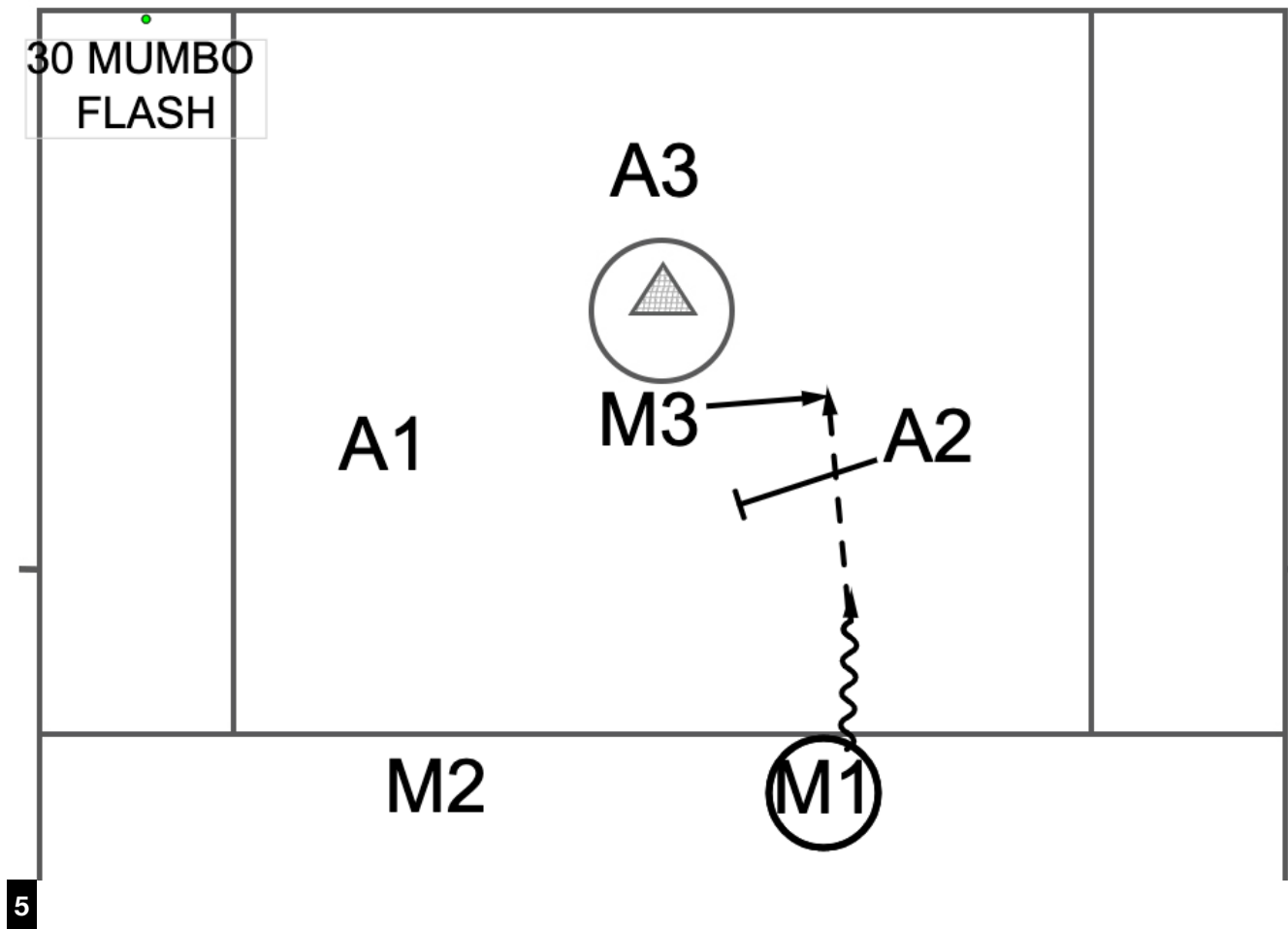
50 MUMBO FADE



WEBBER INTERNATIONAL UNIV.



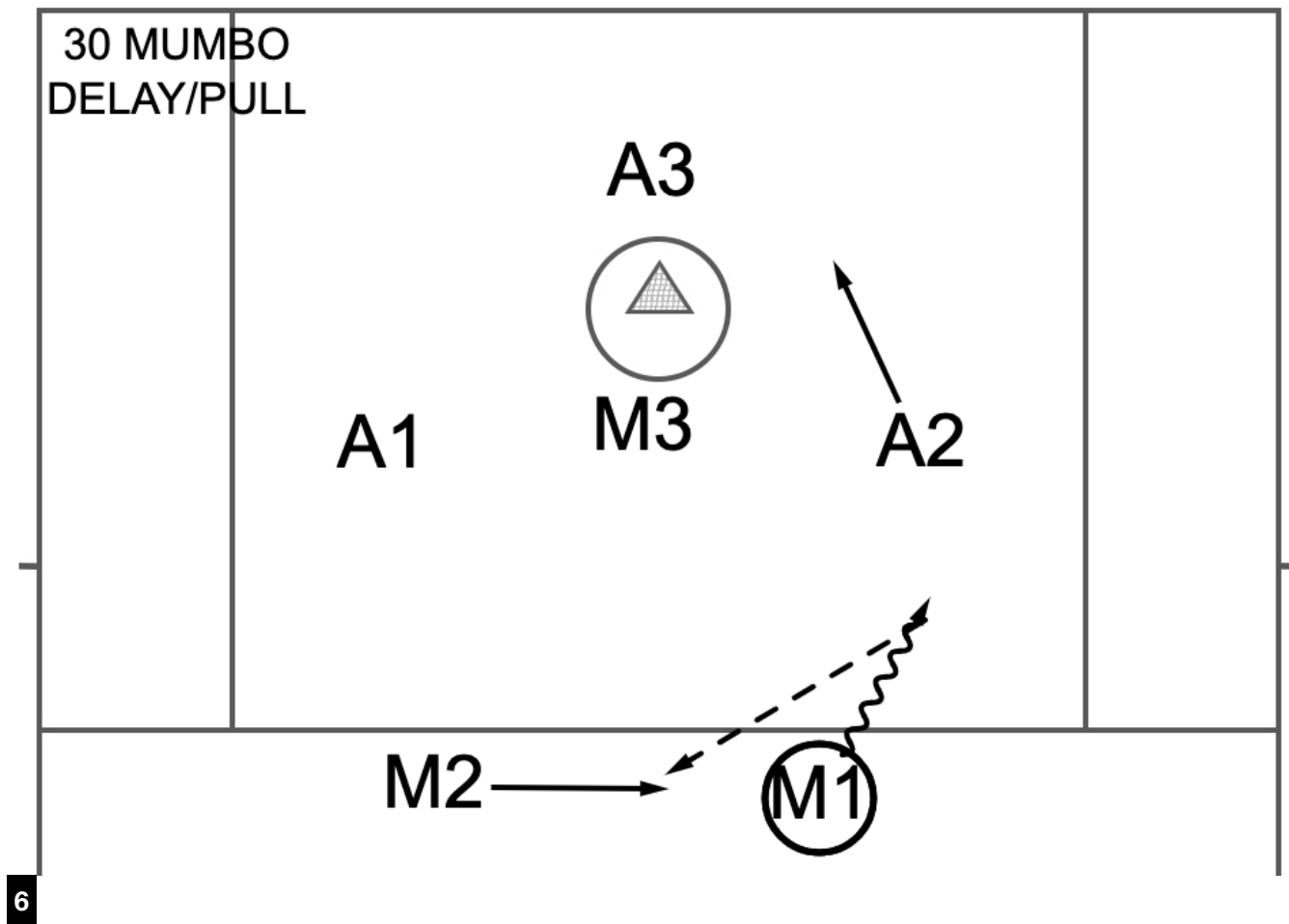
30 MUMBO FLASH



WEBBER INTERNATIONAL UNIV.



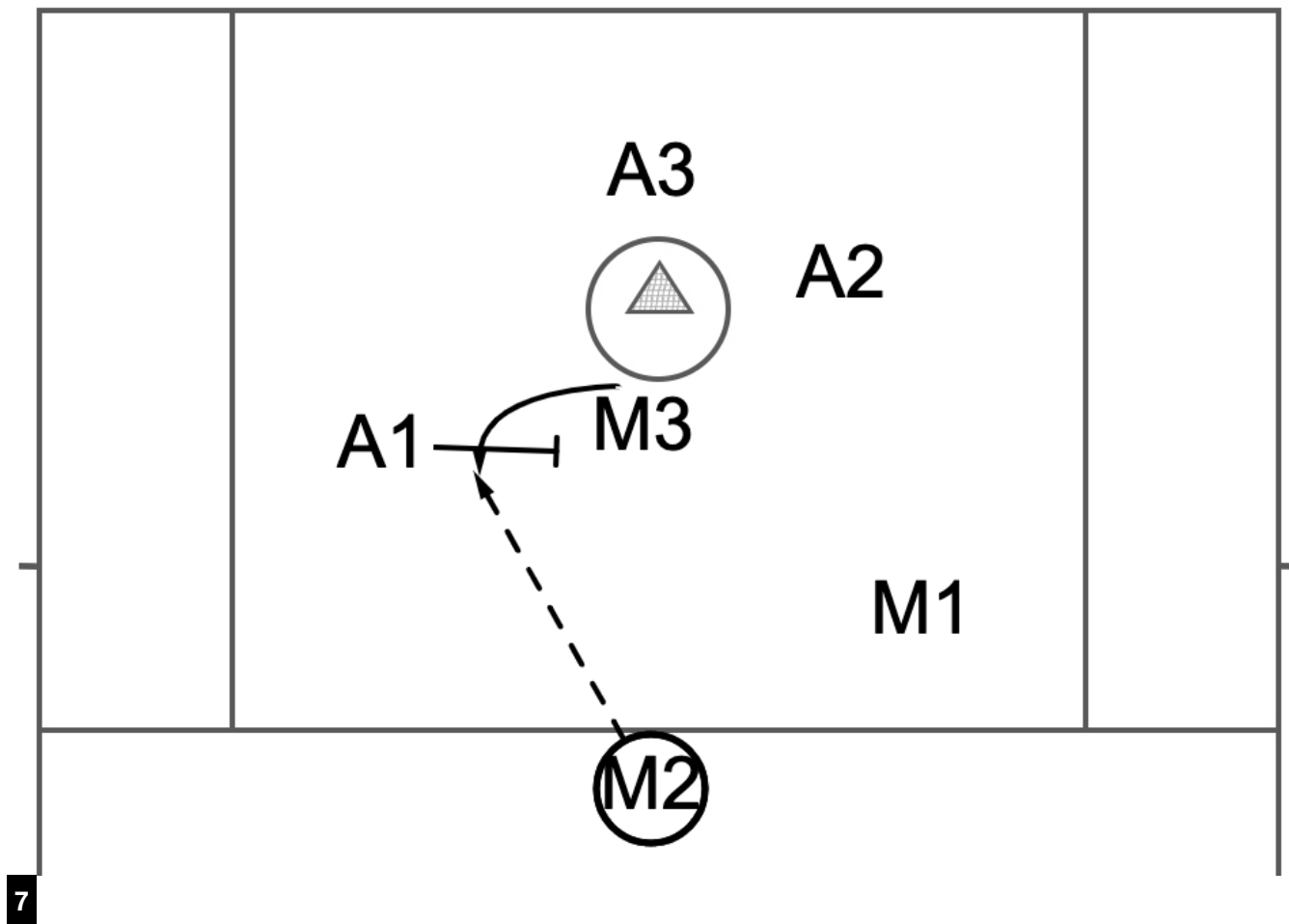
30 MUMBO PULL DELAY



WEBBER INTERNATIONAL UNIV.



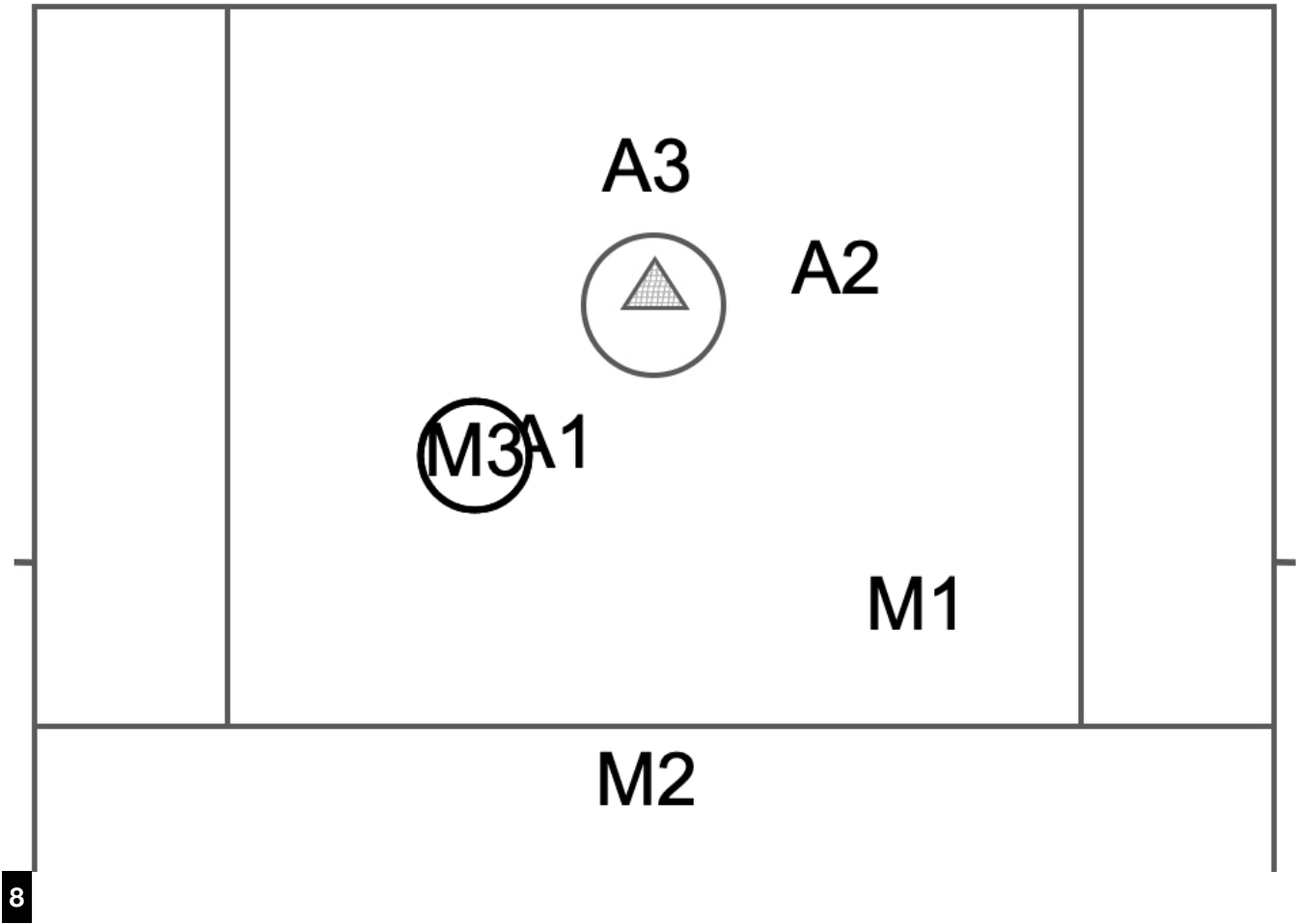
END



WEBBER INTERNATIONAL UNIV.

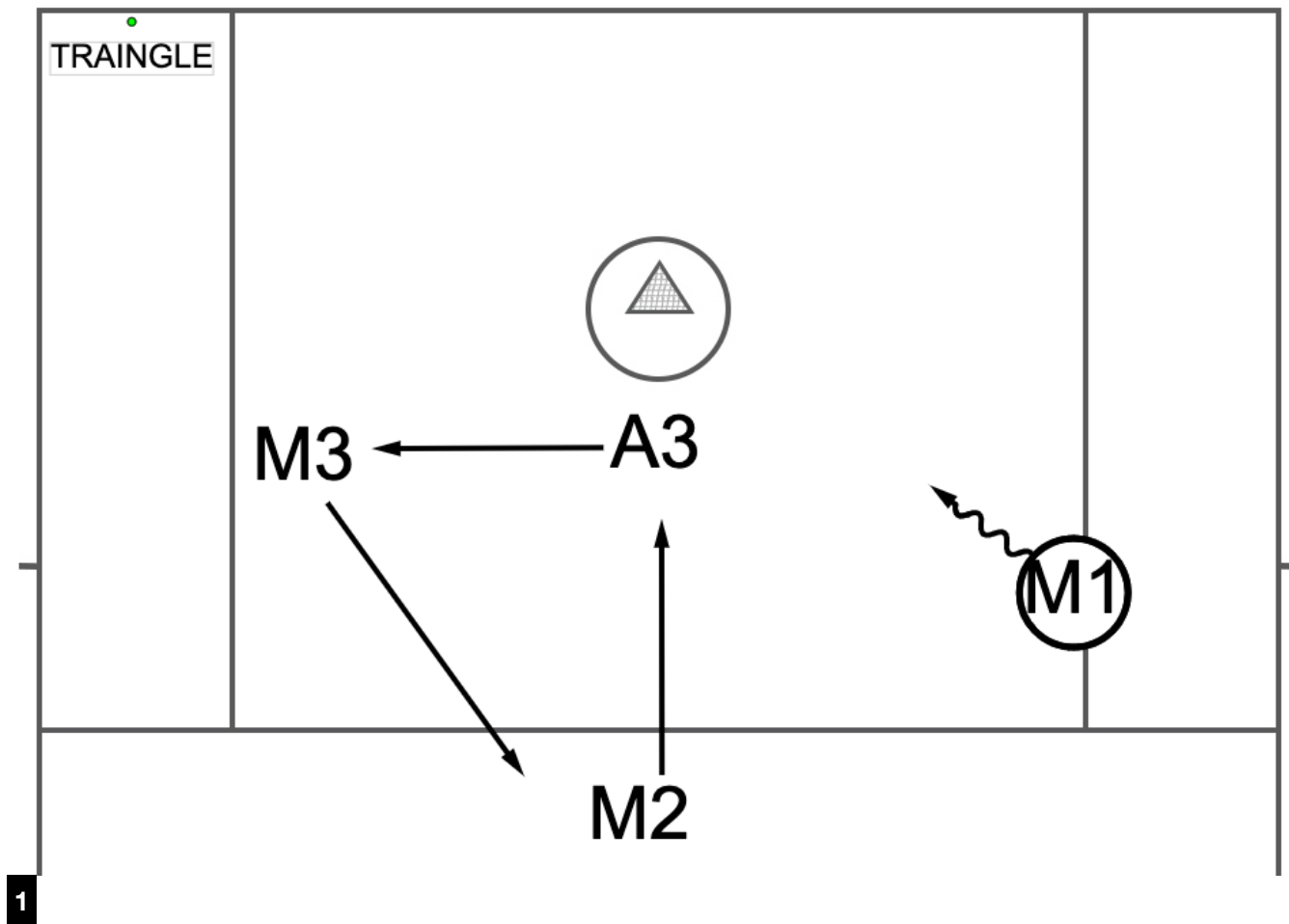


Frame 10 - MUMBOS - 0



WEBBER INTERNATIONAL UNIV.

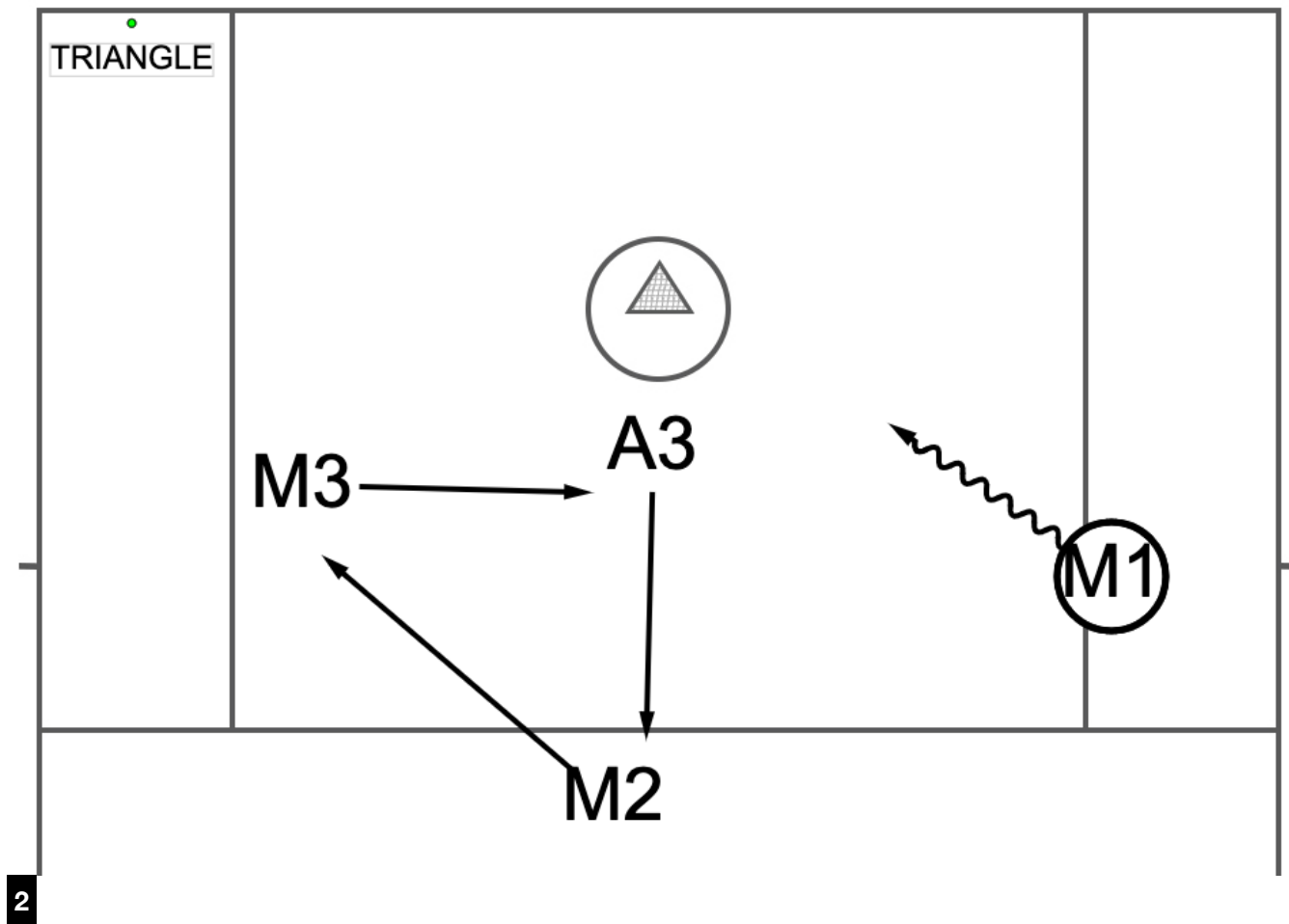
TRIANGLE



WEBBER INTERNATIONAL UNIV.



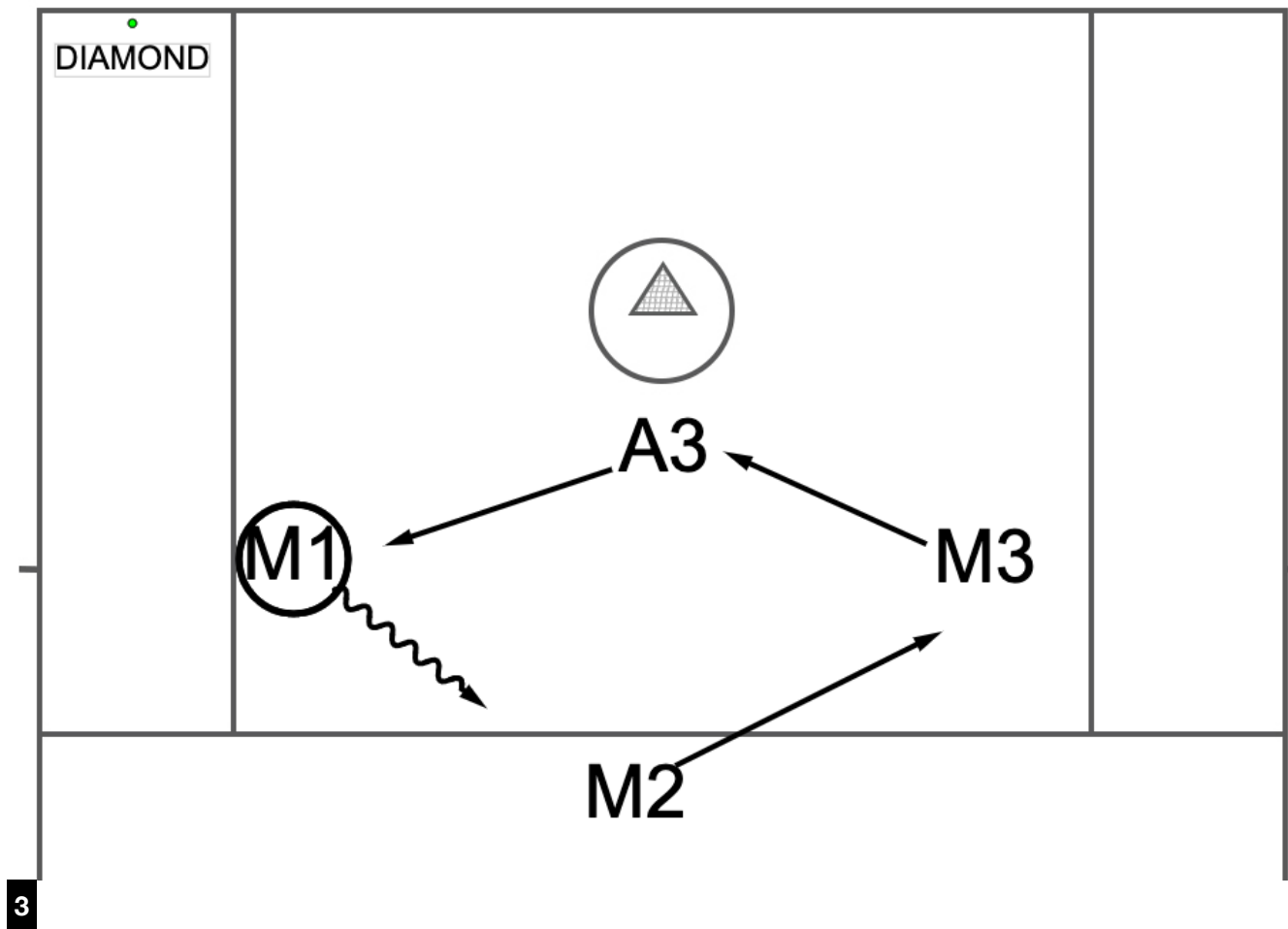
TRIANGLE 180



WEBBER INTERNATIONAL UNIV.



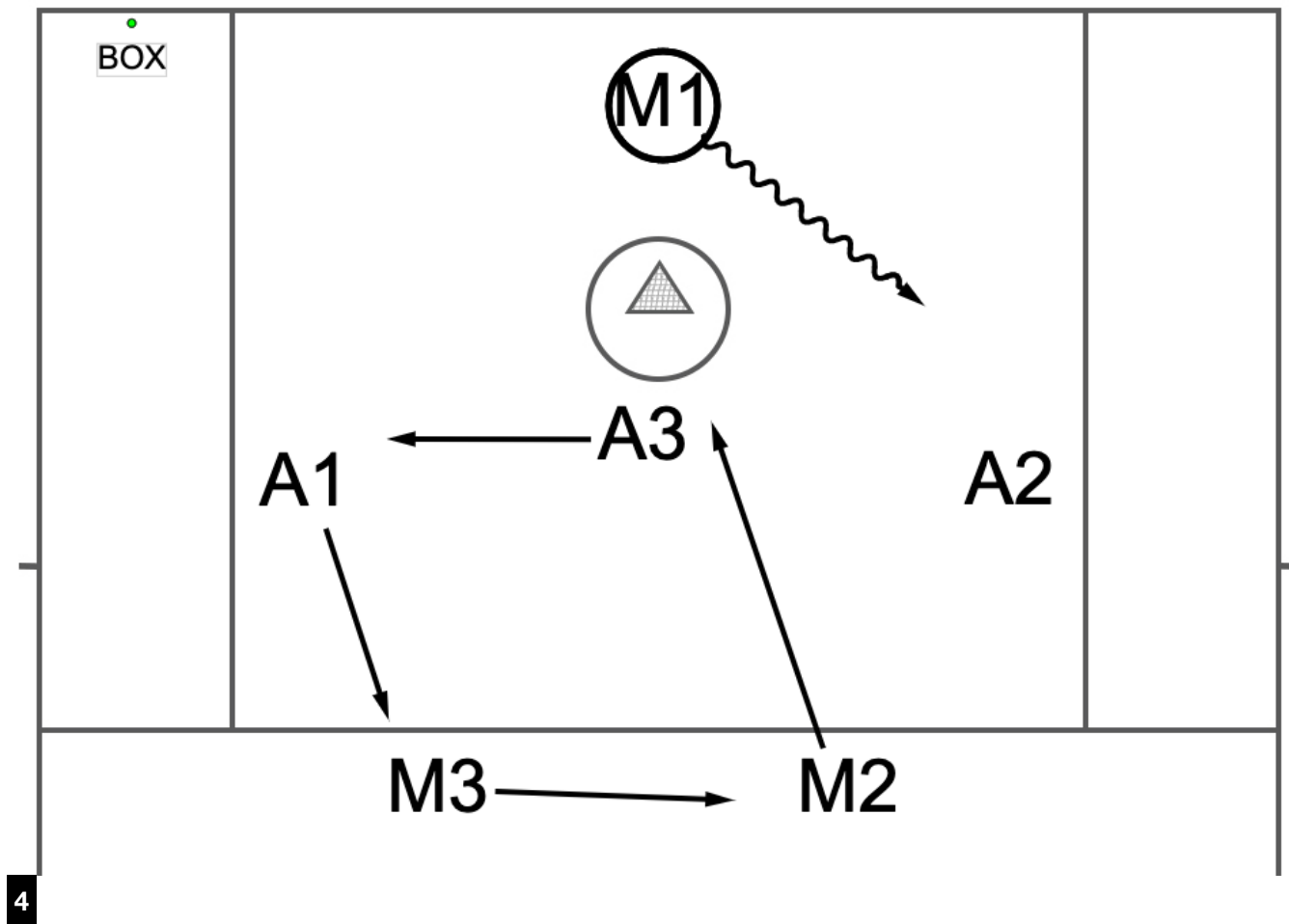
DIAMOND



WEBBER INTERNATIONAL UNIV.



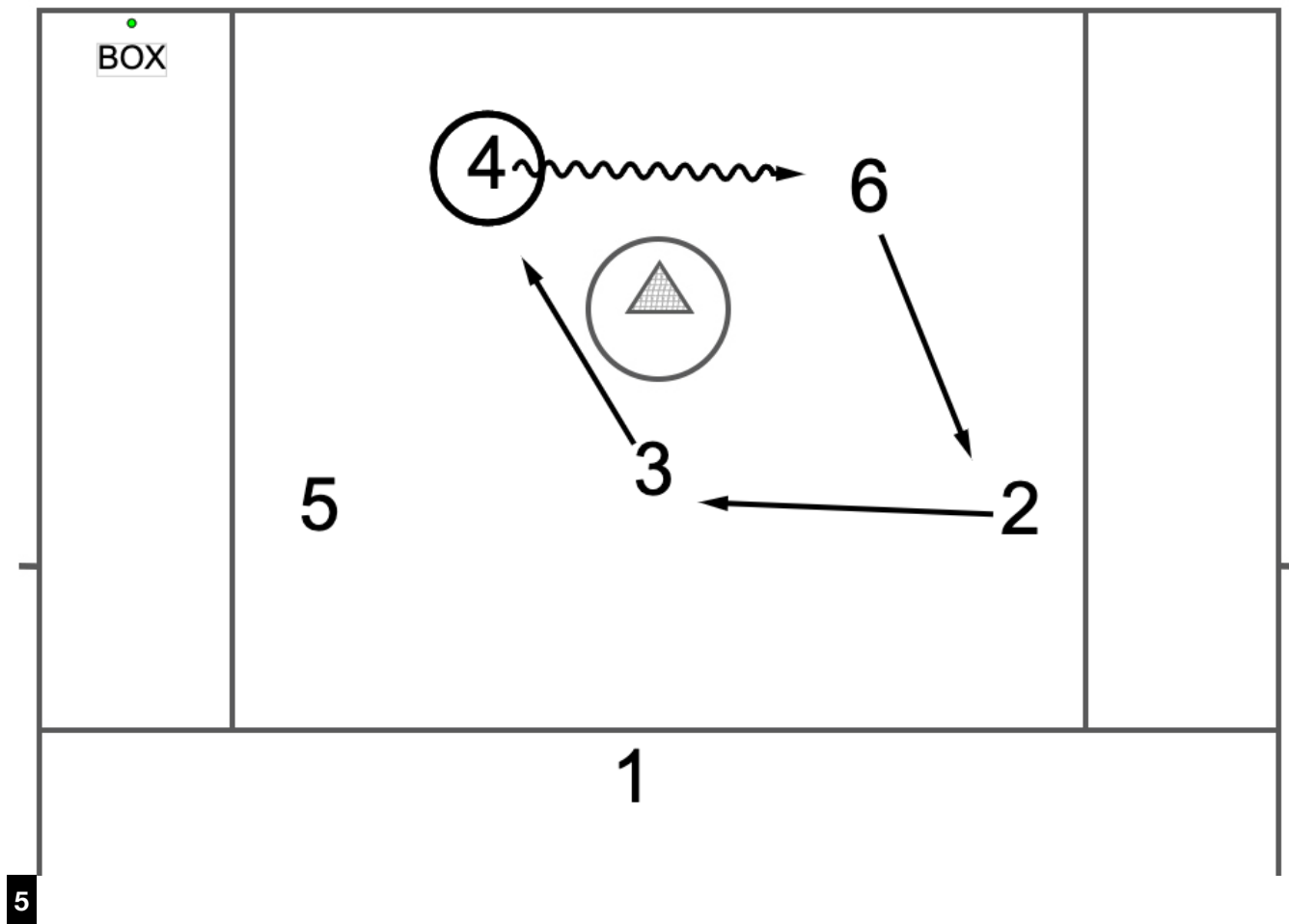
BOX / OFF BALL



WEBBER INTERNATIONAL UNIV.



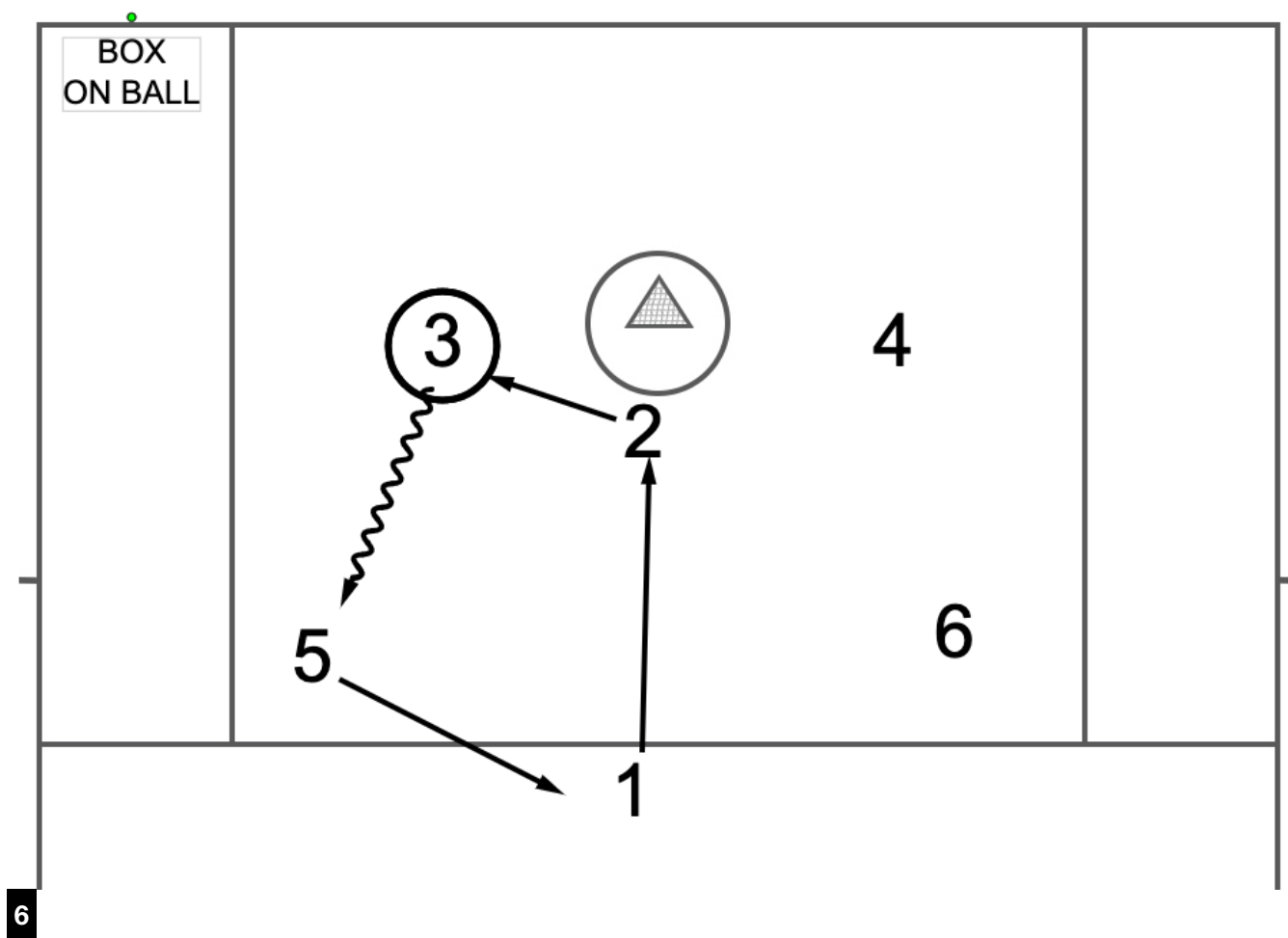
BOX X CARRY



WEBBER INTERNATIONAL UNIV.



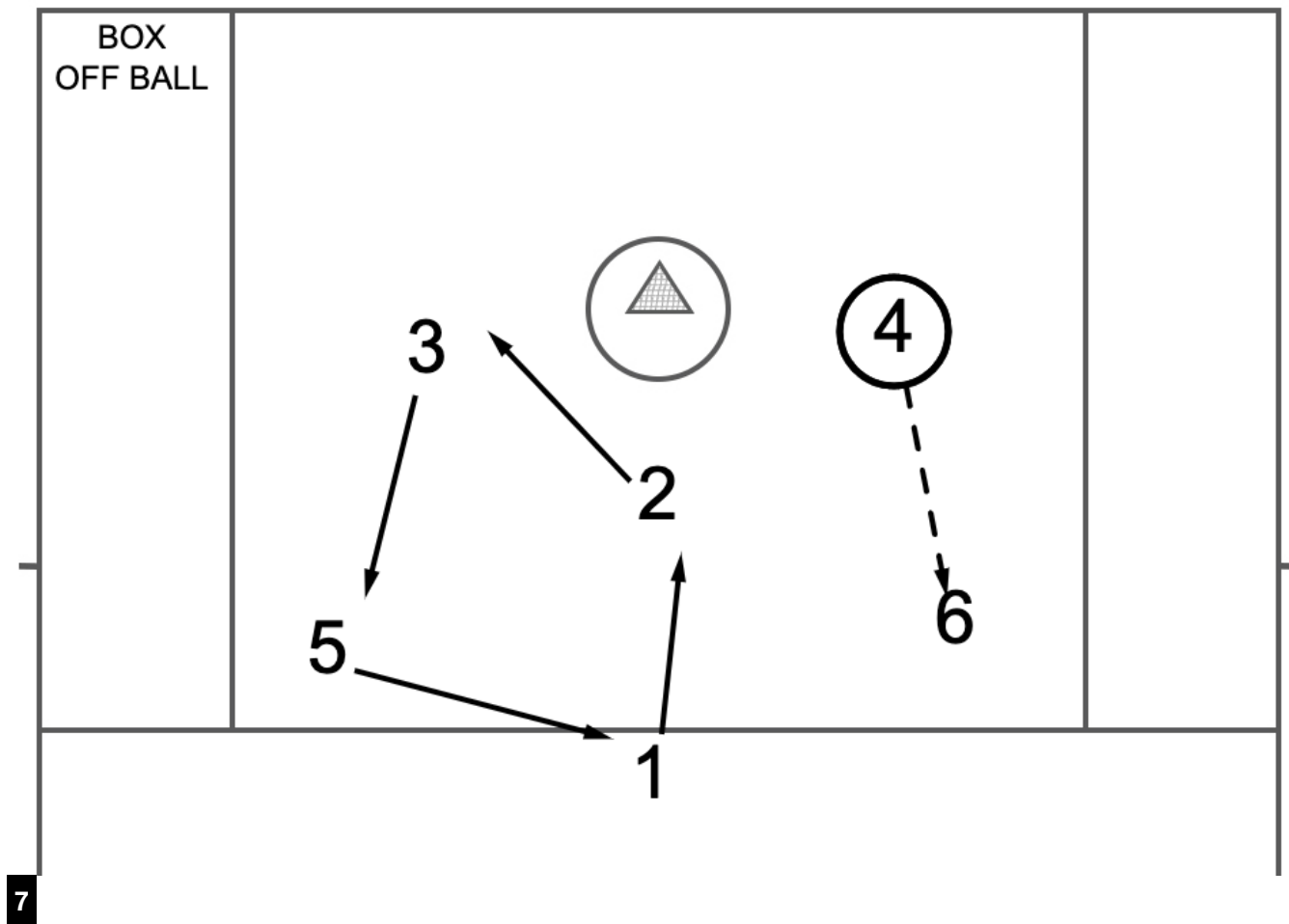
BOX CARRY



WEBBER INTERNATIONAL UNIV.



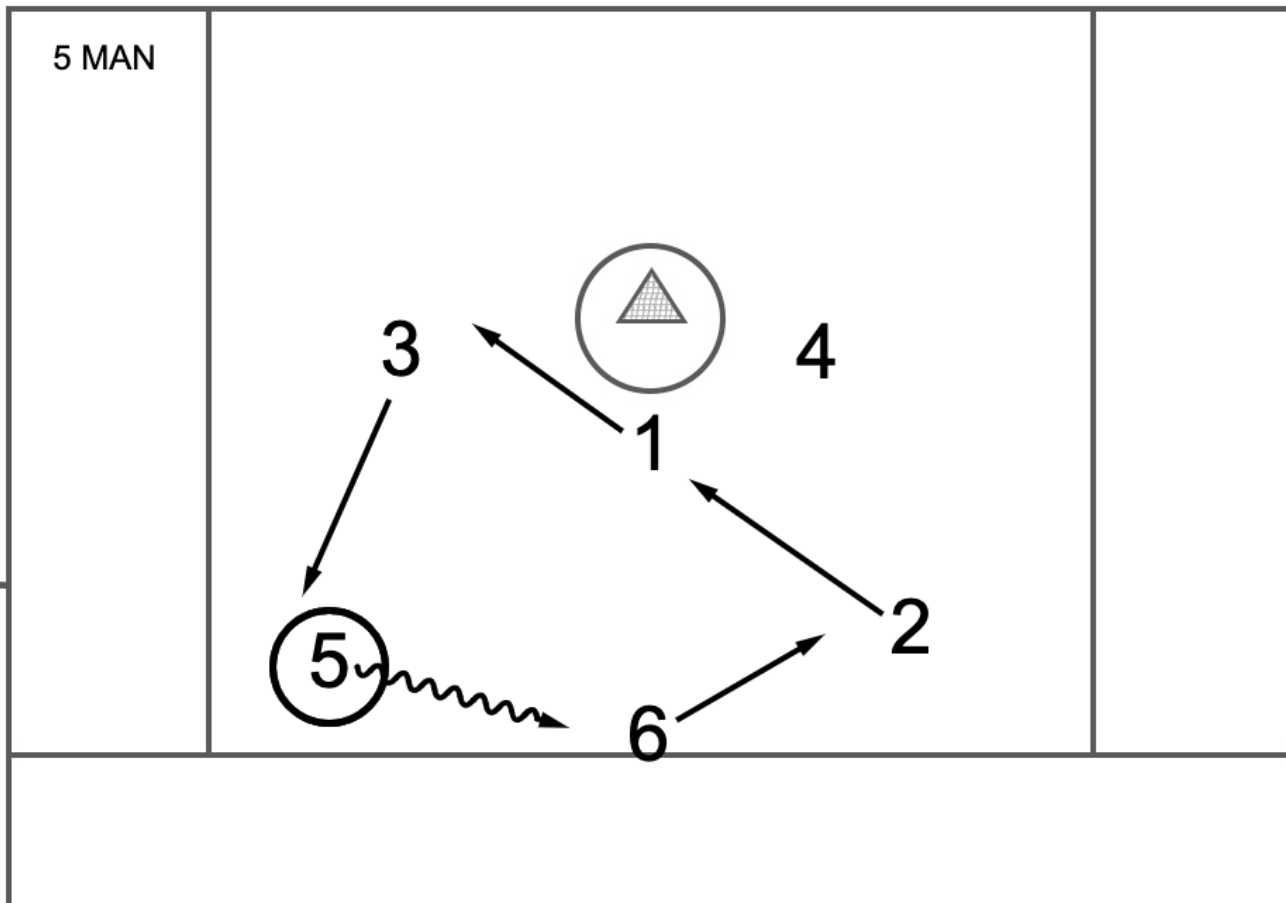
OB BOX



WEBBER INTERNATIONAL UNIV.



5 MAN

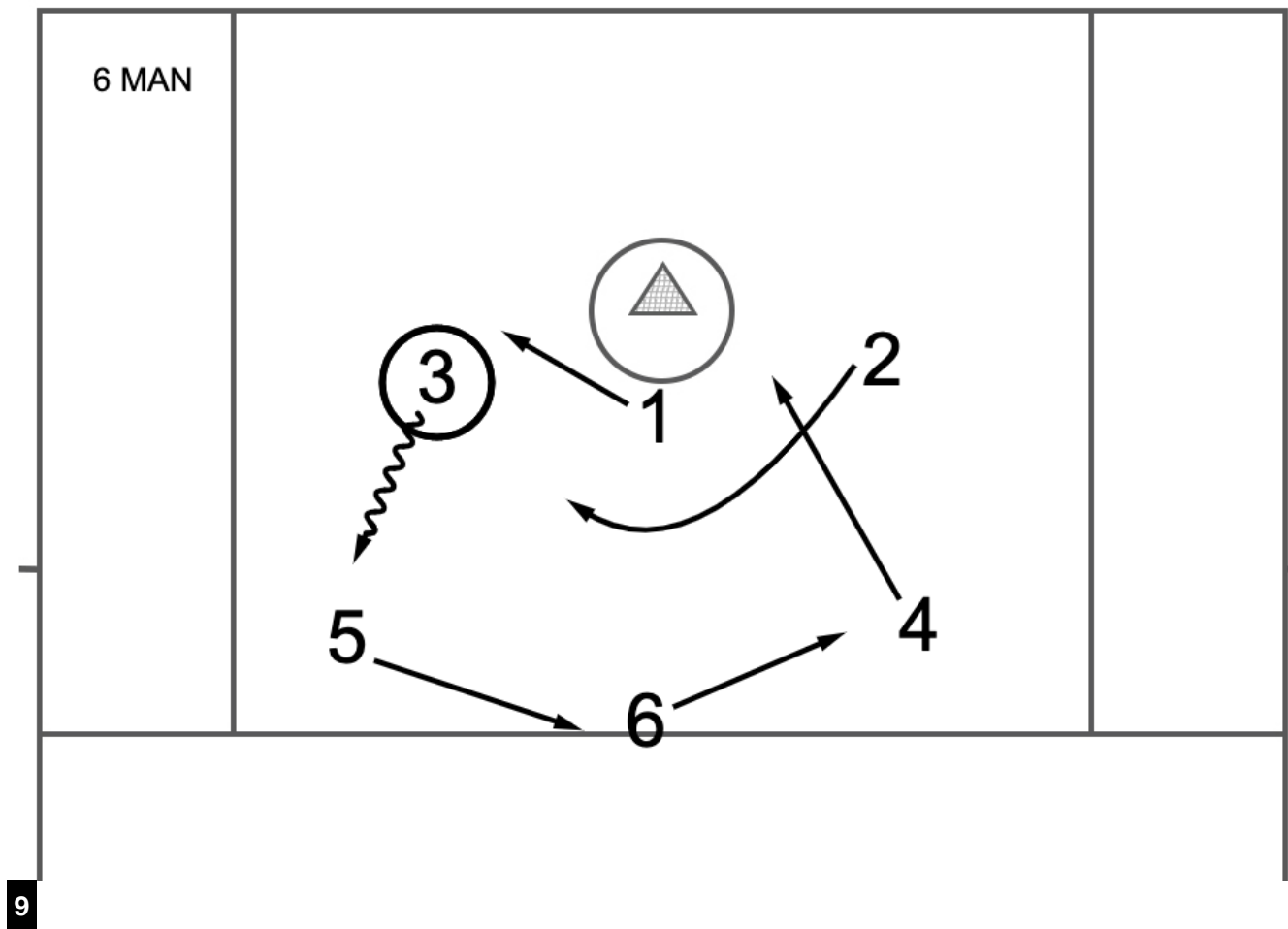


8

WEBBER INTERNATIONAL UNIV.



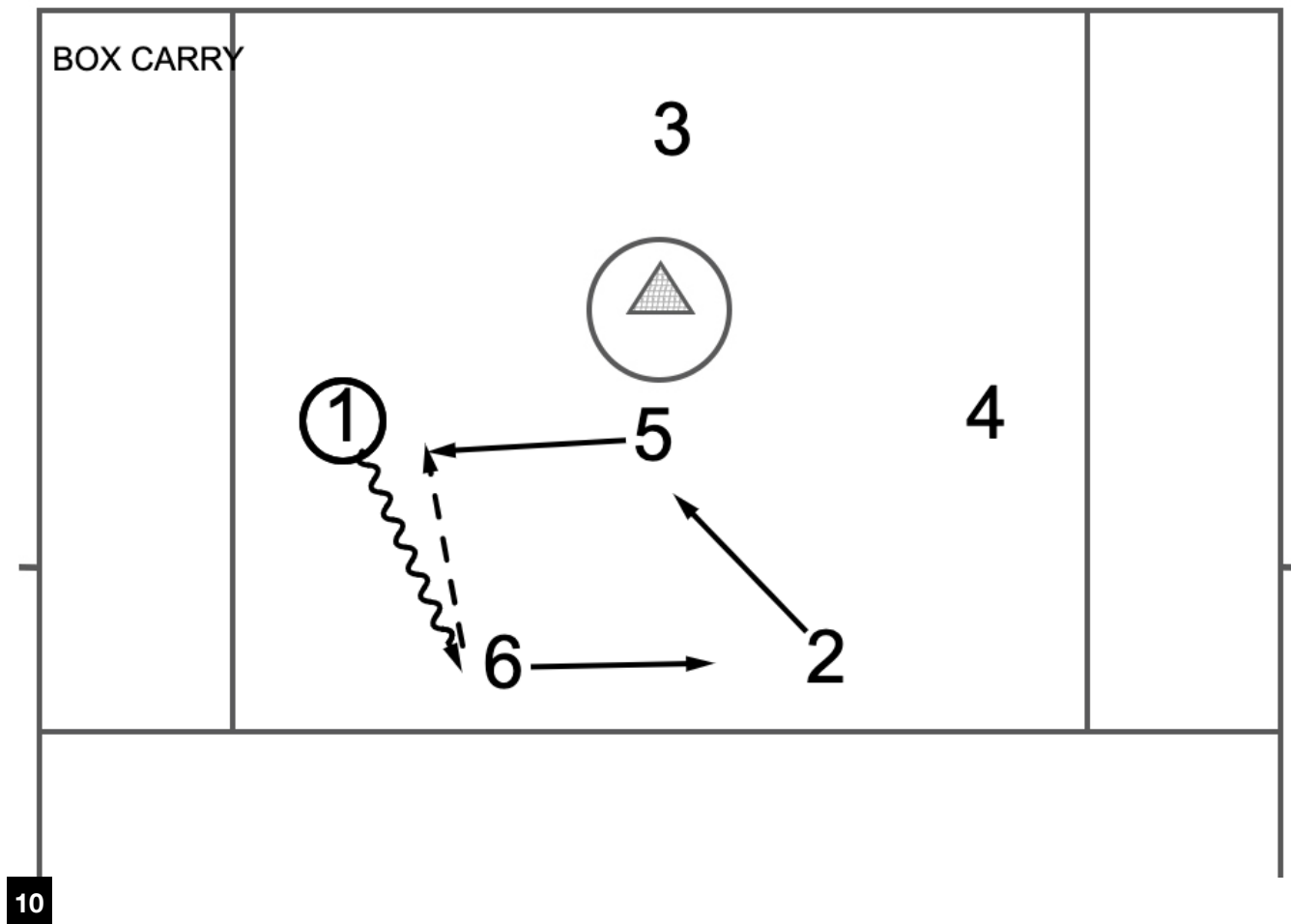
6 MAN



WEBBER INTERNATIONAL UNIV.



30 WING BOX CARRY

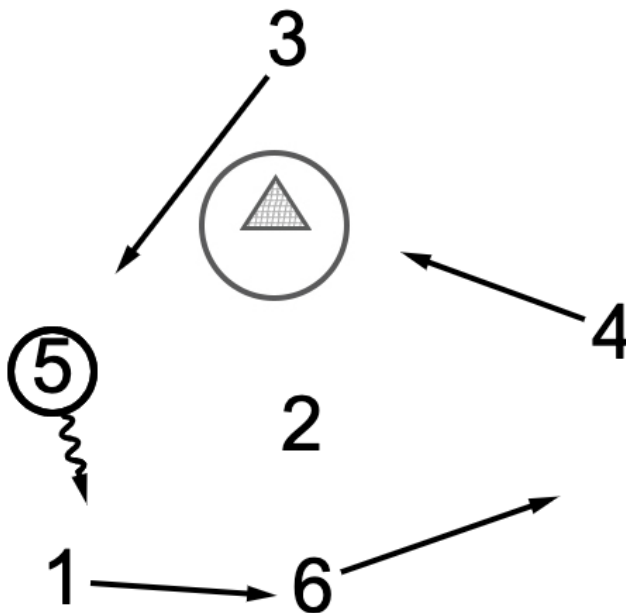


WEBBER INTERNATIONAL UNIV.



5 MAN TO 60

5 MAN CARRY

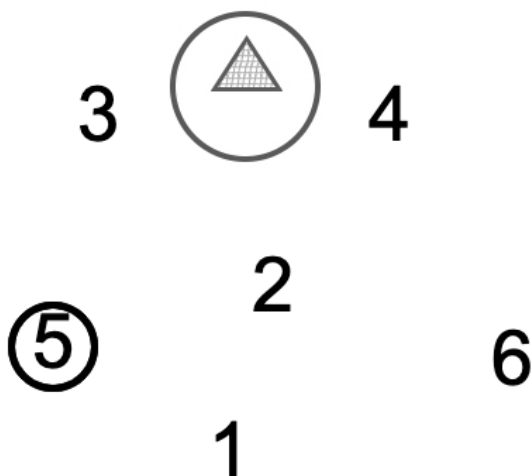


WEBBER INTERNATIONAL UNIV.



END

BOX CARRY

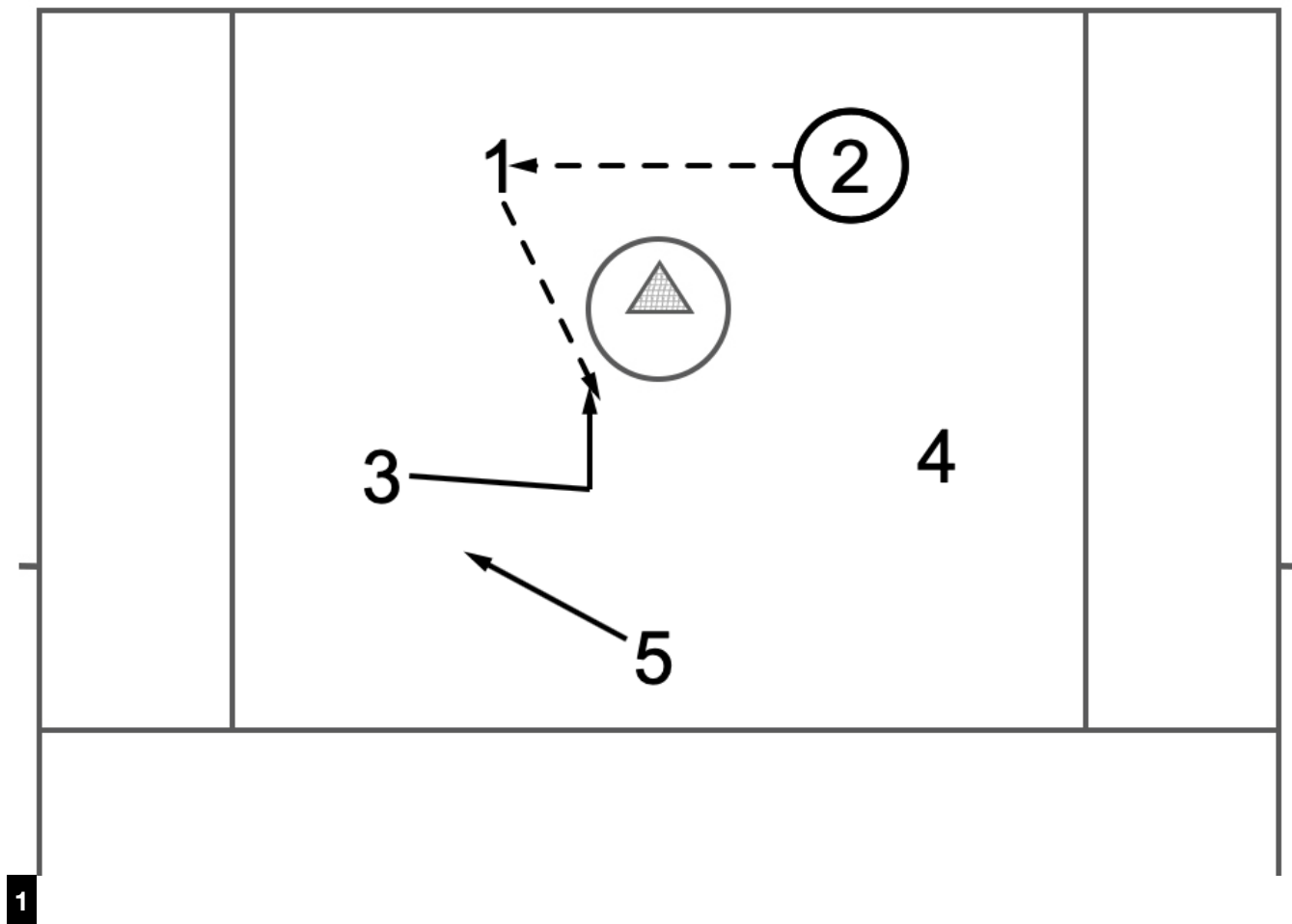


12

WEBBER INTERNATIONAL UNIV.



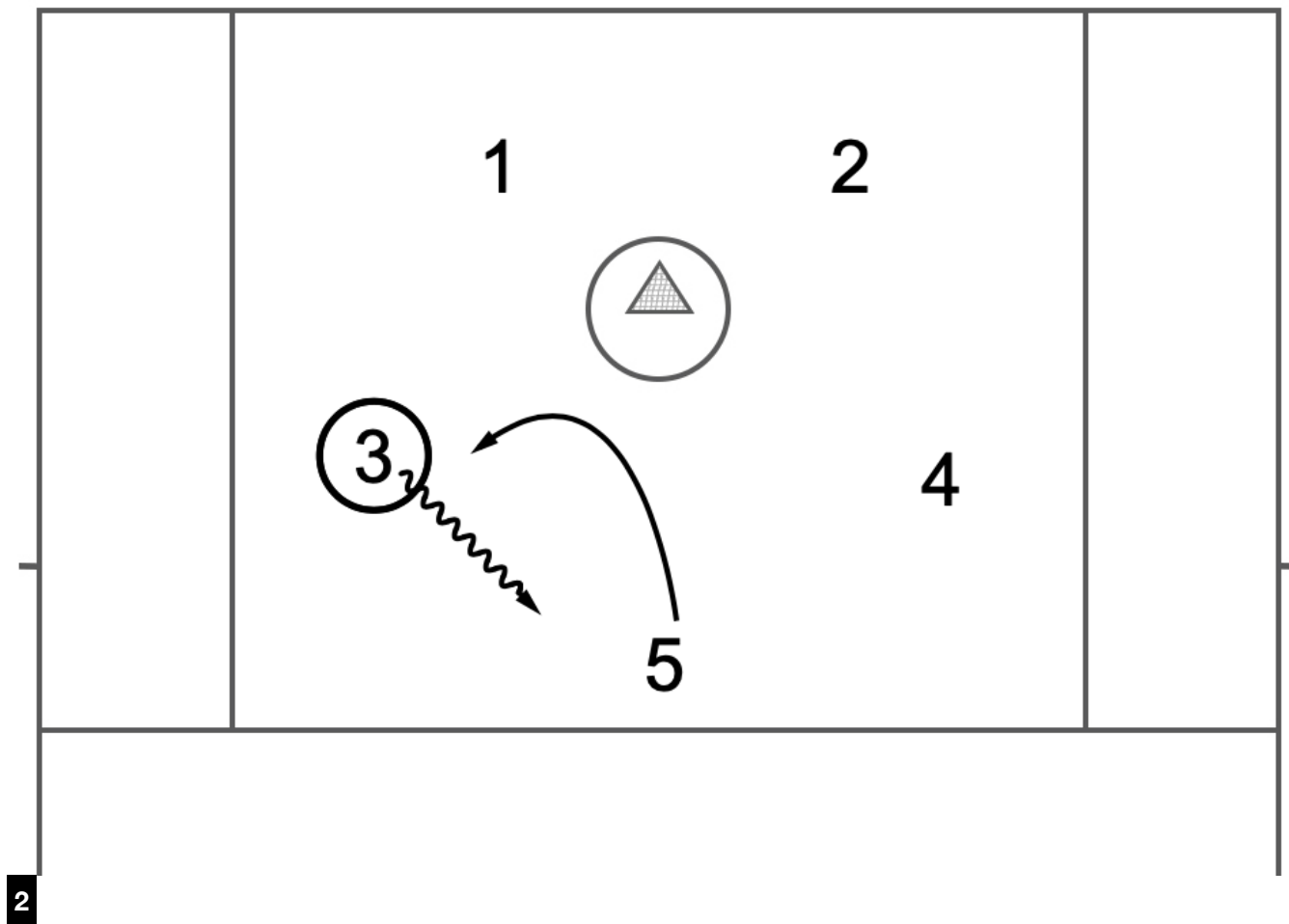
5V4 SLIP



WEBBER INTERNATIONAL UNIV.



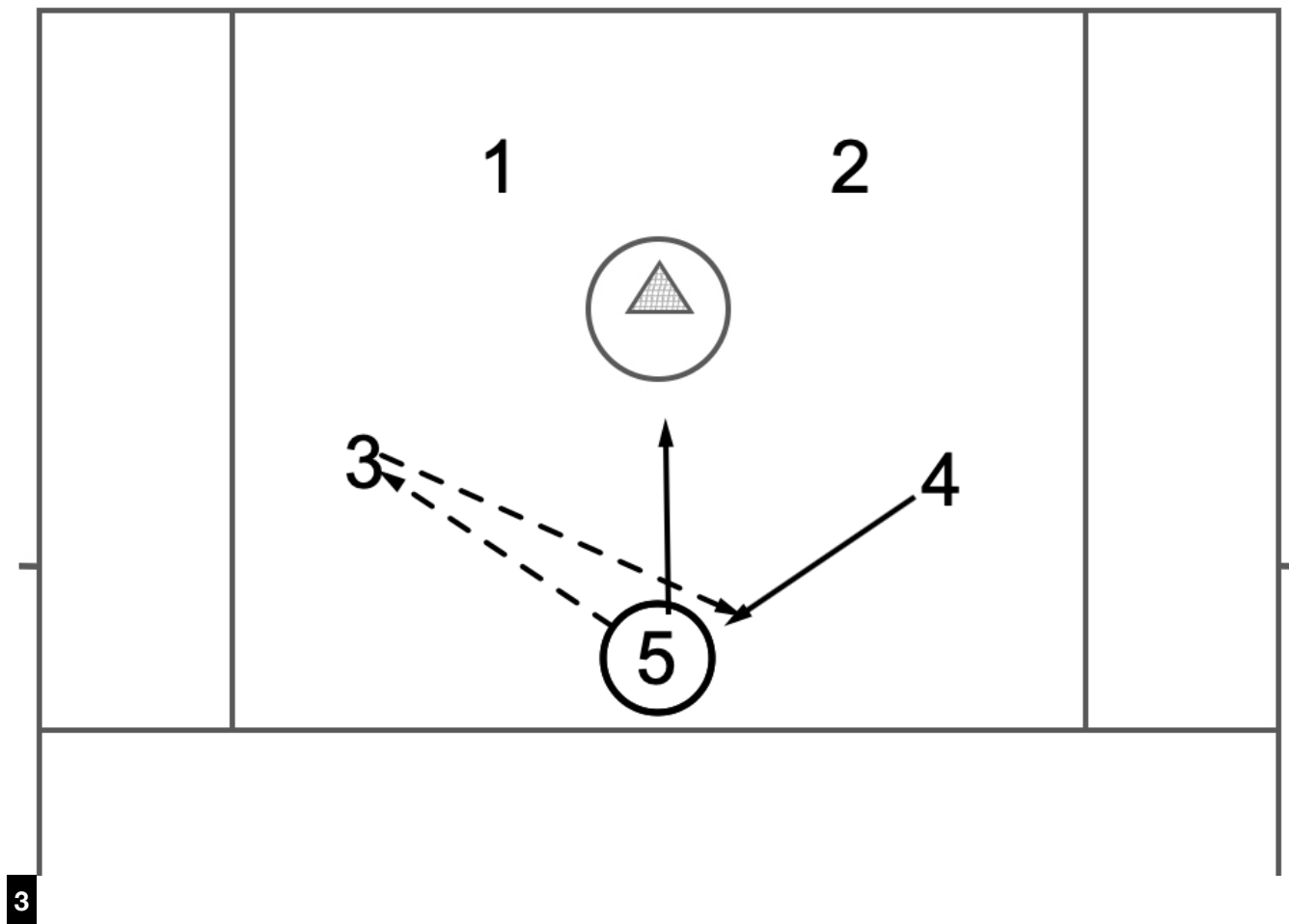
5V4 REPLACE



WEBBER INTERNATIONAL UNIV.



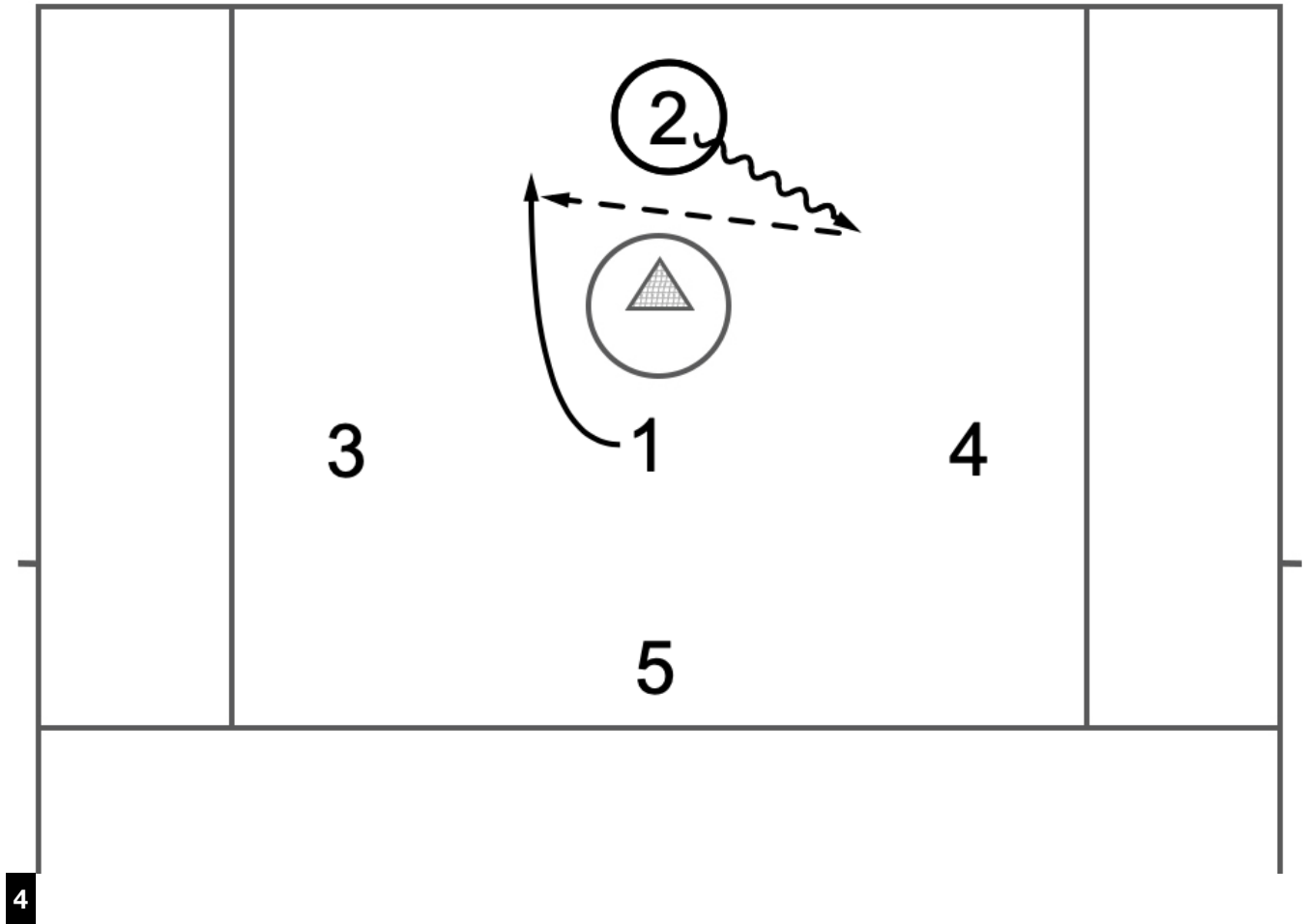
5V4 VOID/FILL



WEBBER INTERNATIONAL UNIV.



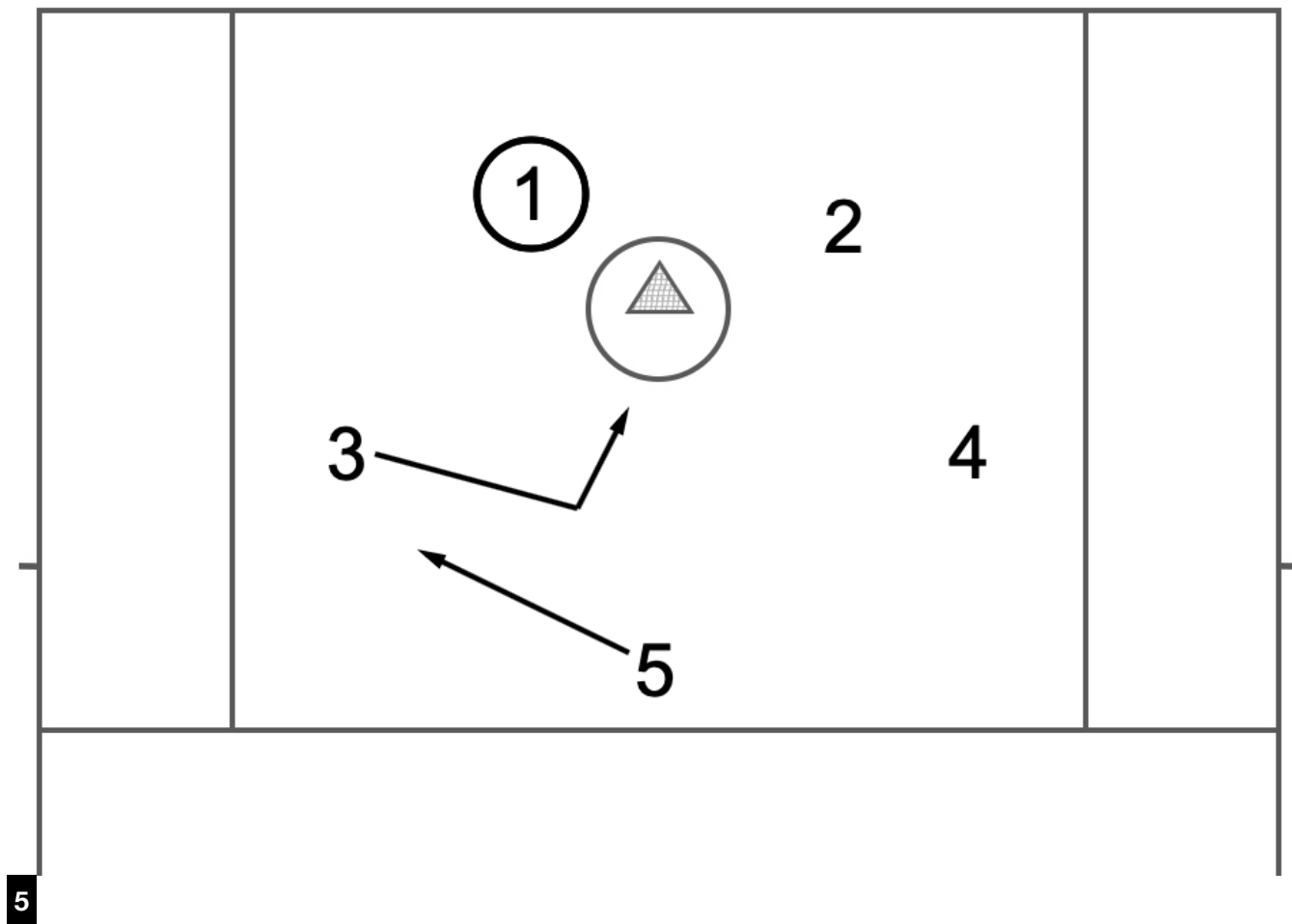
5V4 STEP OFF



WEBBER INTERNATIONAL UNIV.



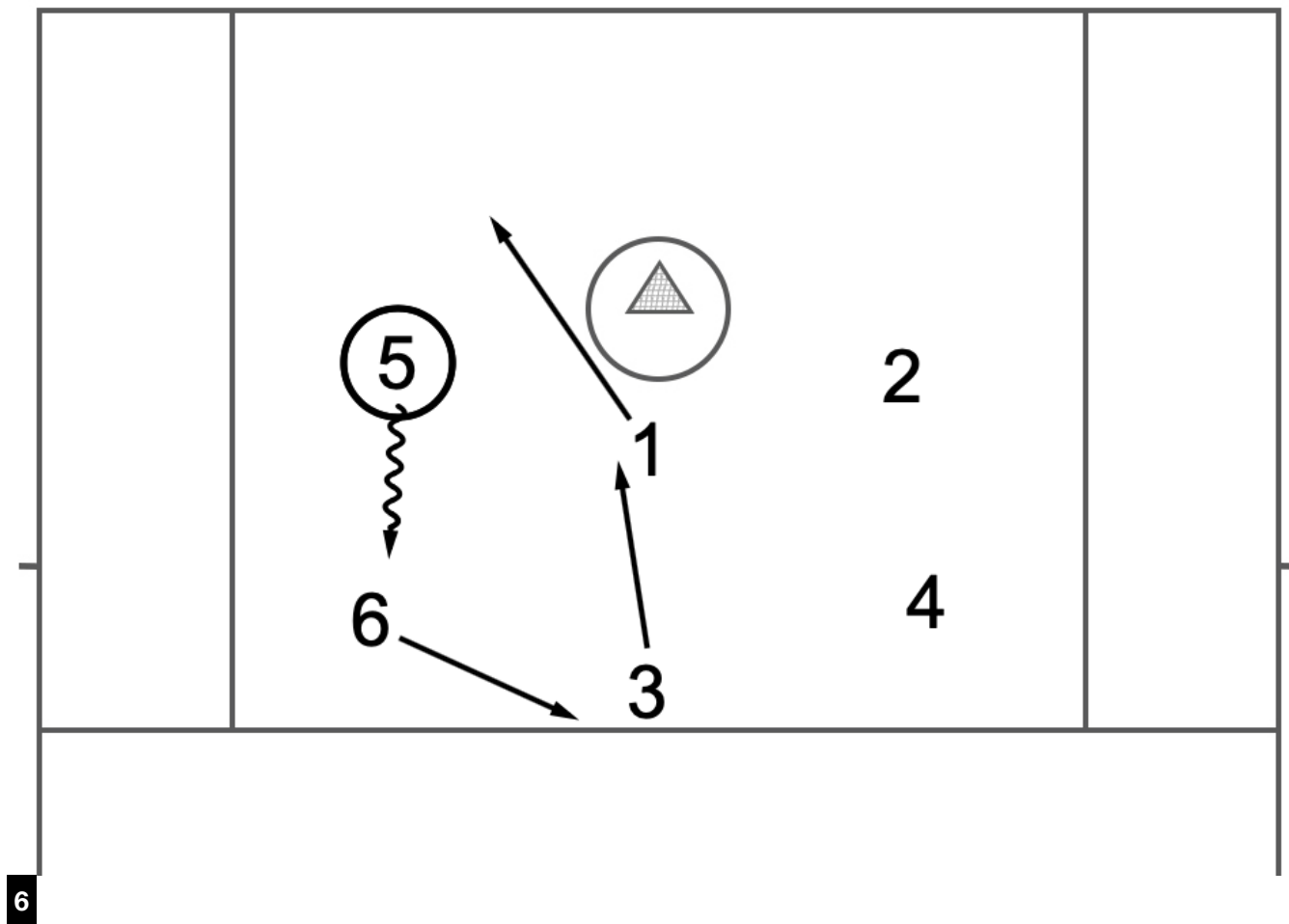
5V4 SLIP



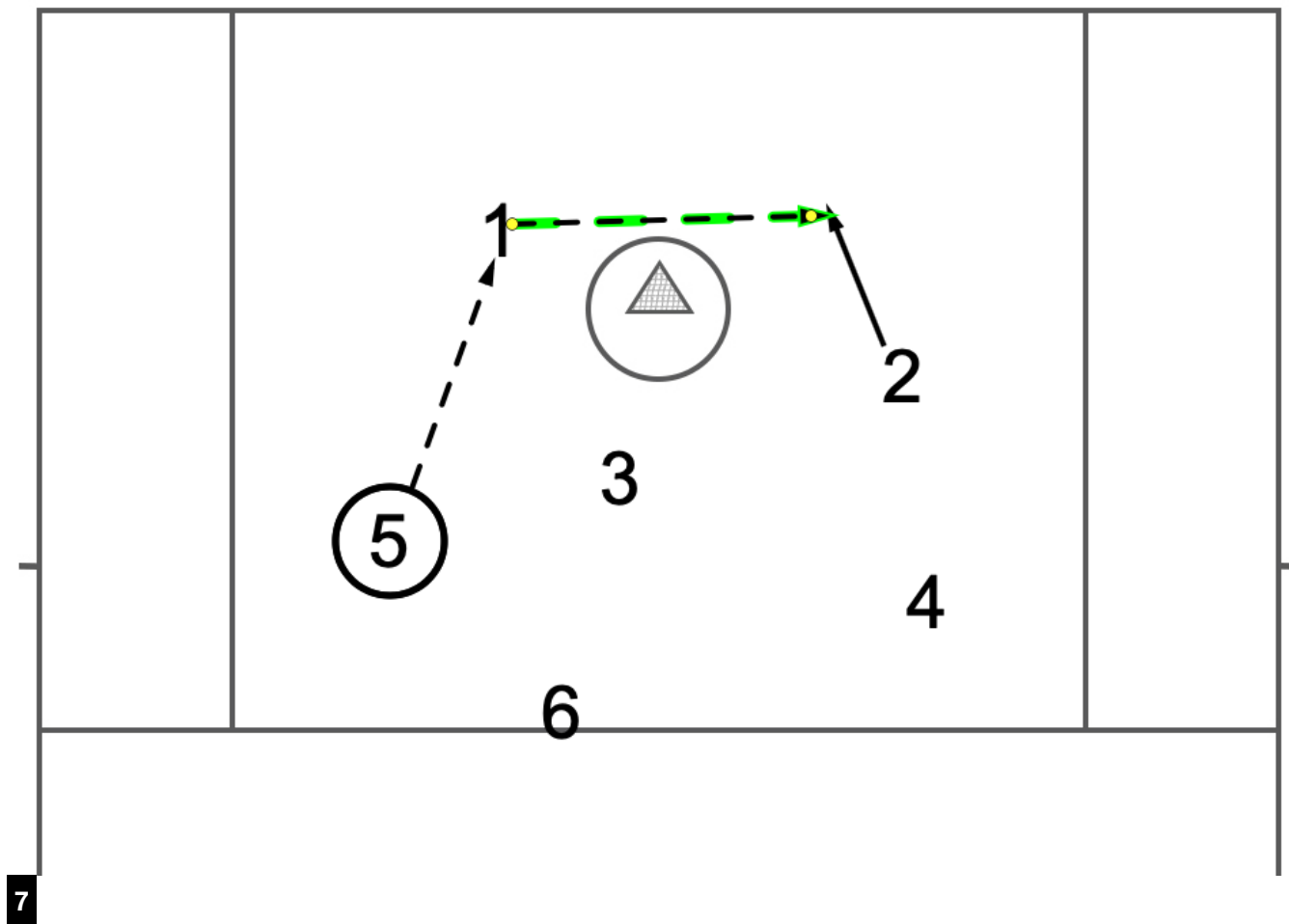
WEBBER INTERNATIONAL UNIV.



60 BOX CARRY



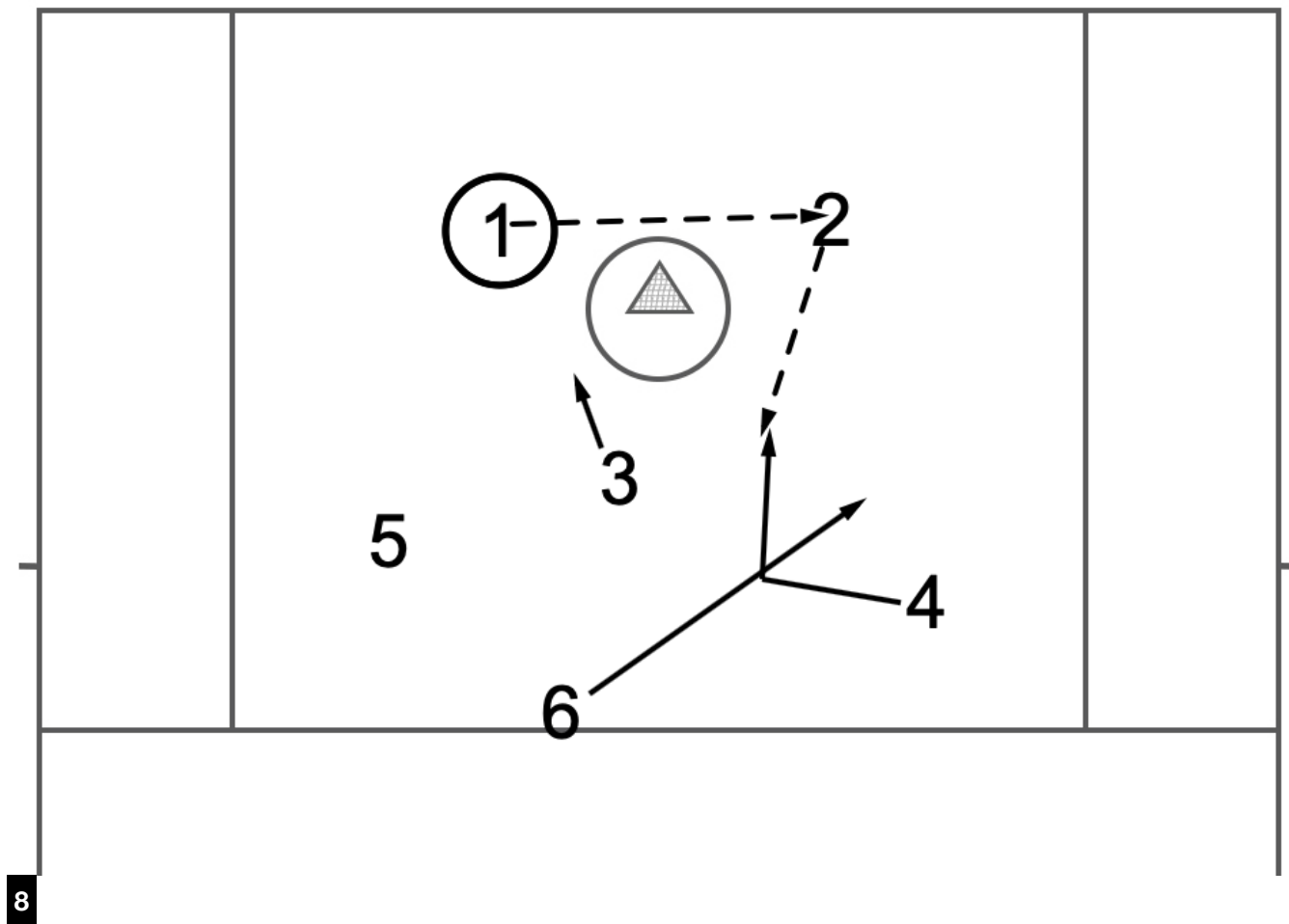
WEBBER INTERNATIONAL UNIV. INTO



WEBBER INTERNATIONAL UNIV.



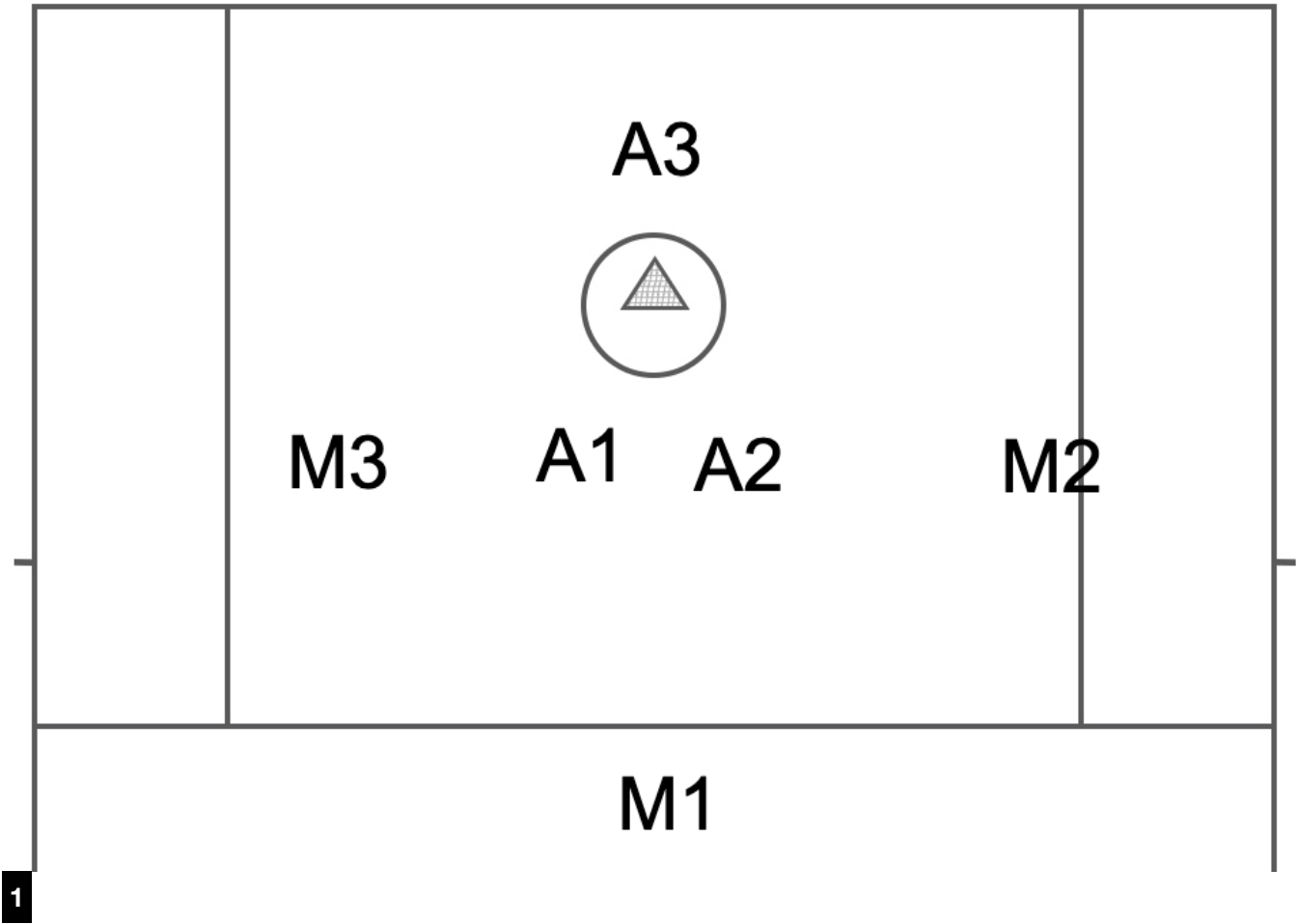
SLIP



WEBBER INTERNATIONAL UNIV.



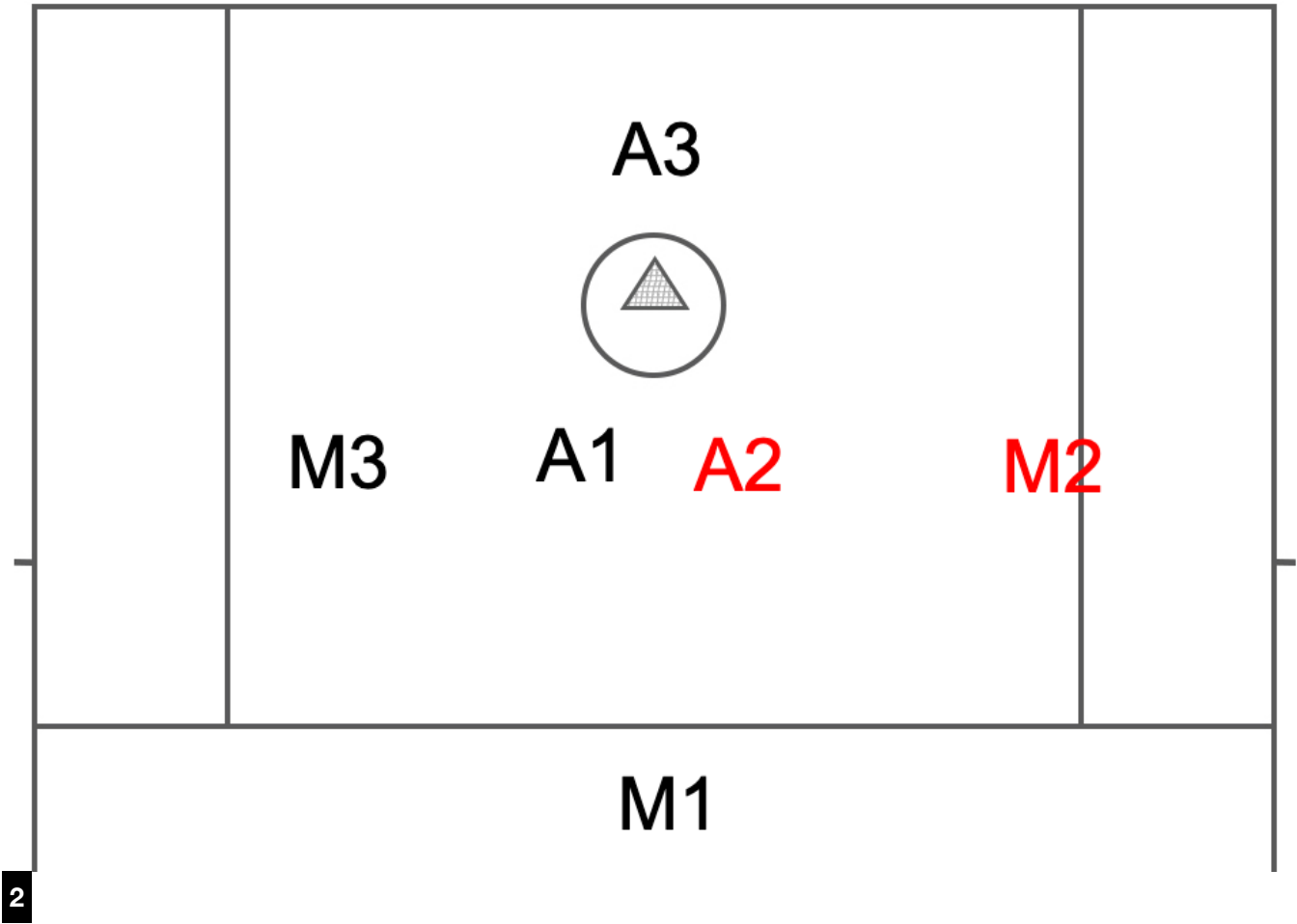
Frame 1 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



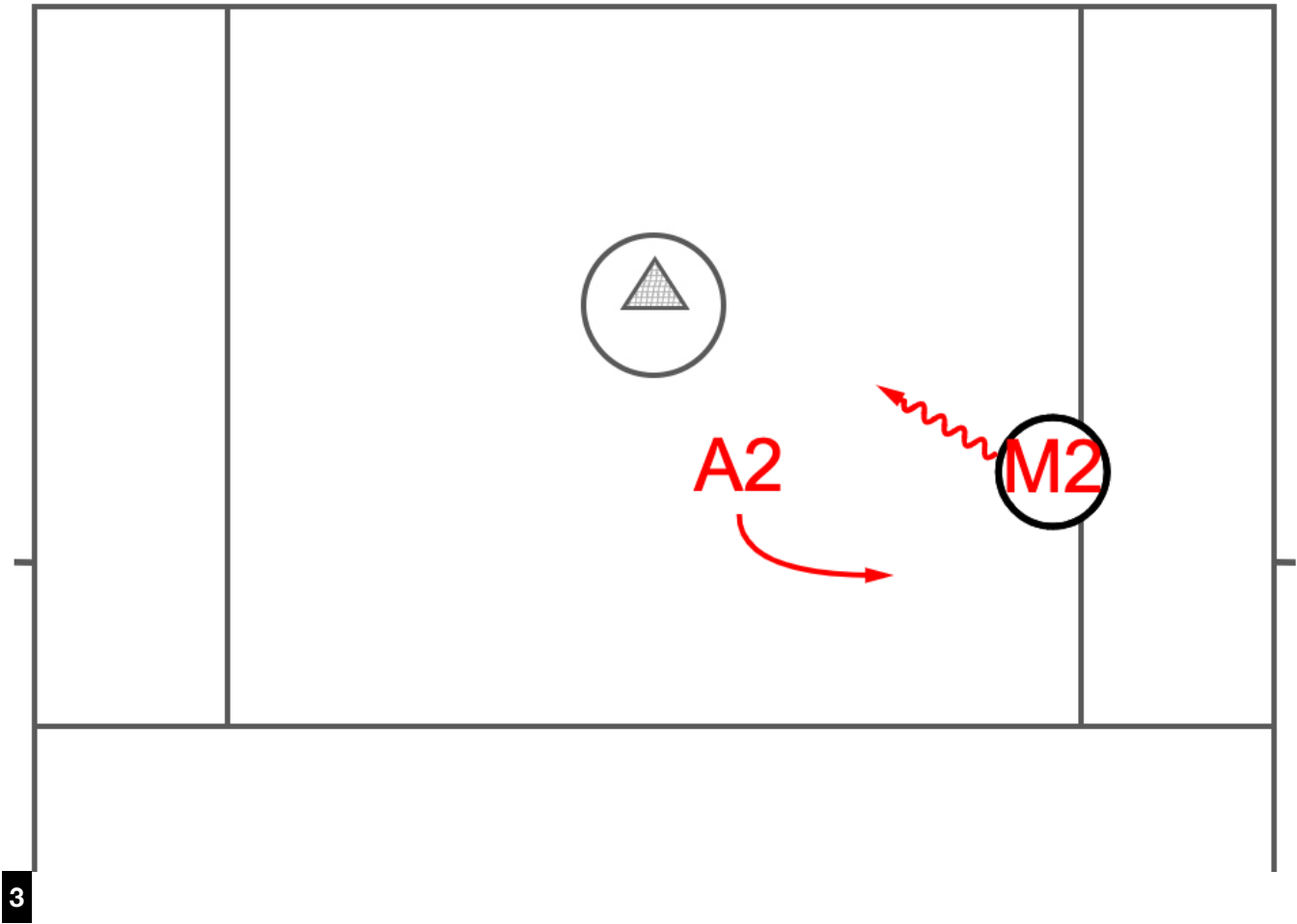
Frame 2 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



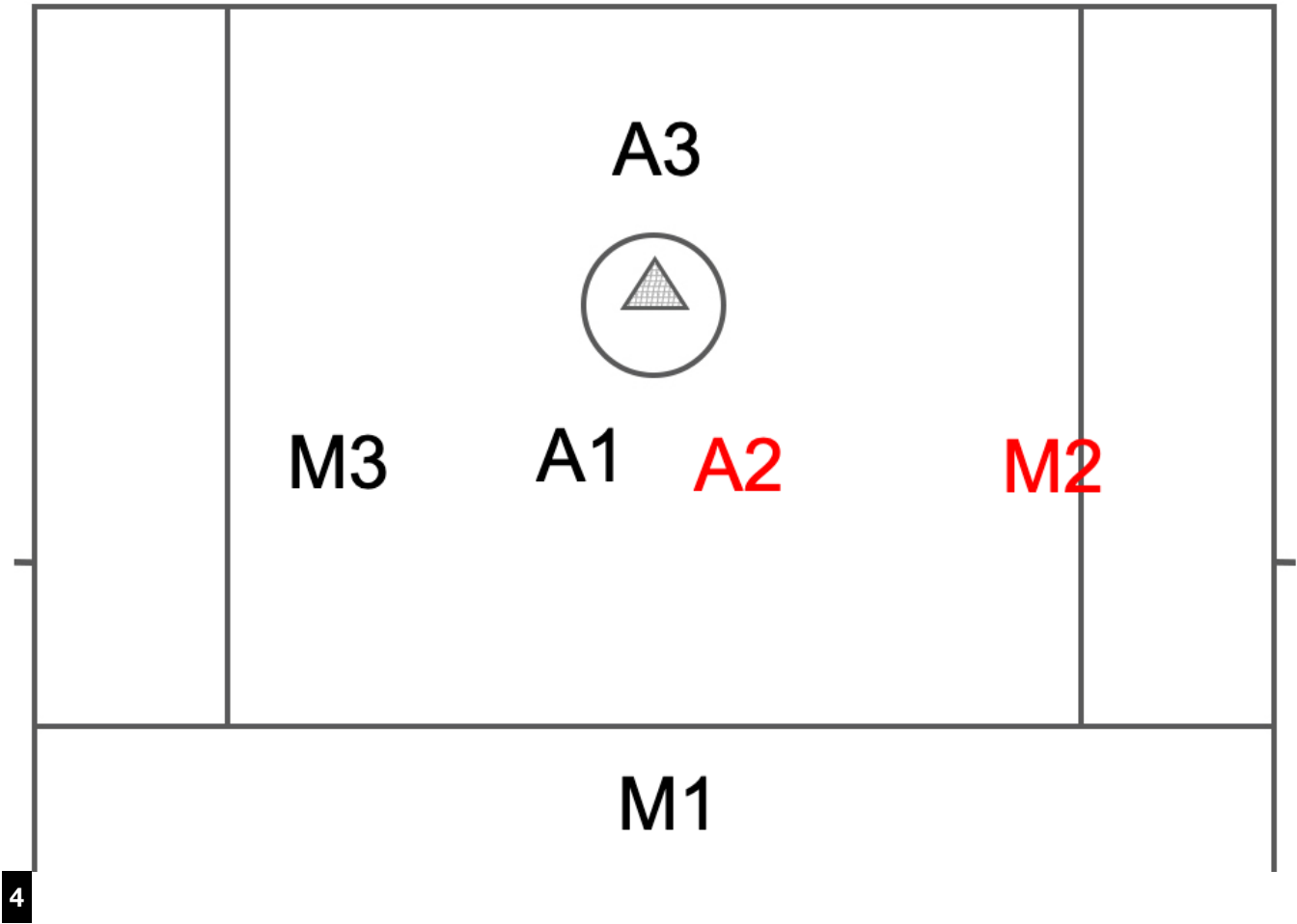
Frame 3 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



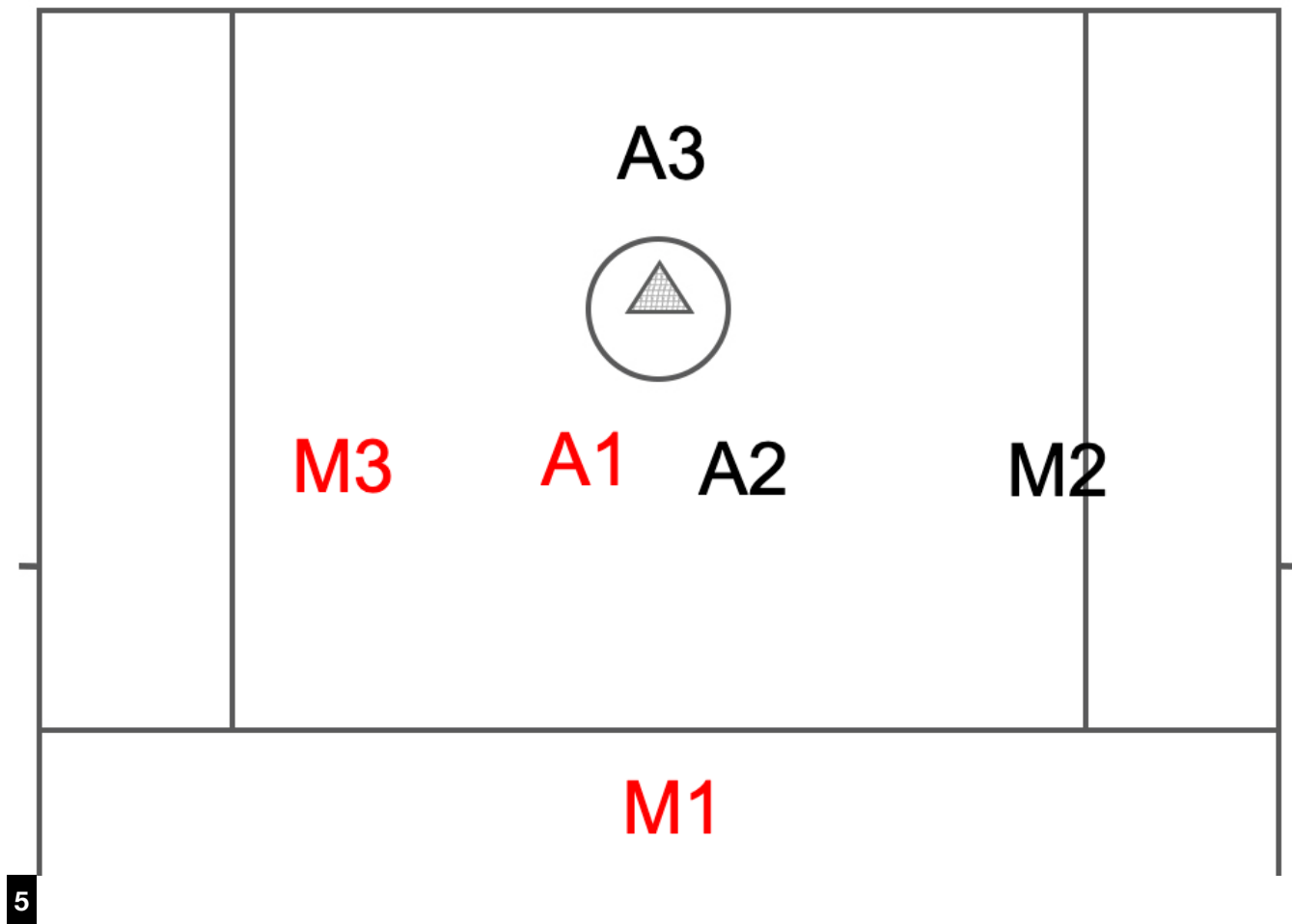
Frame 4 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



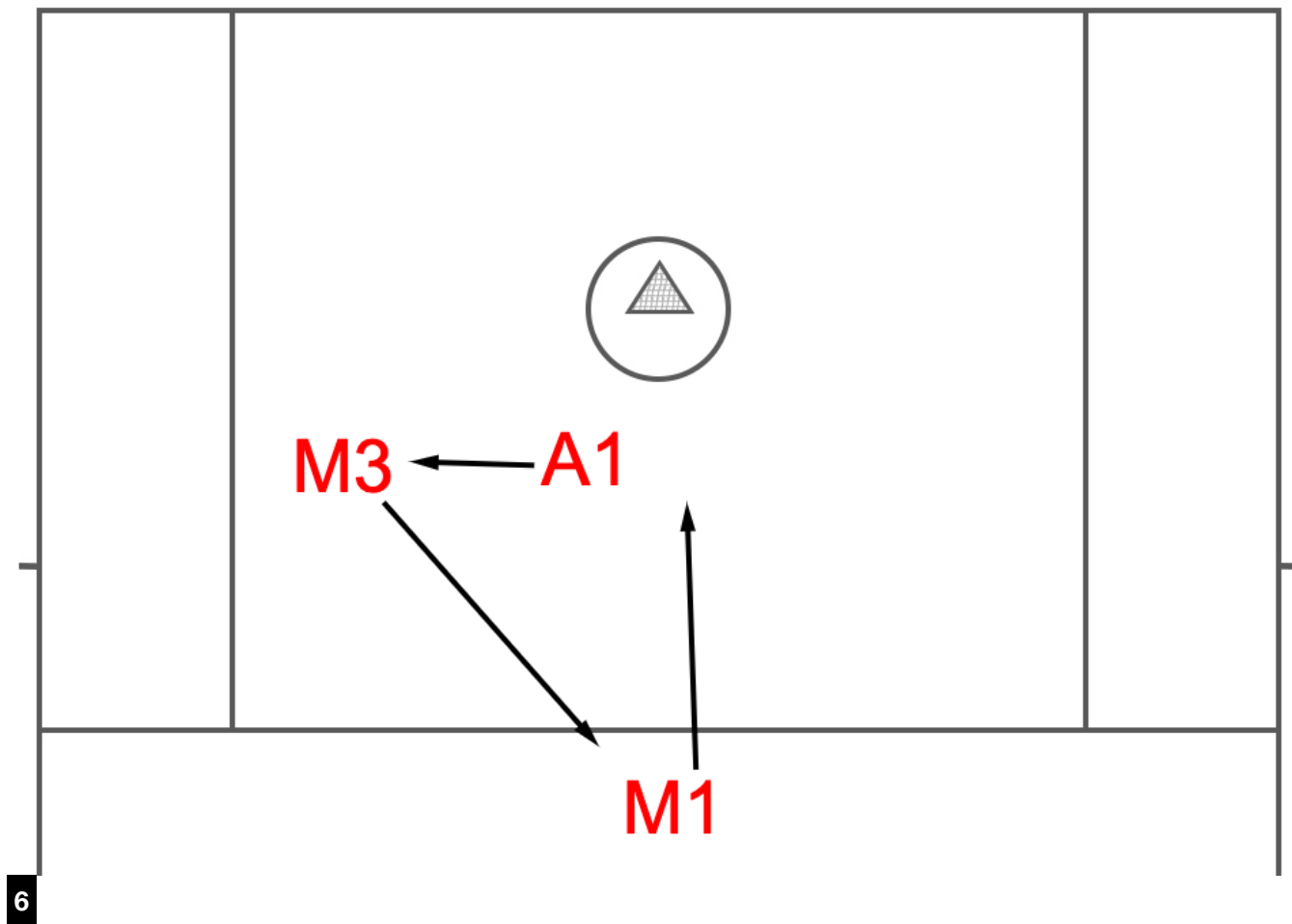
Frame 5 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



Frame 6 - Frame 8 - FINAL - 0

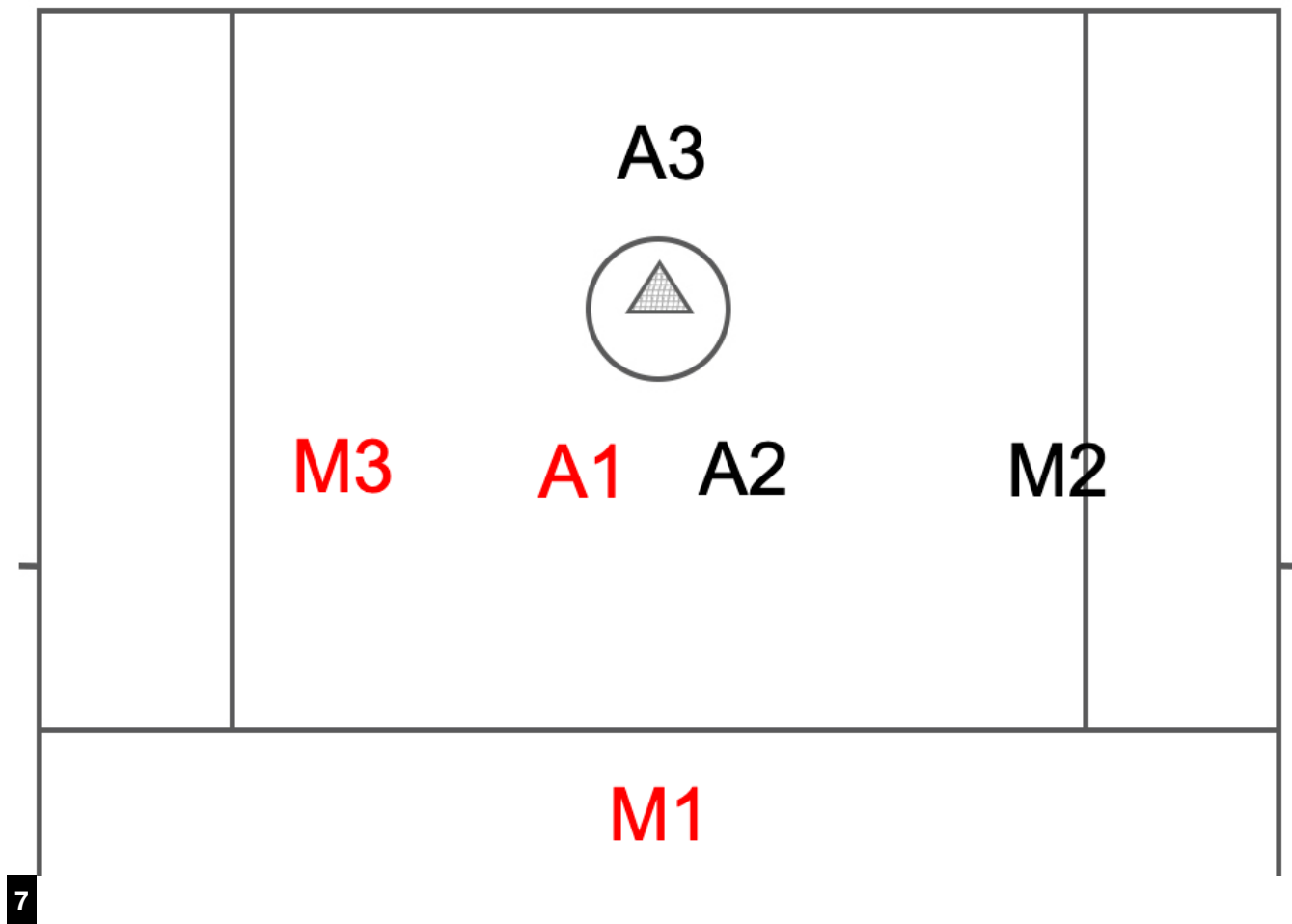


6

WEBBER INTERNATIONAL UNIV.



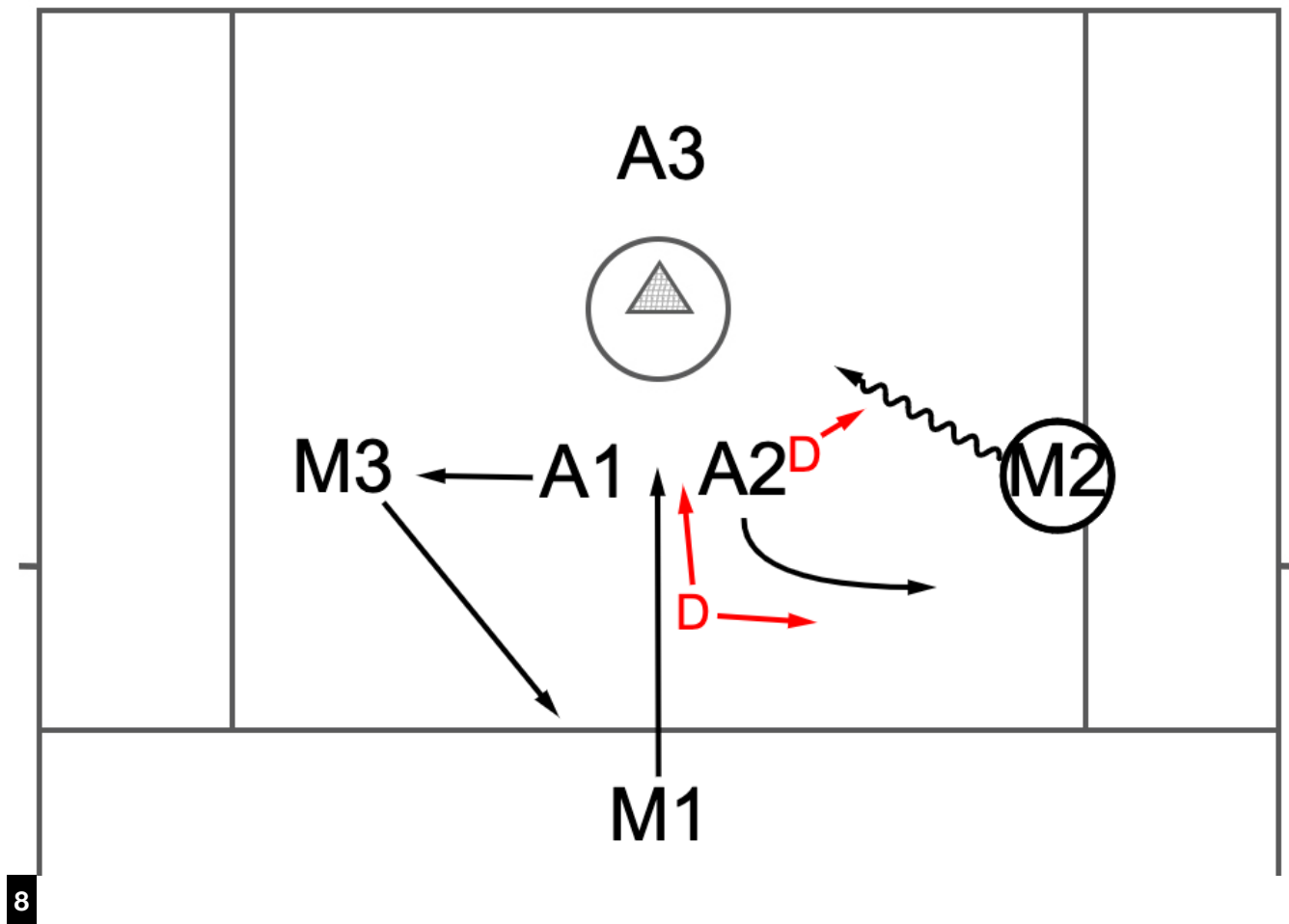
Frame 7 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



Frame 8 - Frame 8 - FINAL - 0

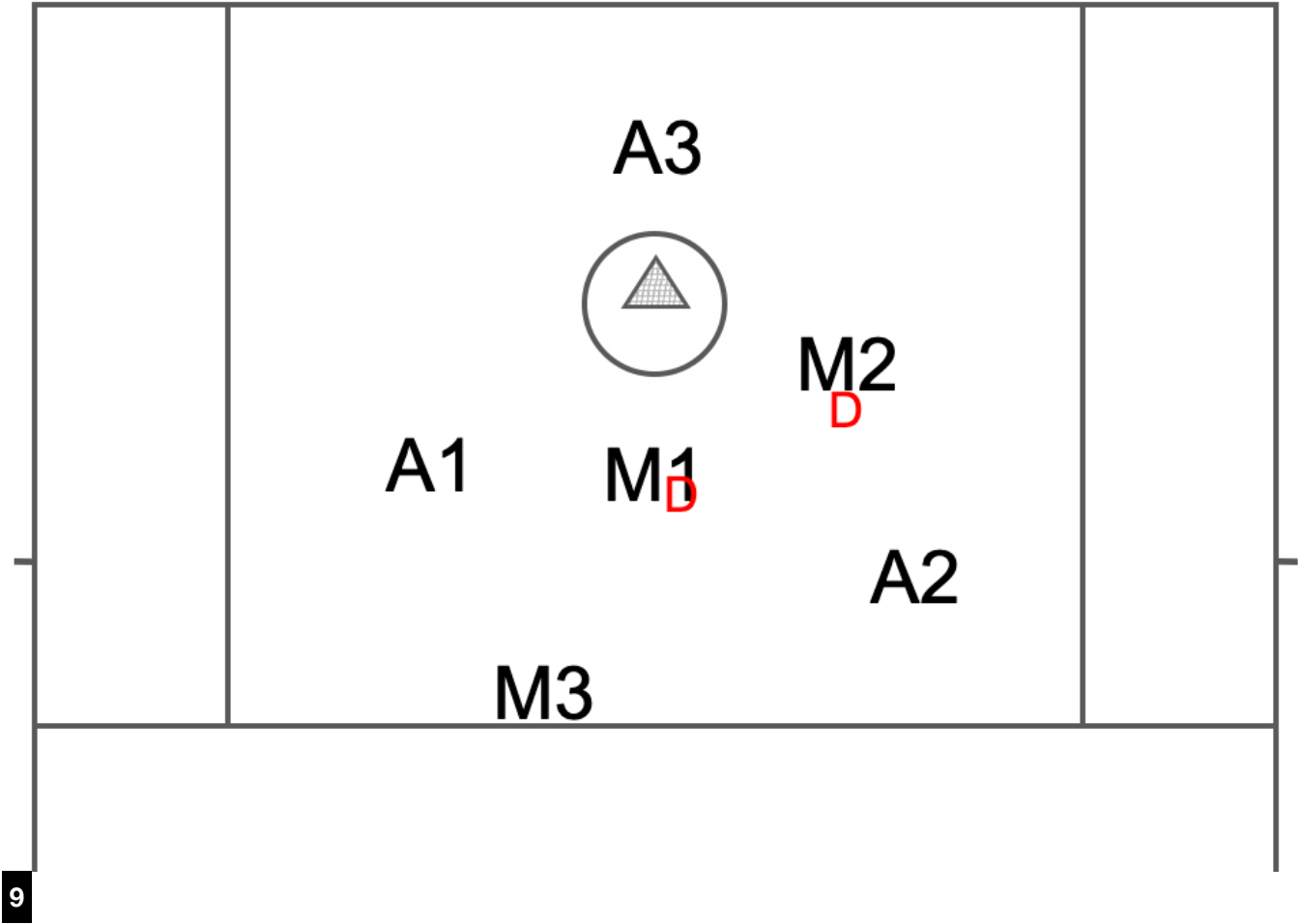


8

WEBBER INTERNATIONAL UNIV.



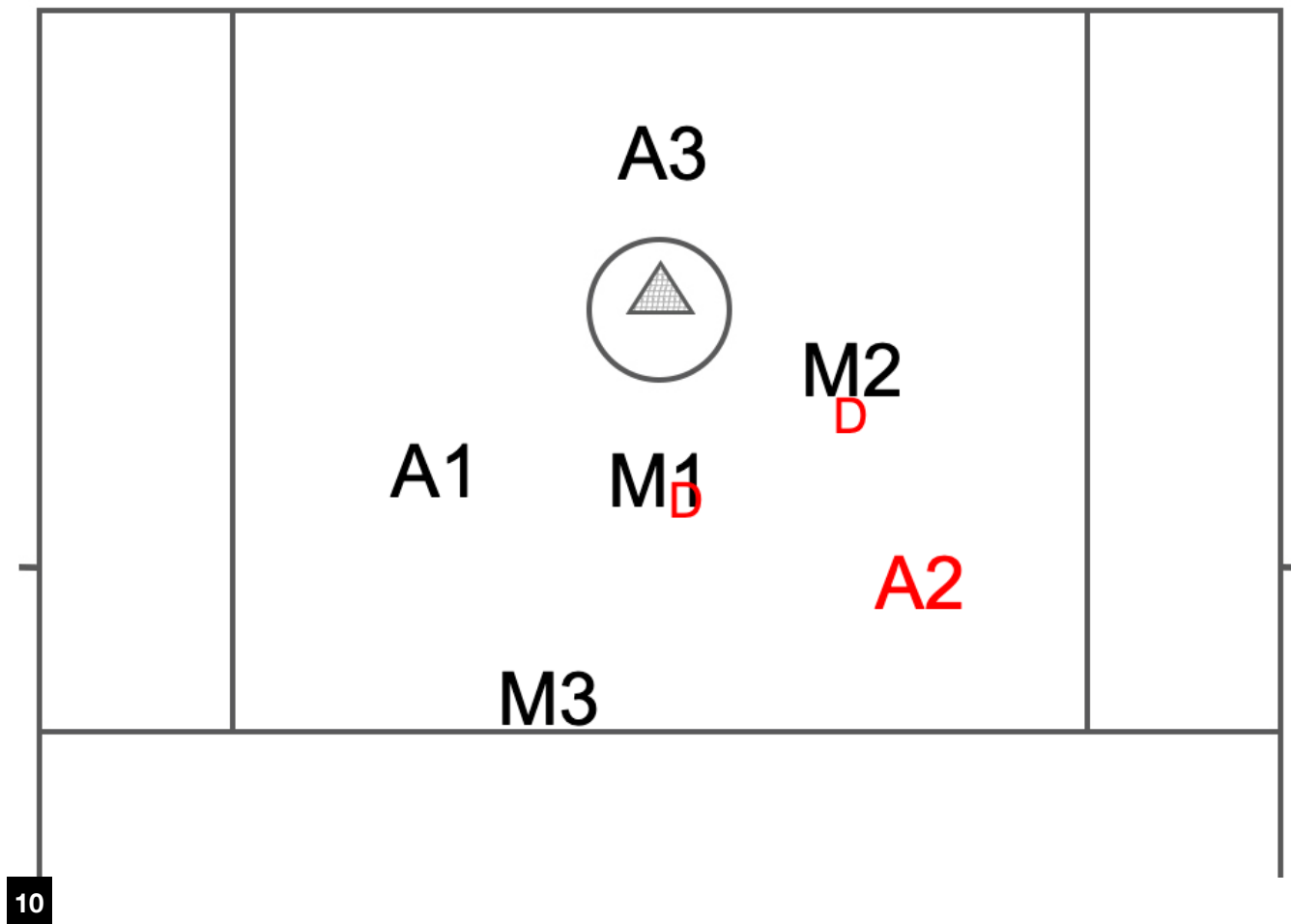
Frame 9 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



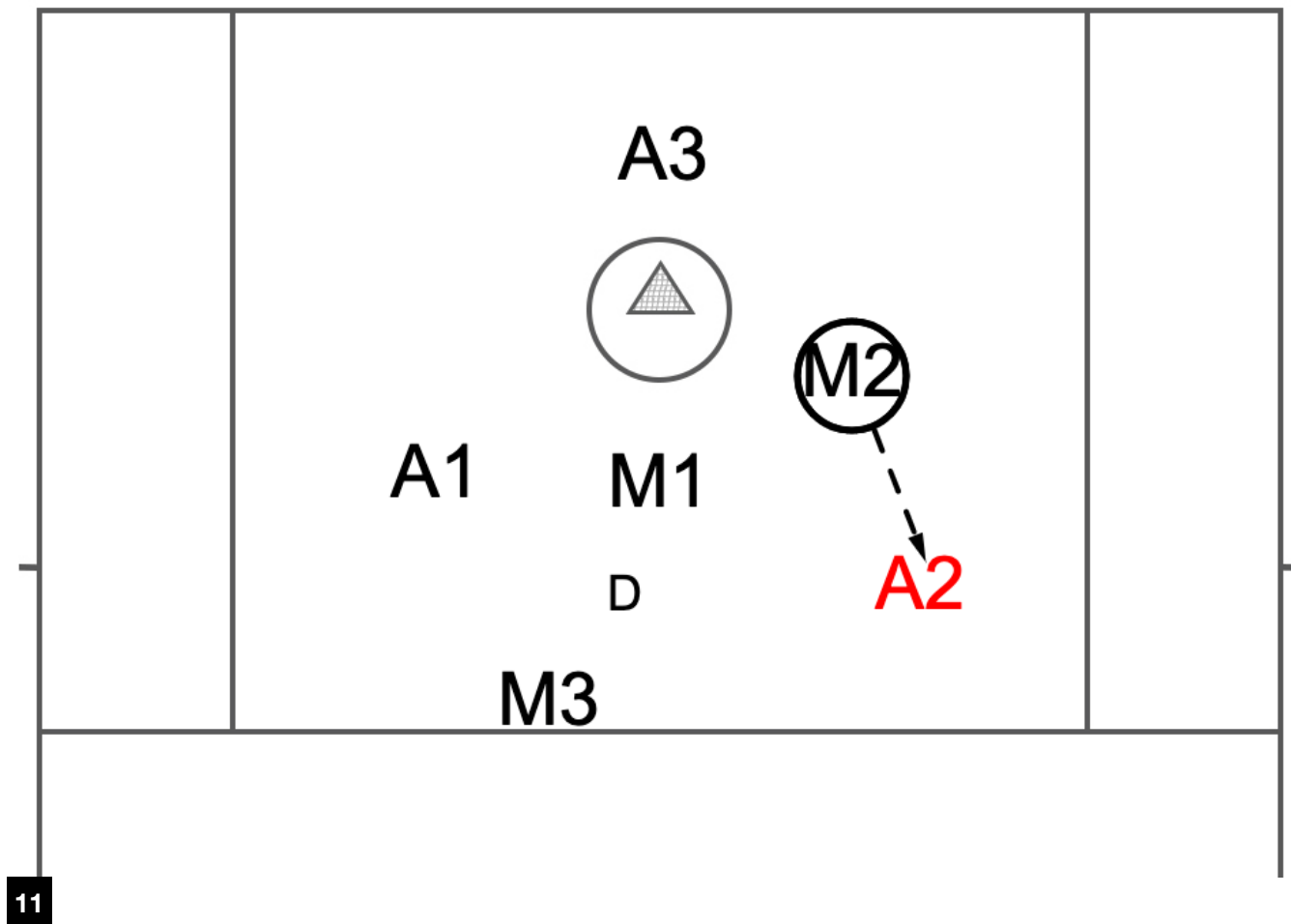
Frame 10 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



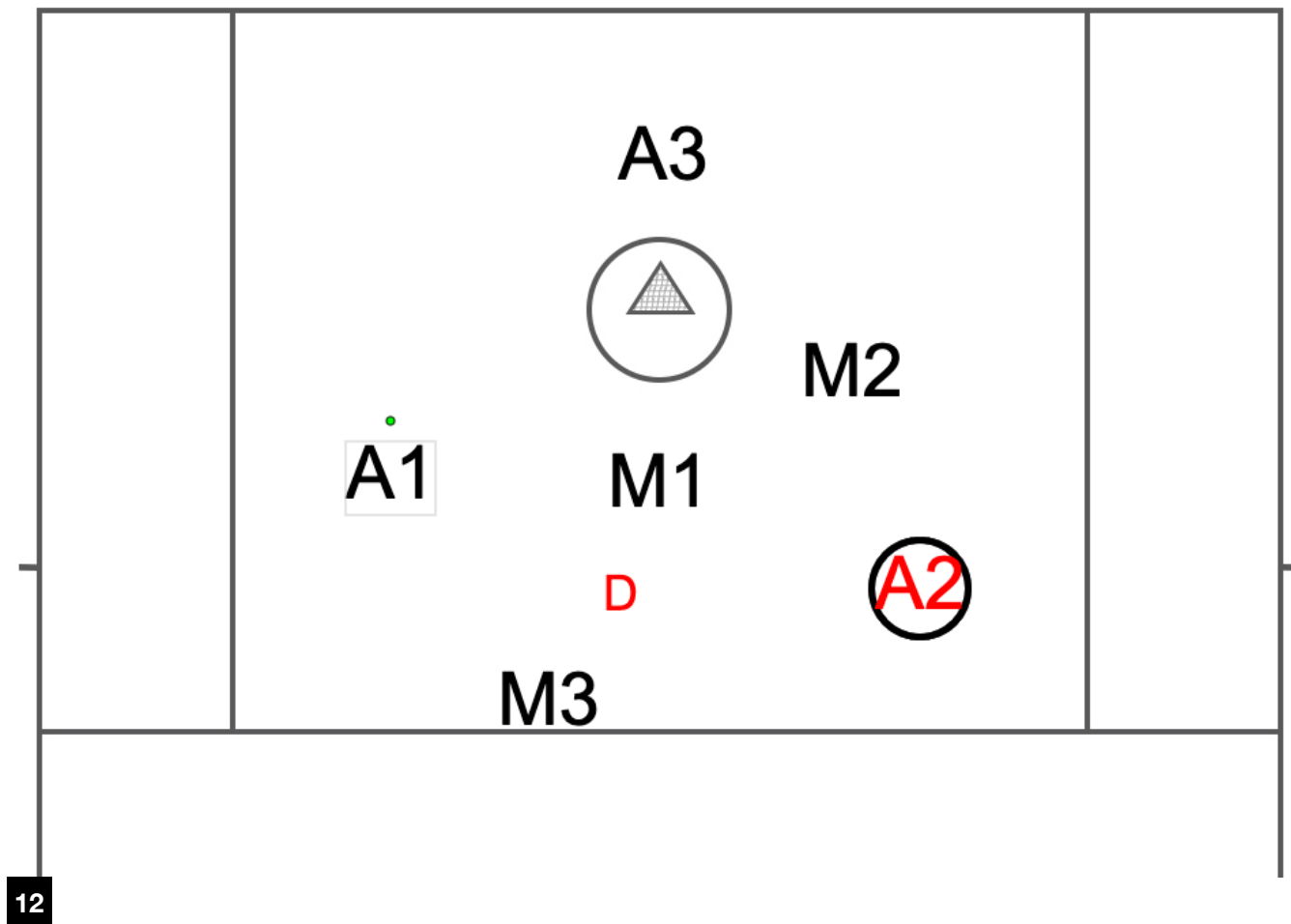
Frame 11 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



Frame 12 - Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



Frame 13 - Frame 8 - FINAL - 0

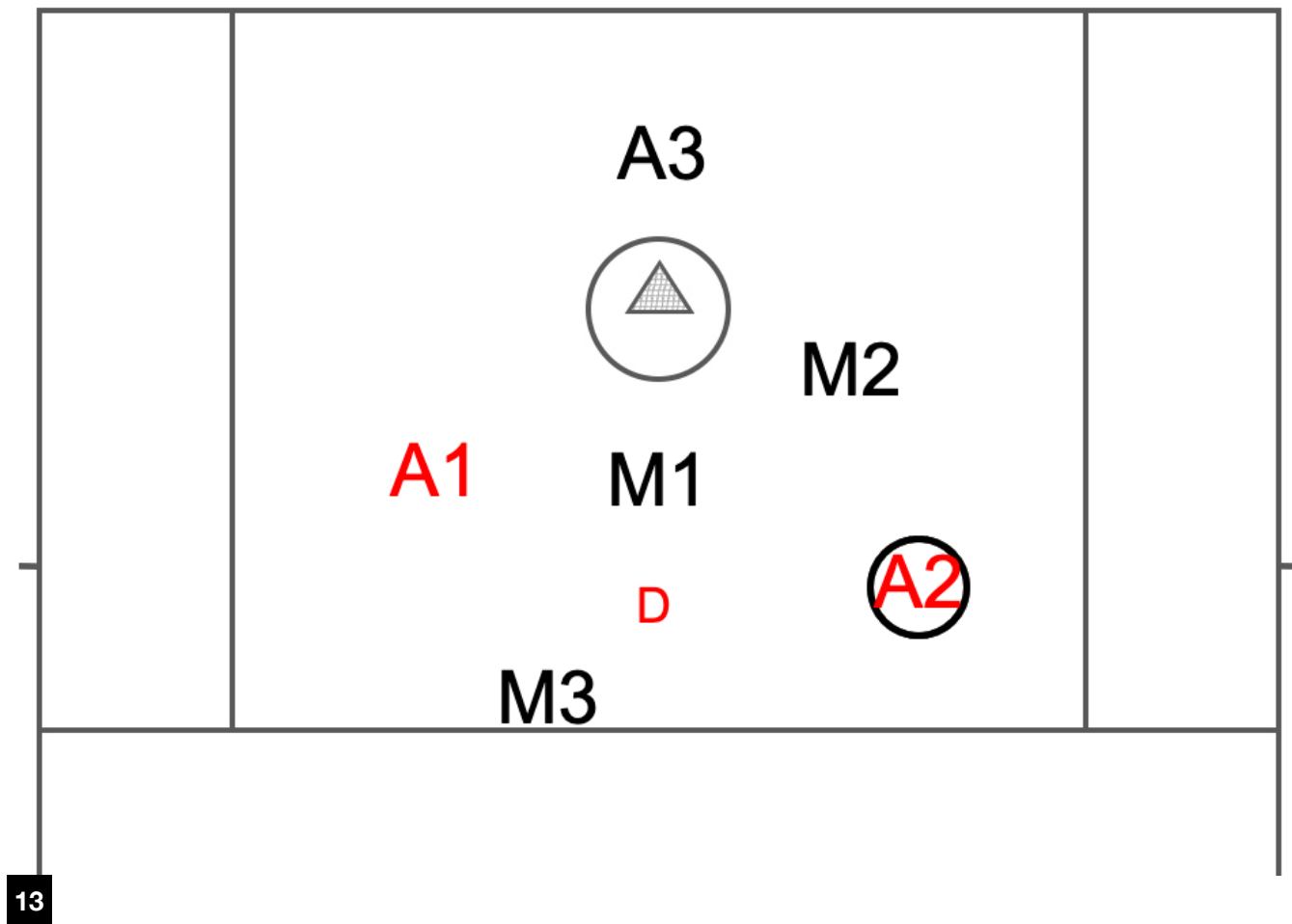
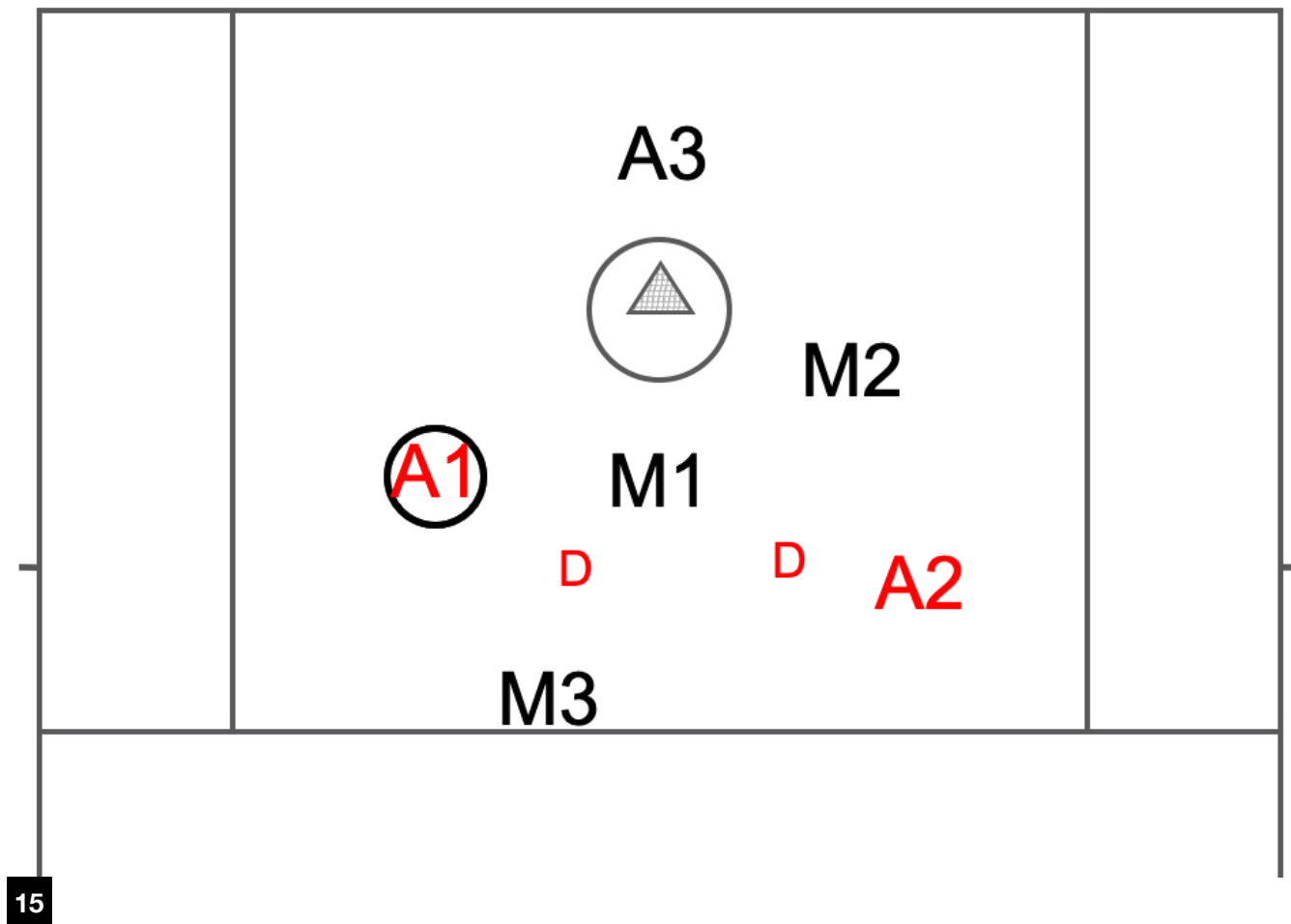


Diagram illustrating a 2D environment with three agents (A1, A2, A3) and three obstacles (M1, M2, M3). The environment is divided into three vertical sections. Agent A1 (red triangle) is in the left section. Agent A2 (red circle) is in the right section. Agent A3 (gray triangle inside a circle) is in the middle section. Obstacle M1 (black circle) is in the left section. Obstacle M2 (black circle) is in the middle section. Obstacle M3 (black circle) is in the left section. Red arrows labeled 'D' indicate a path from A1 to A2. Dashed black arrows indicate a path from A2 to M3 and from M3 to A1.

WEBBER INTERNATIONAL UNIV.



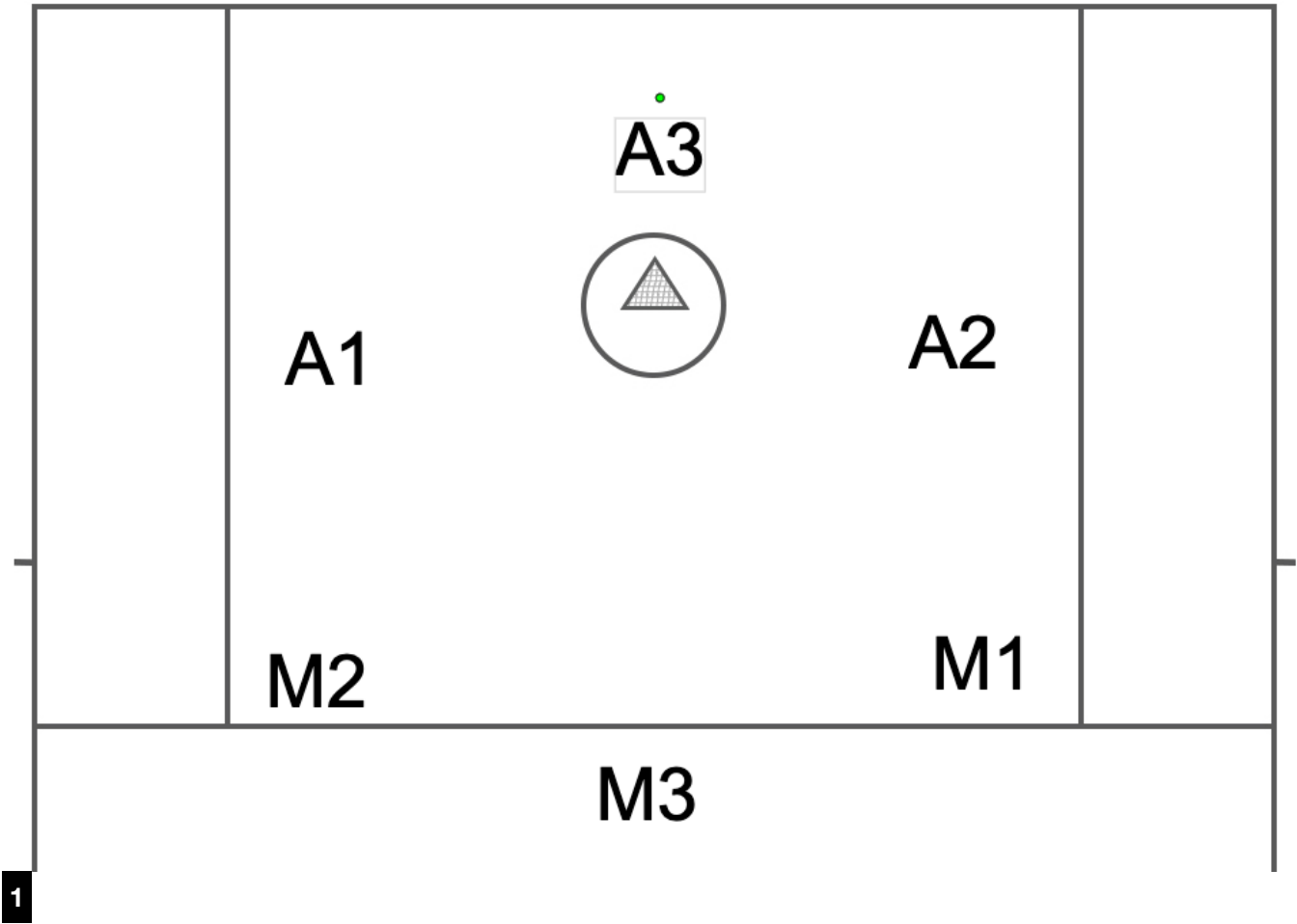
Frame 8 - FINAL - 0



WEBBER INTERNATIONAL UNIV.



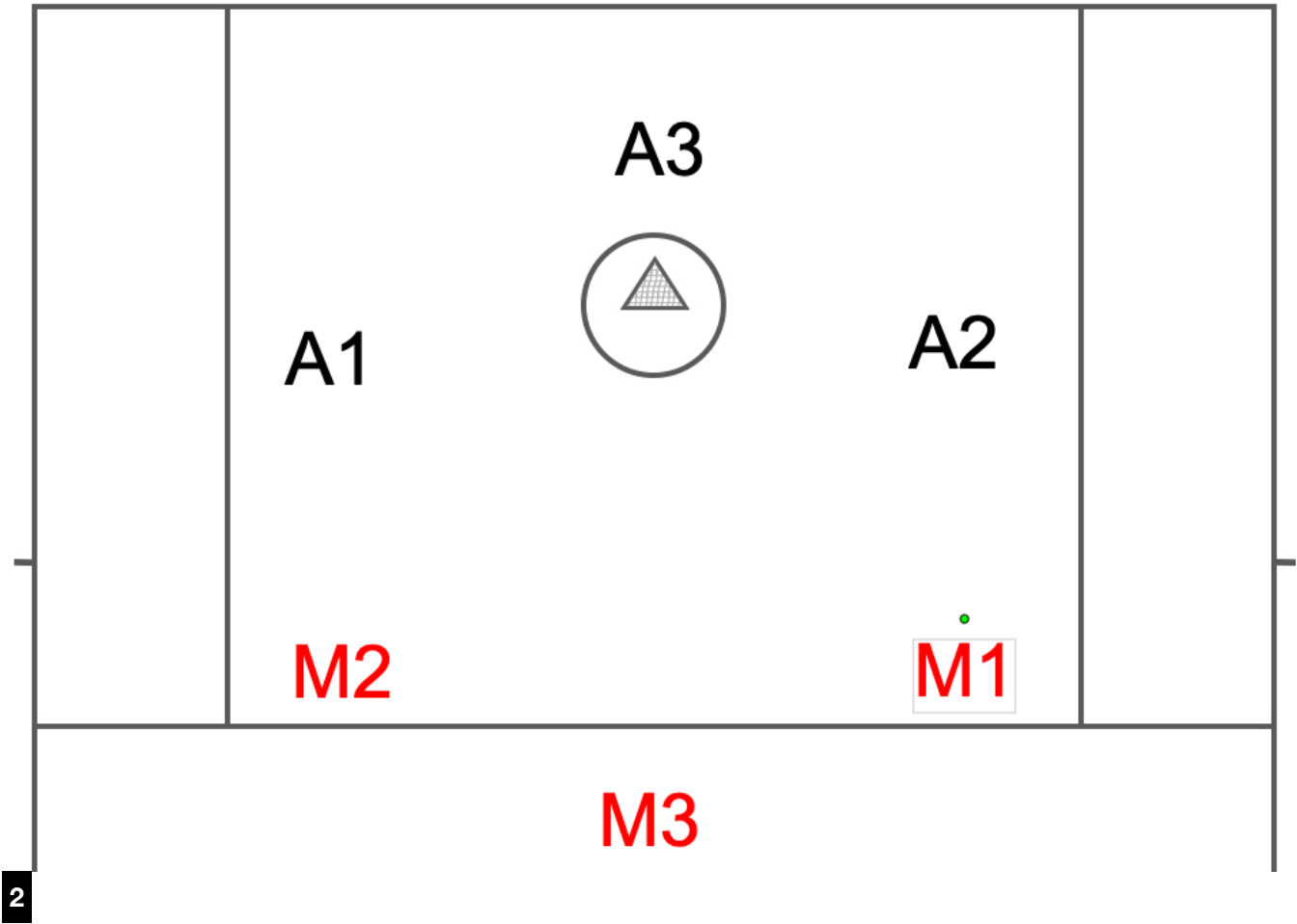
Frame 1 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



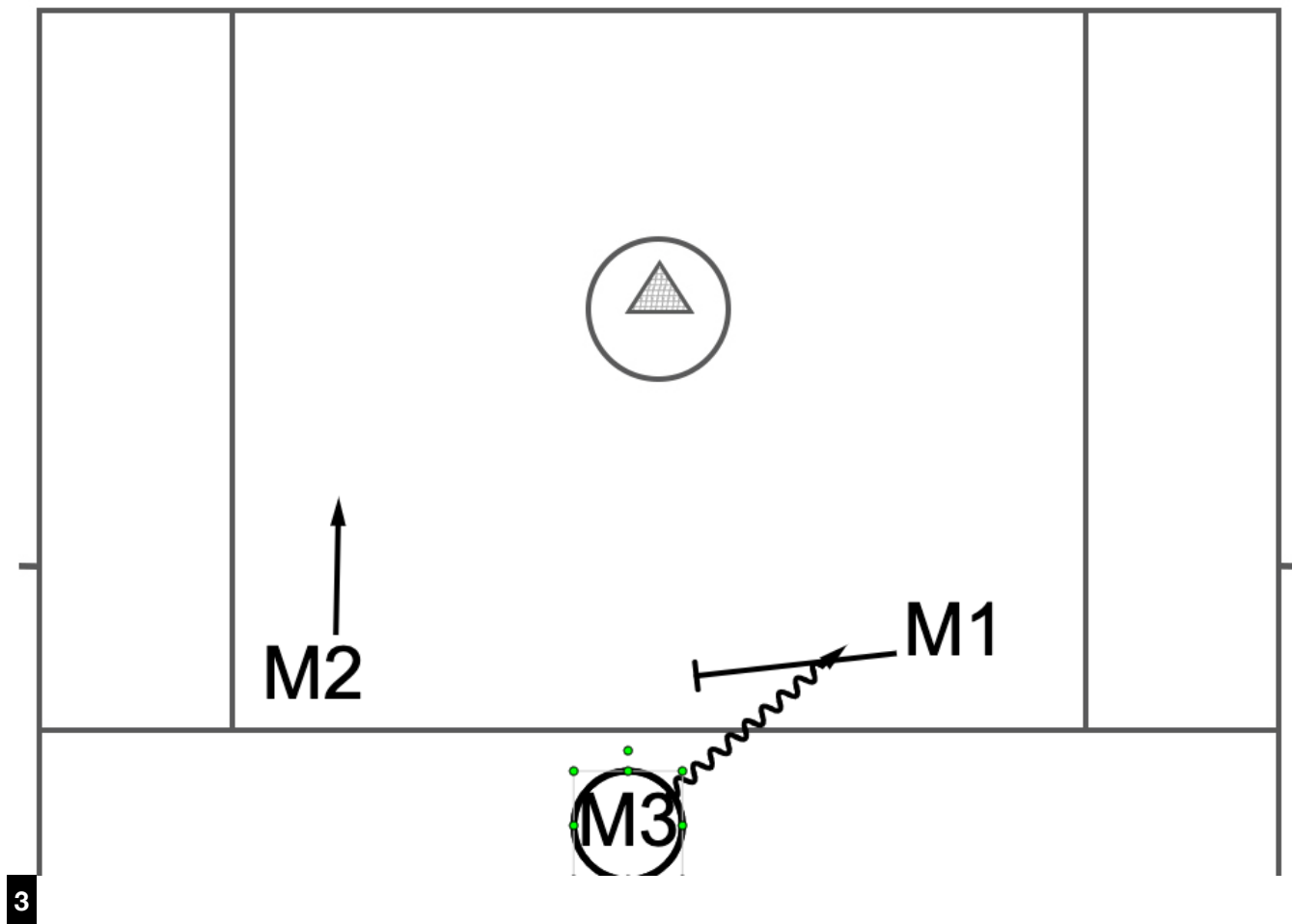
Frame 2 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



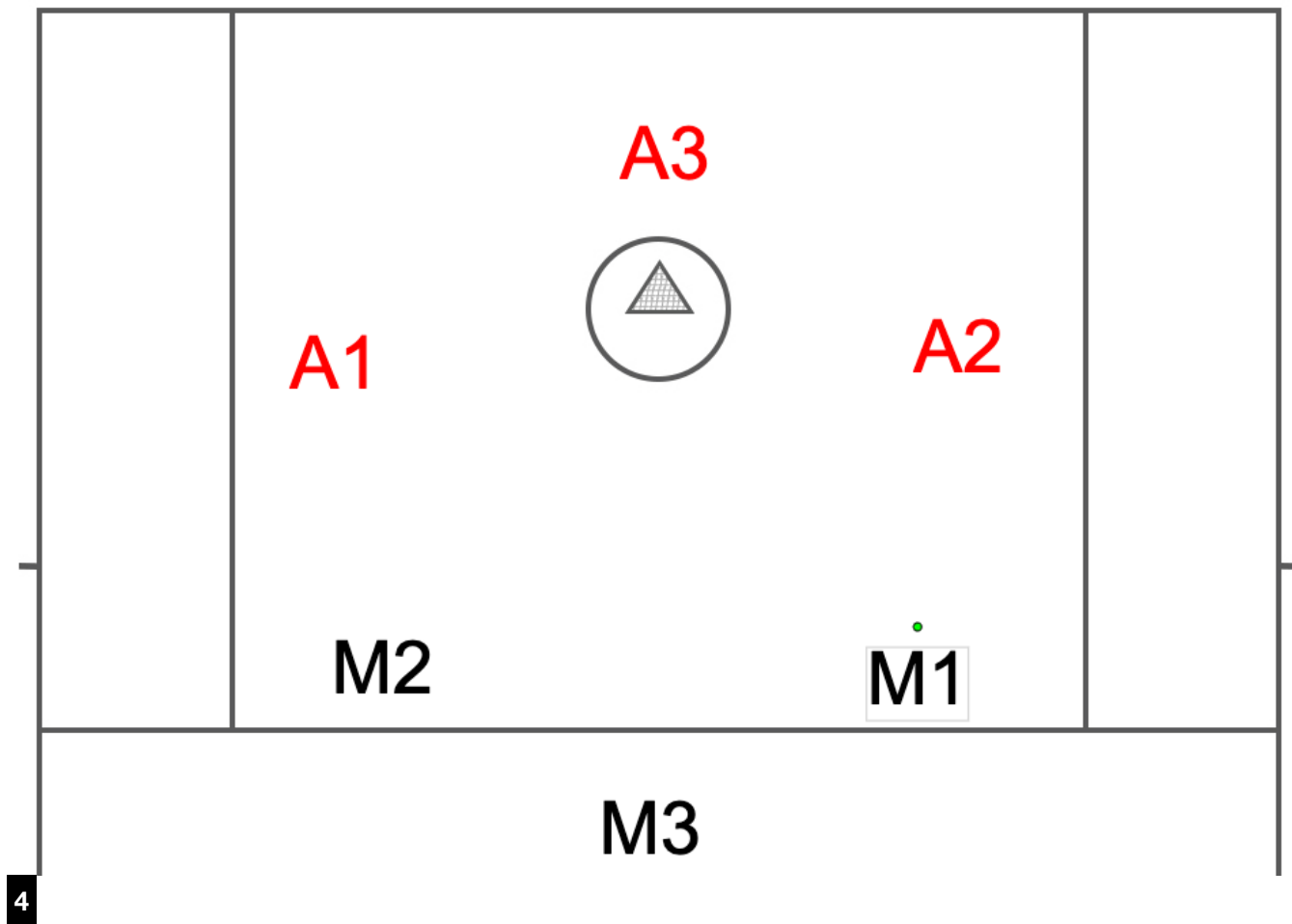
Frame 3 - Frame 15 - 33FOLNEG - 0



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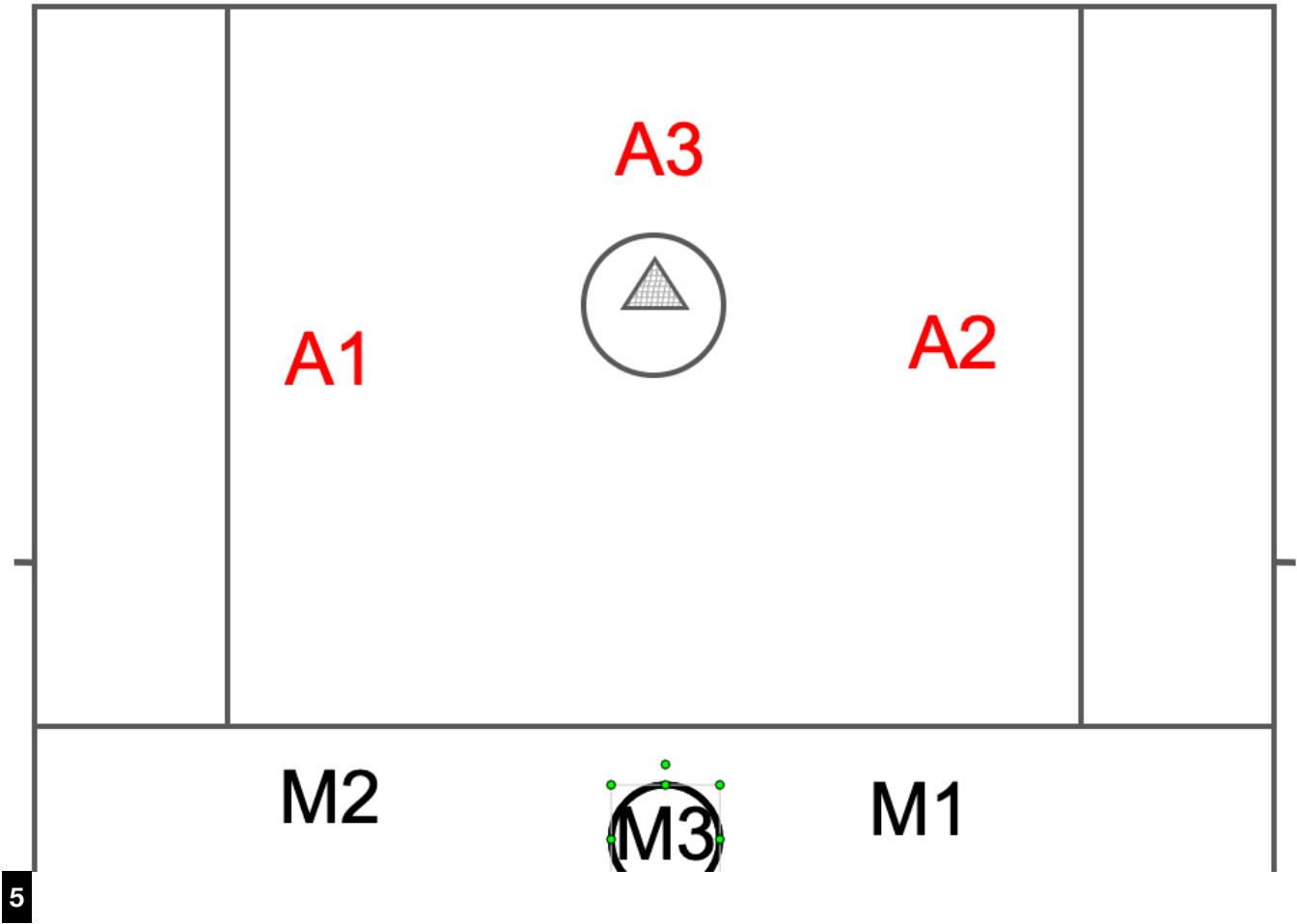
Frame 4 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



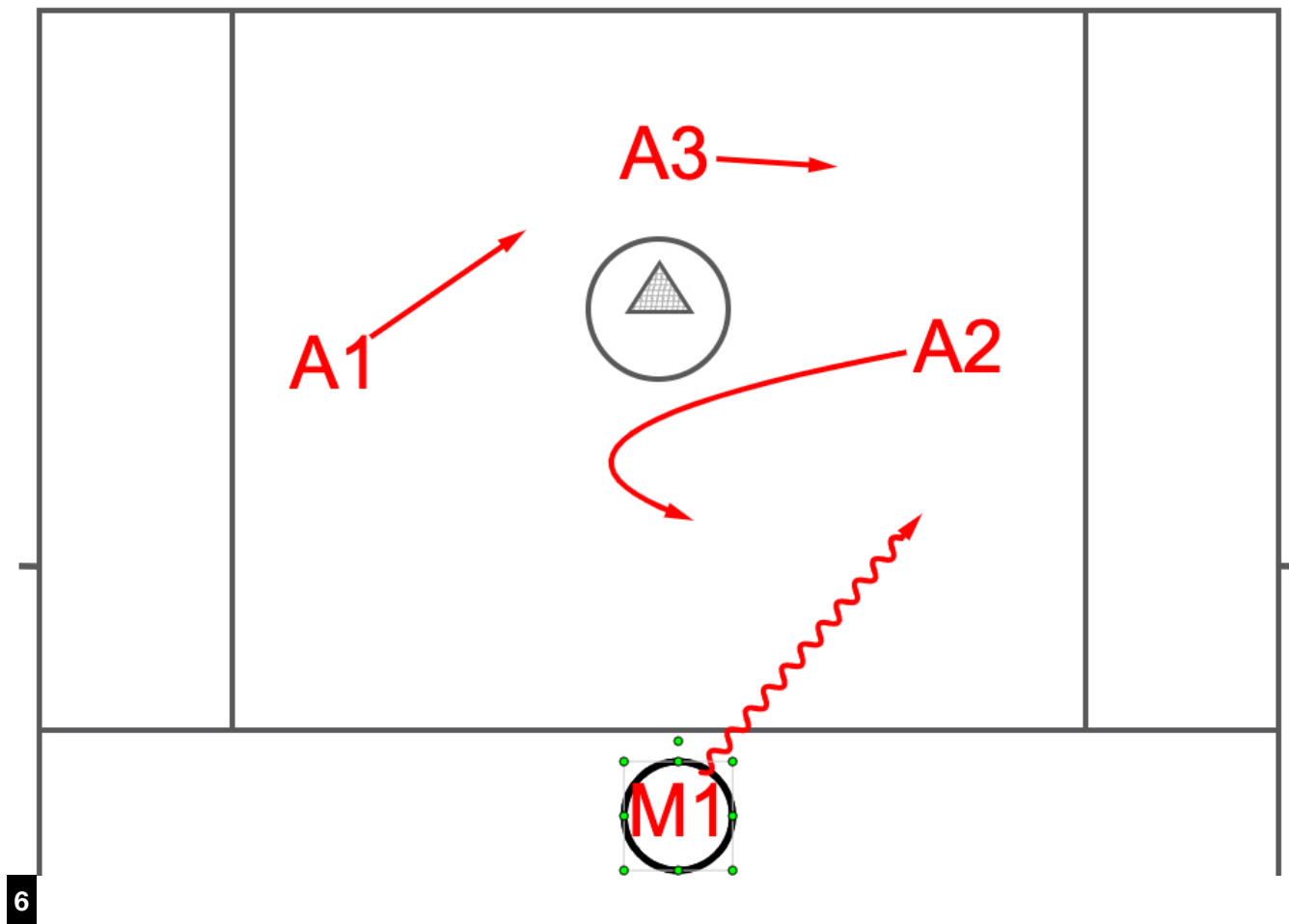
Frame 5 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



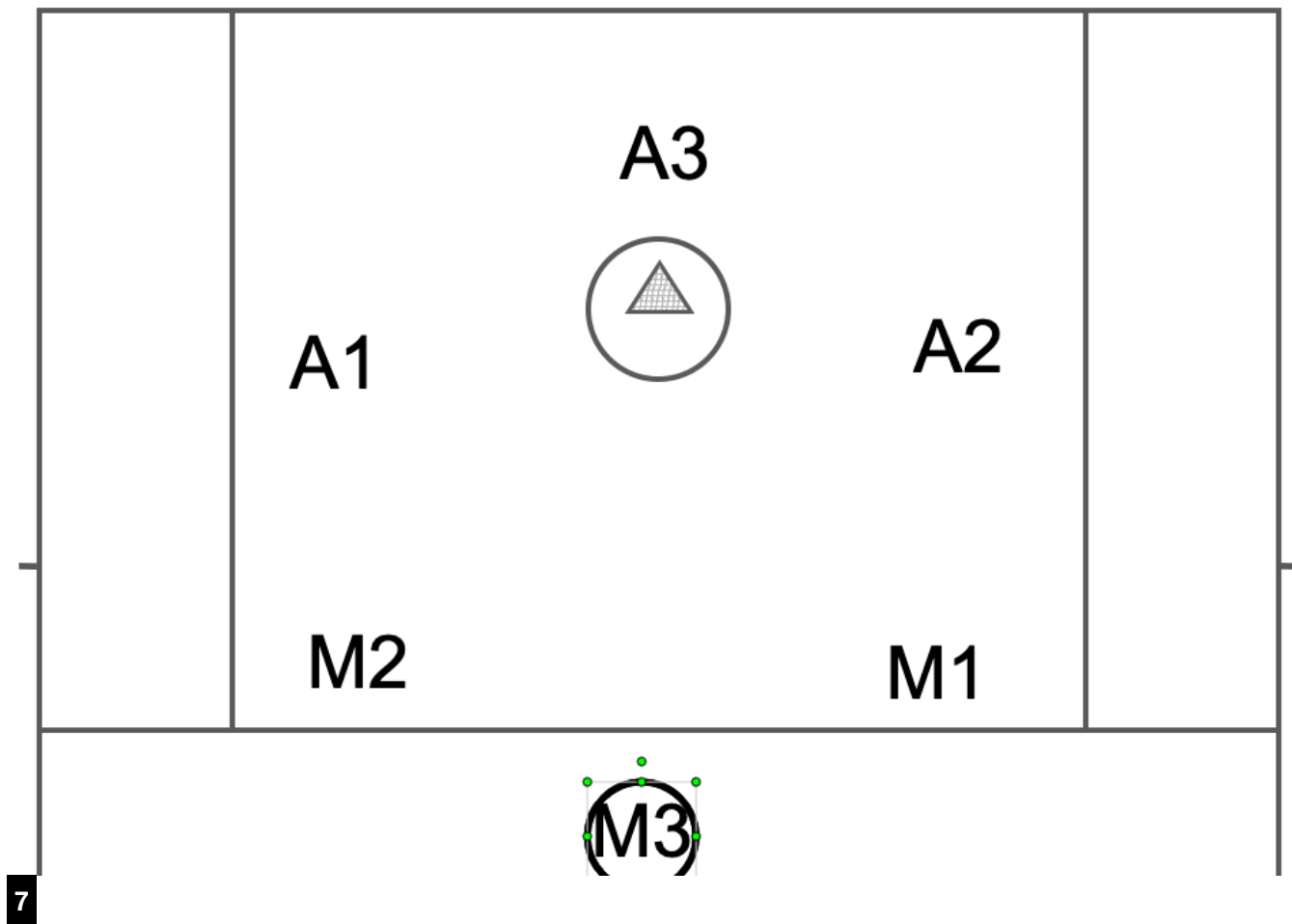
Frame 6 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



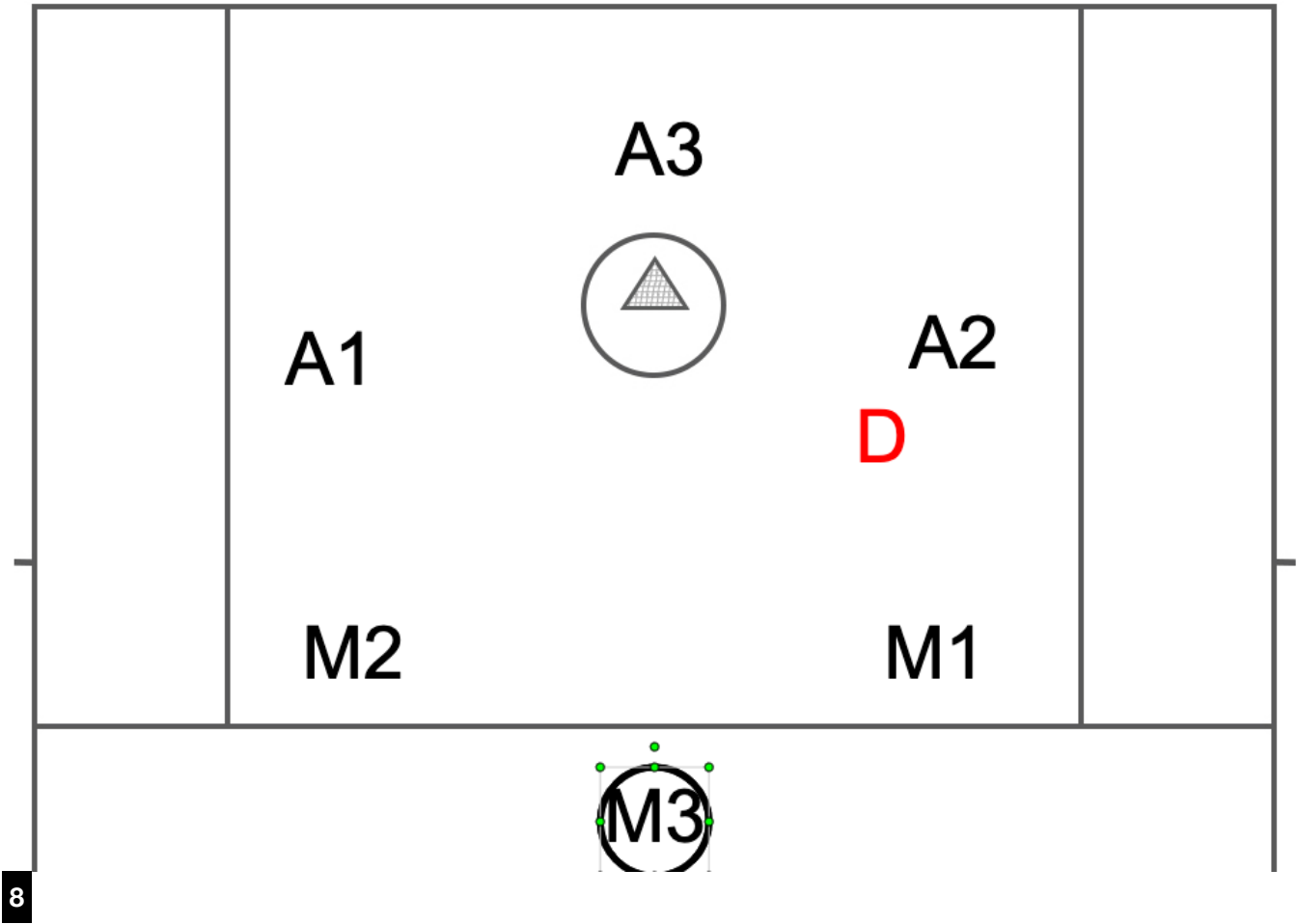
Frame 7 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



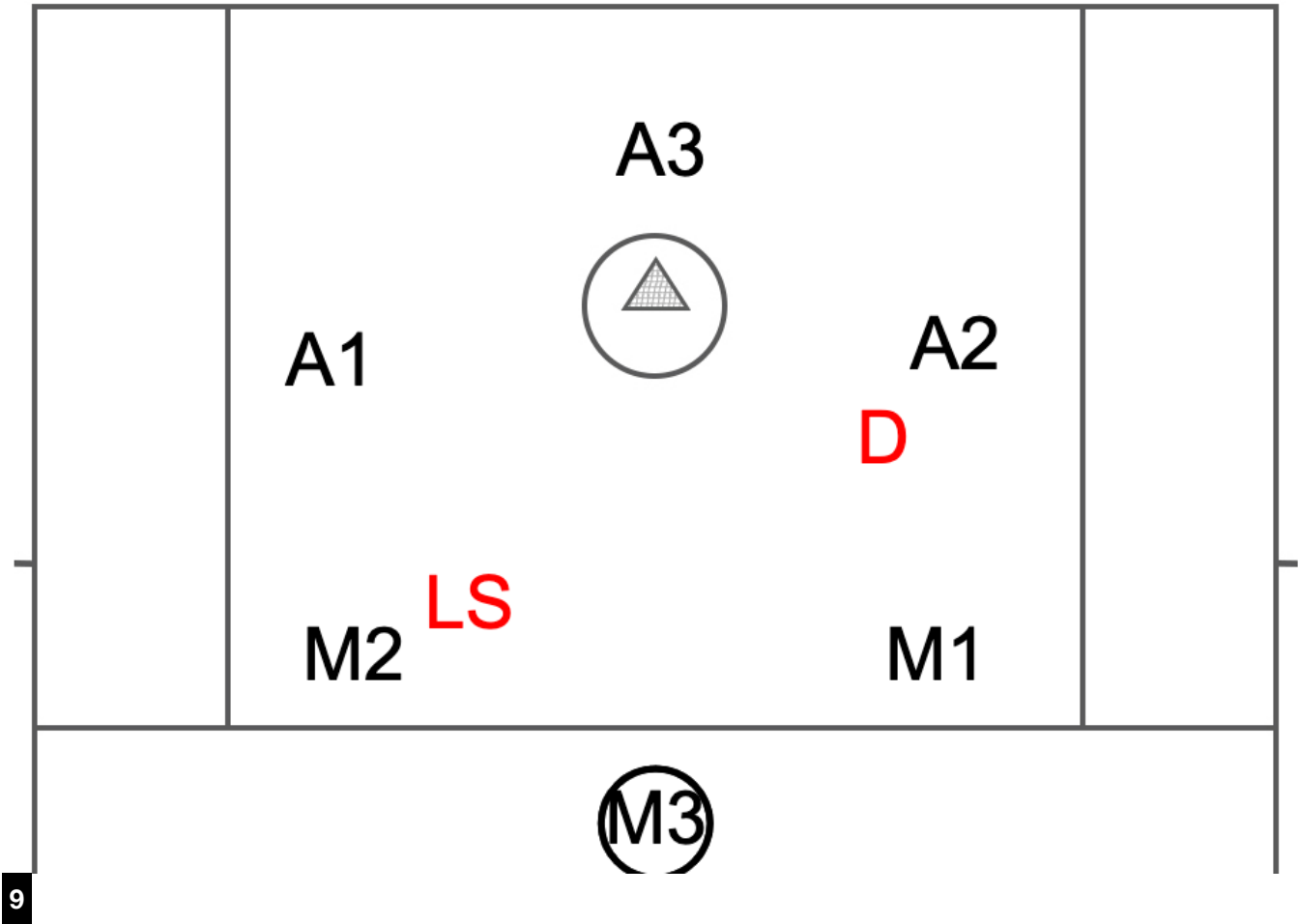
Frame 8 - Frame 15 - 33FOLNEG - 0



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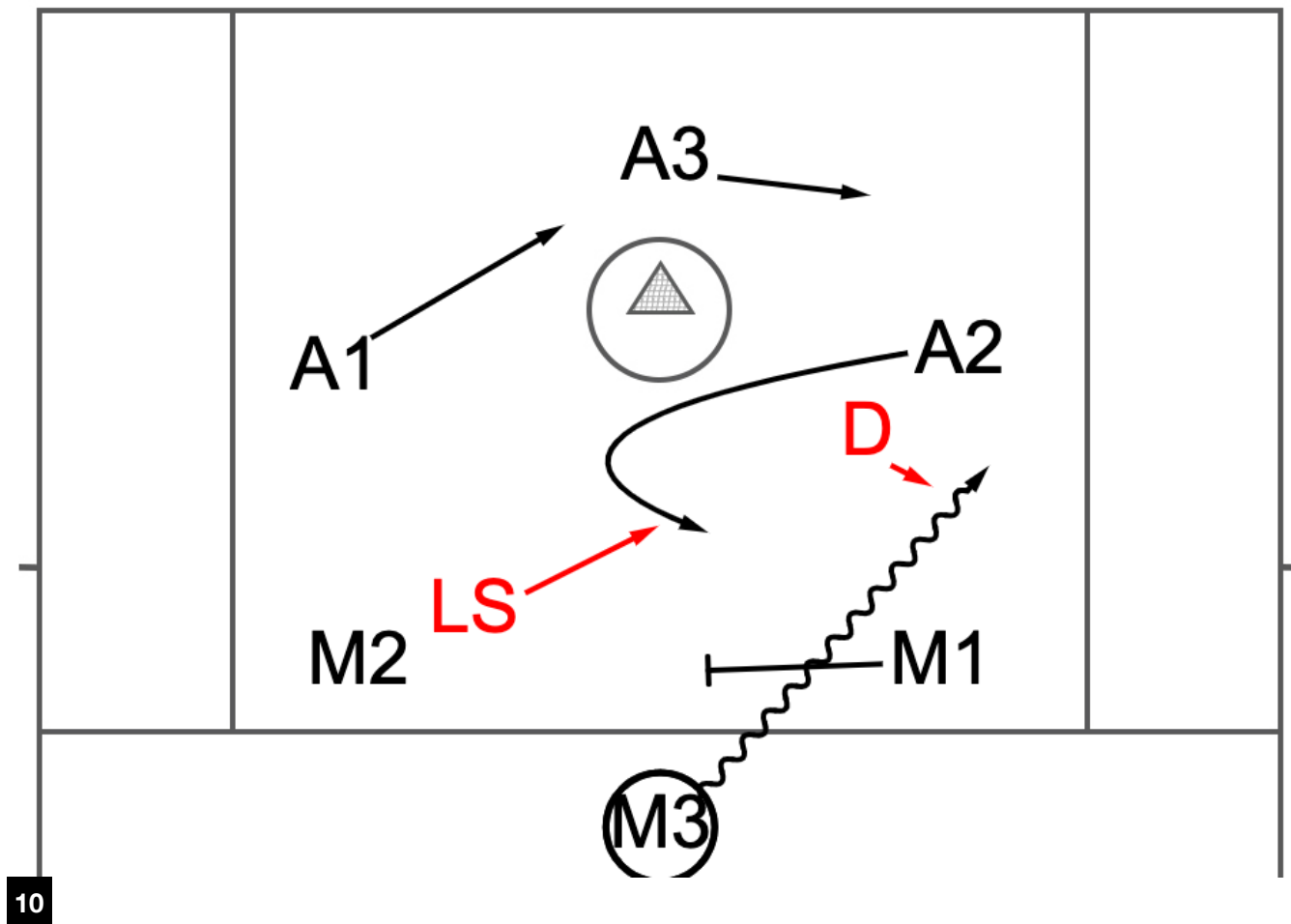
Frame 9 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



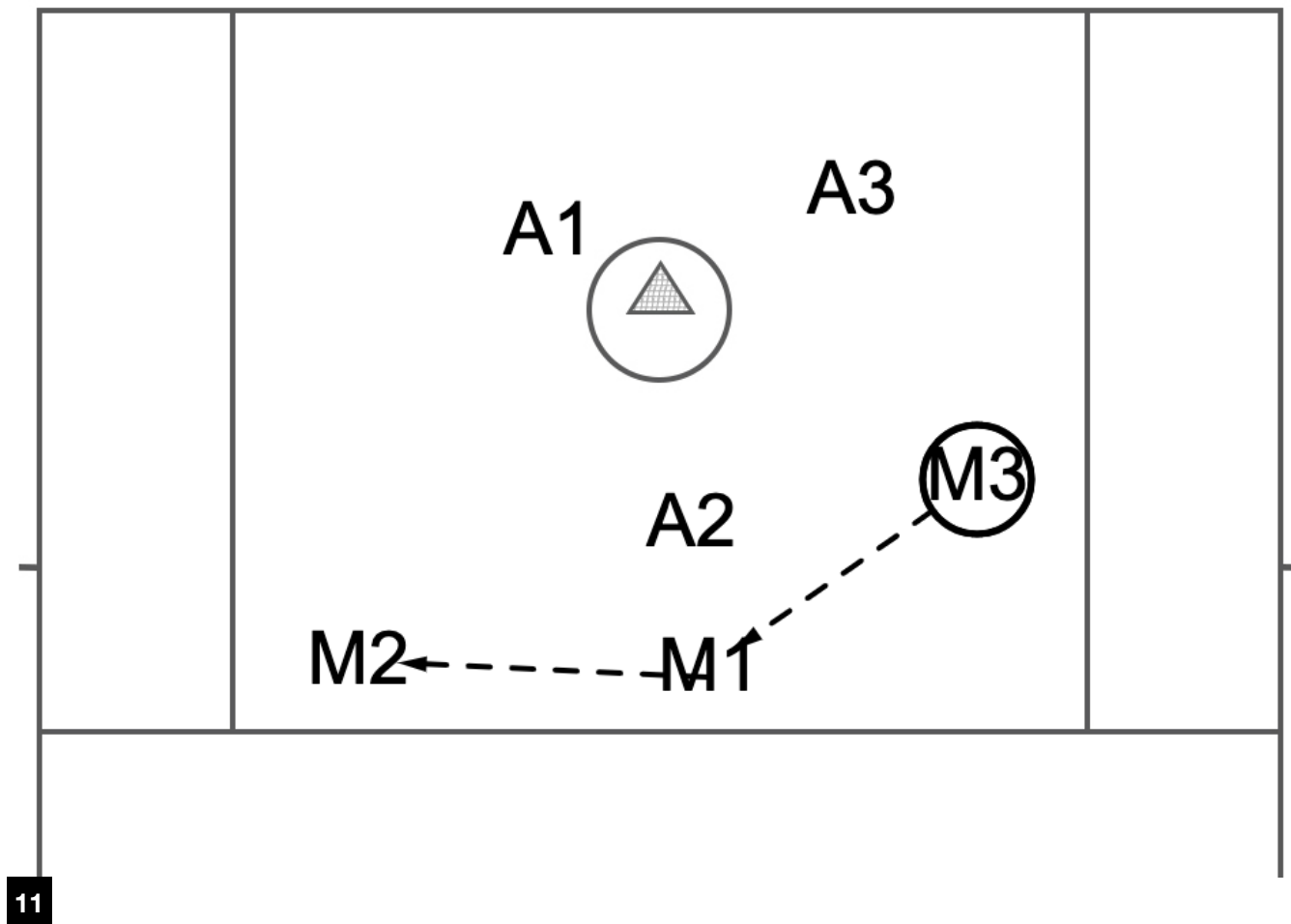
Frame 10 - Frame 15 - 33FOLNEG - 0



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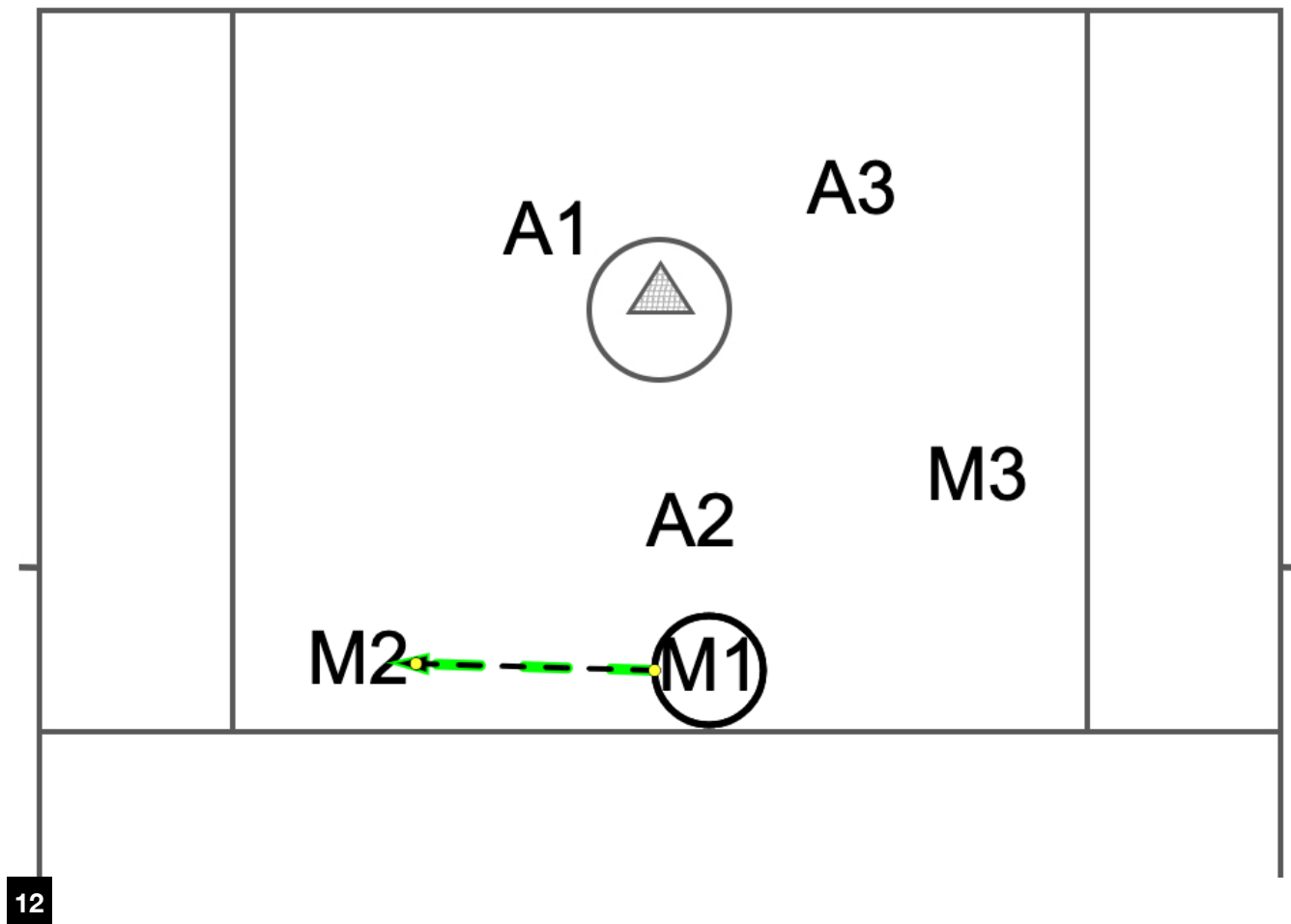
Frame 11 - Frame 15 - 33FOLNEG - 0



WEBBER INTERNATIONAL UNIV.



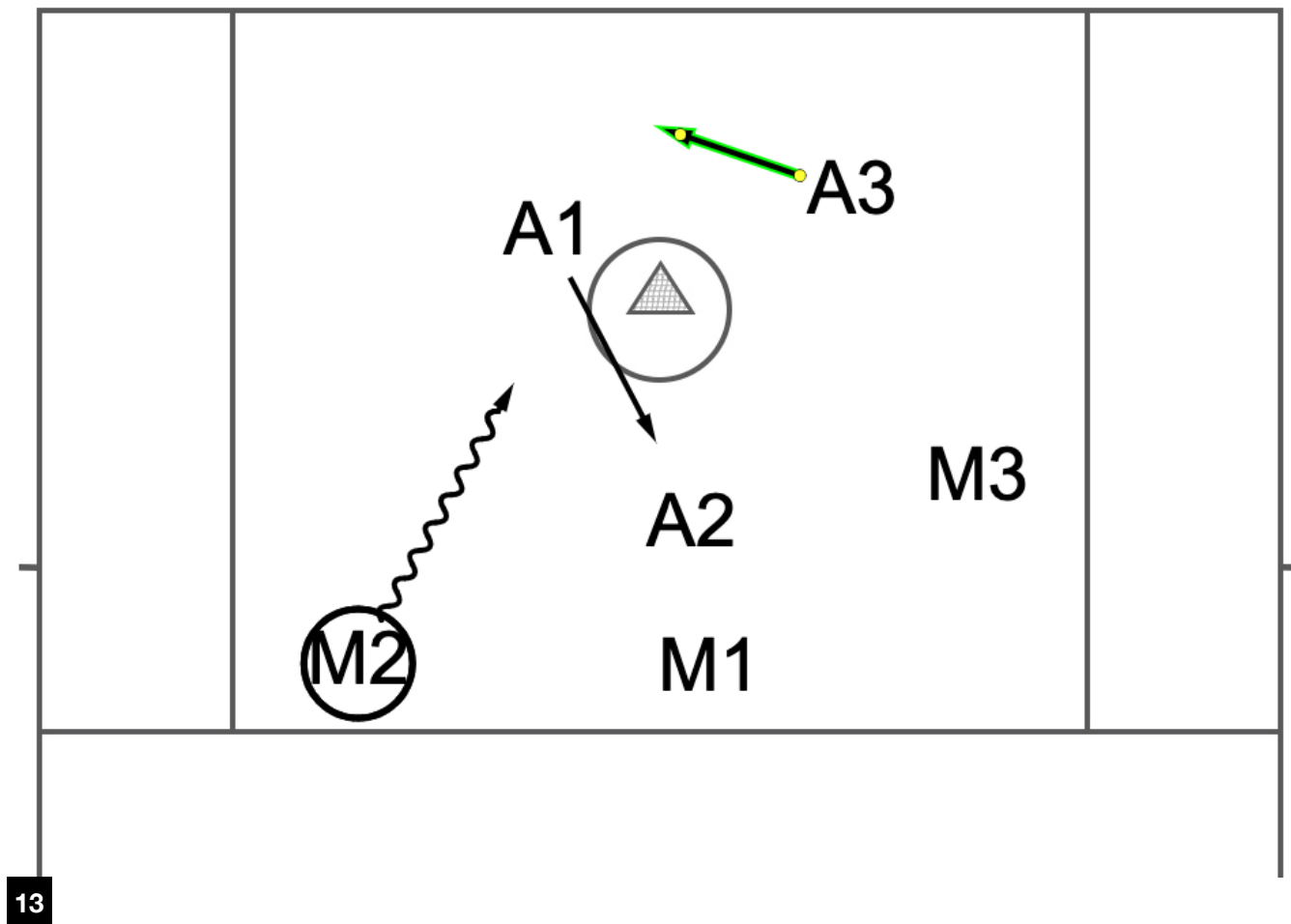
Frame 12 - Frame 15 - 33FOLNEG - 0



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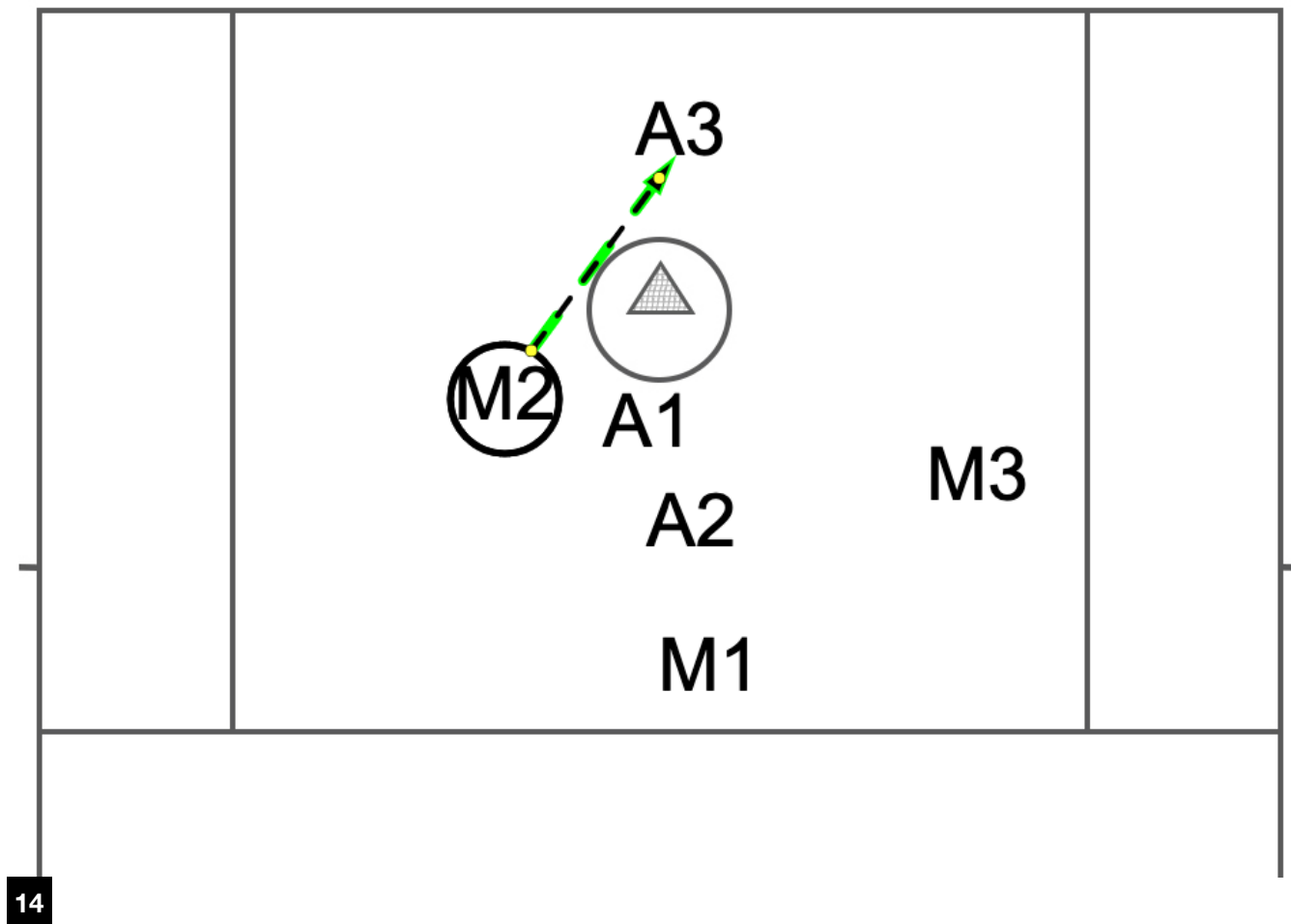
Frame 13 - Frame 15 - 33FOLNEG - 0



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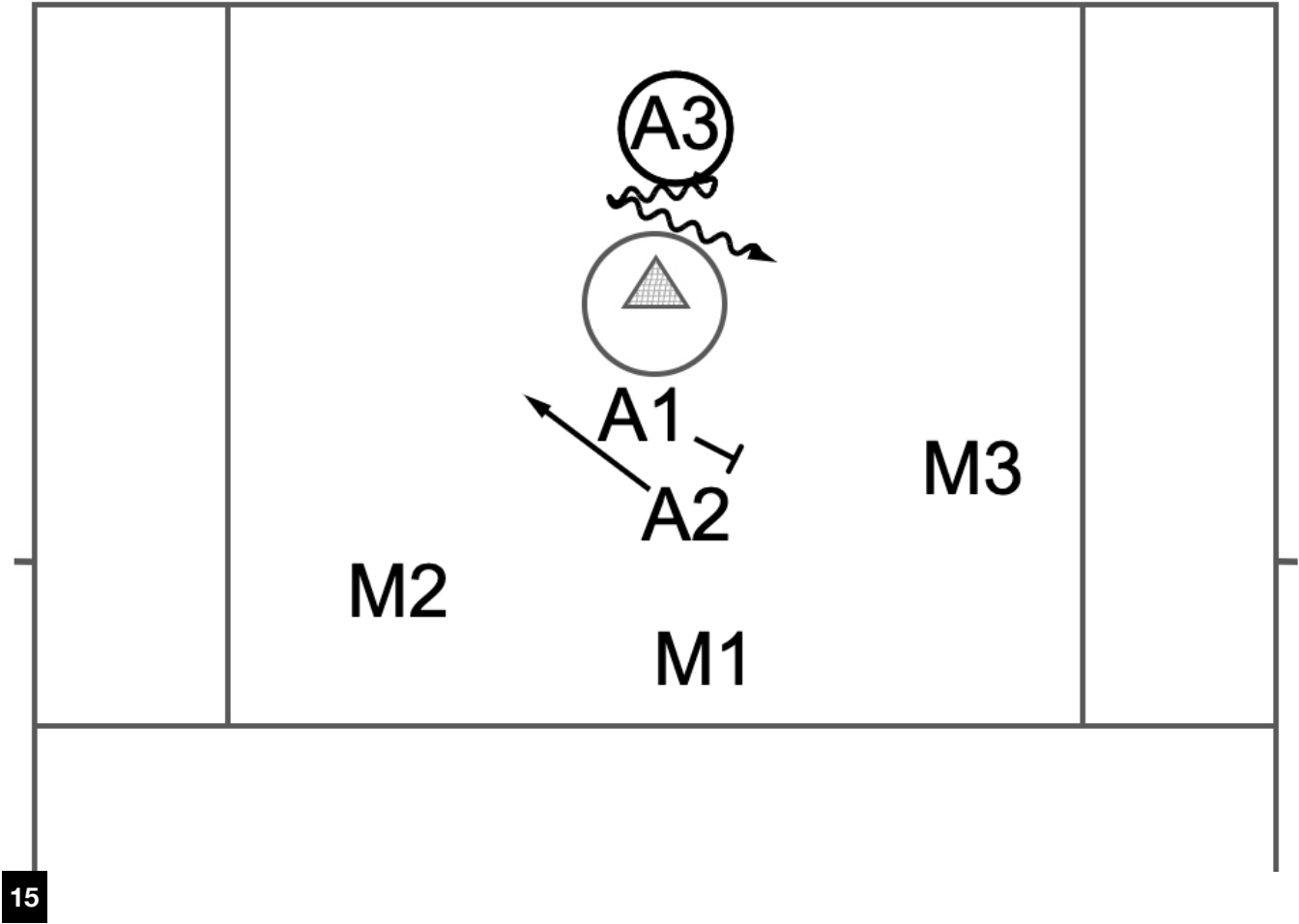
Frame 14 - Frame 15 - 33FOLNEG - 0



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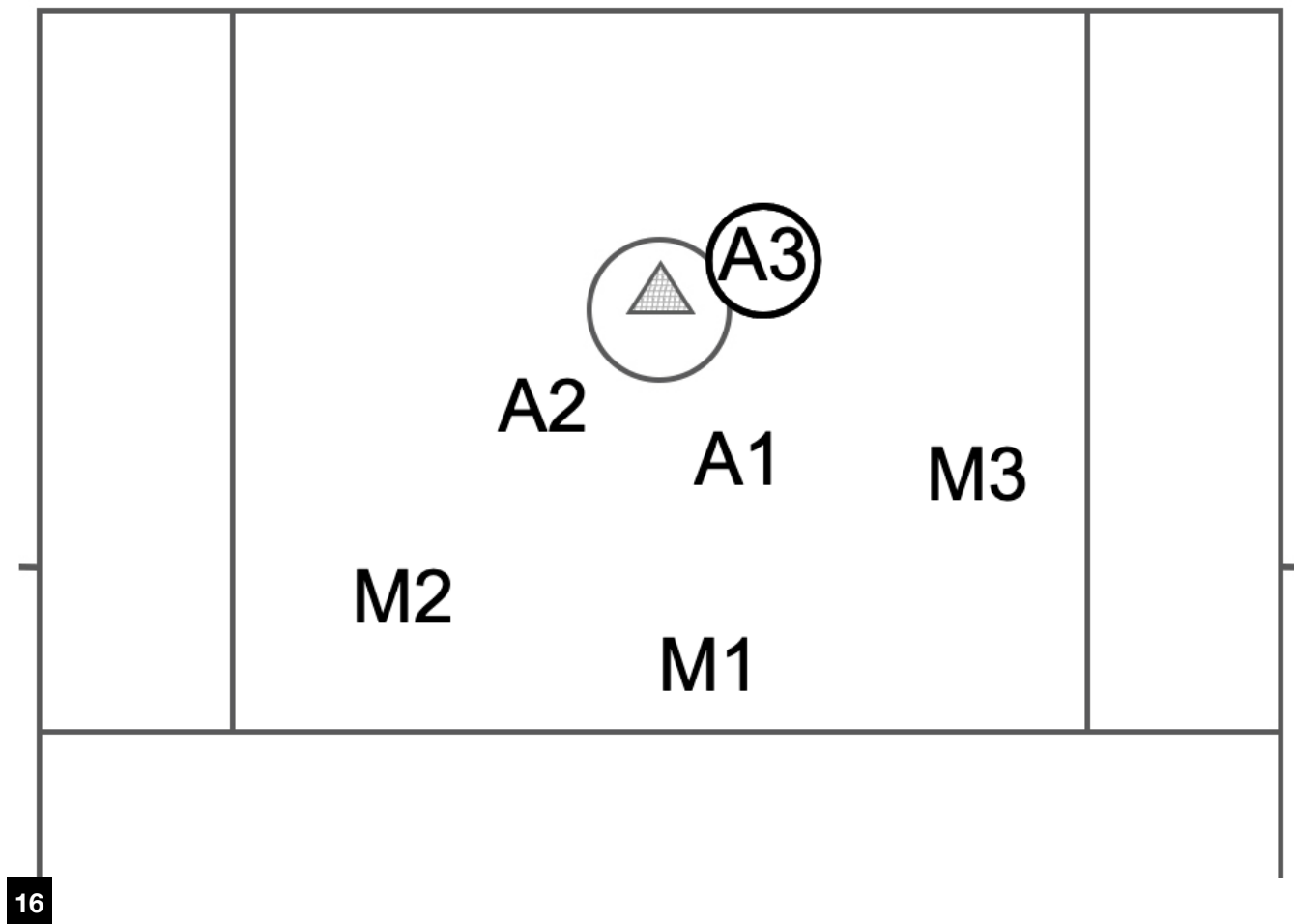
Frame 15 - Frame 15 - 33FOLNEG - 0



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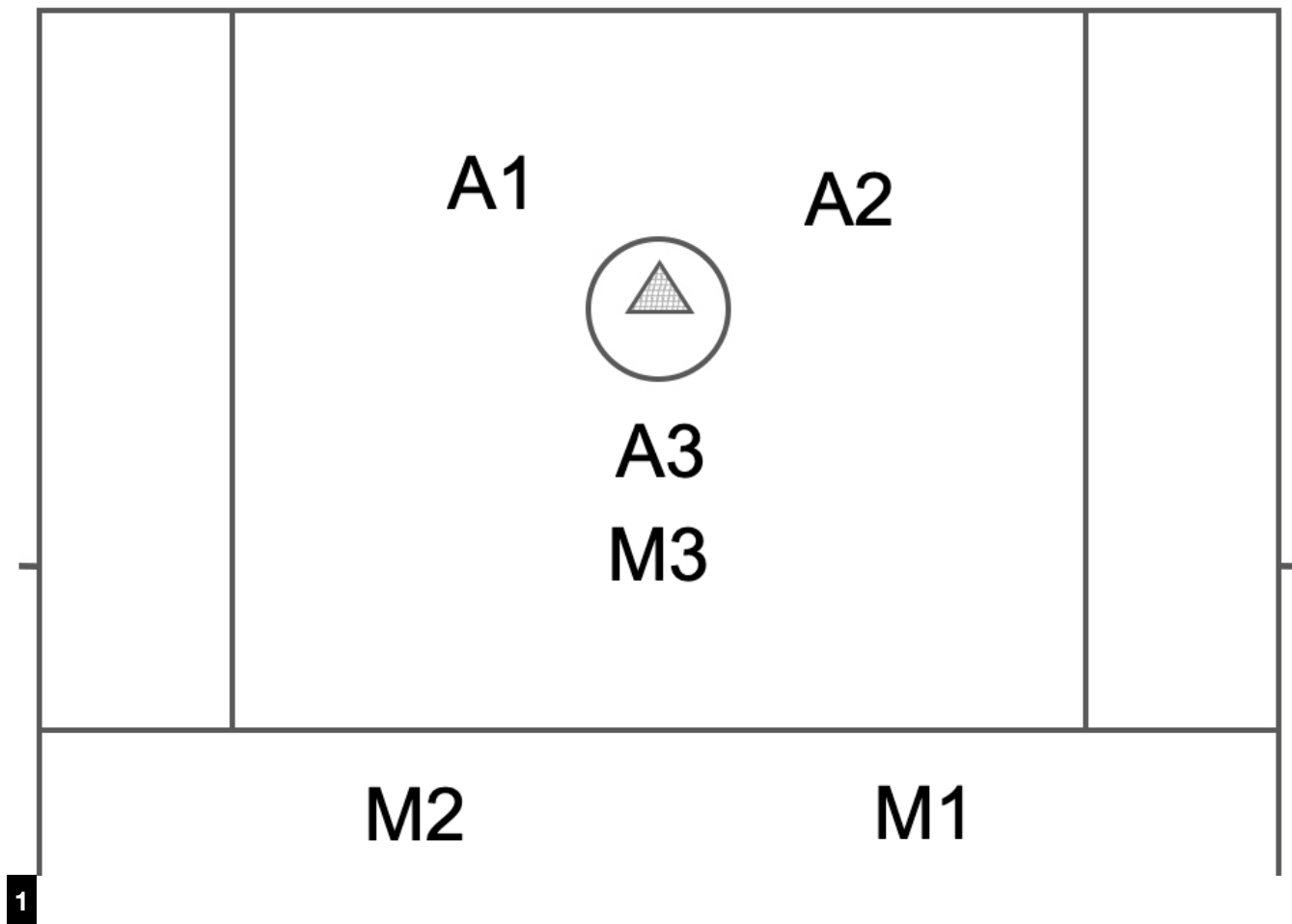
Frame 15 - 33FOLNEG - 0



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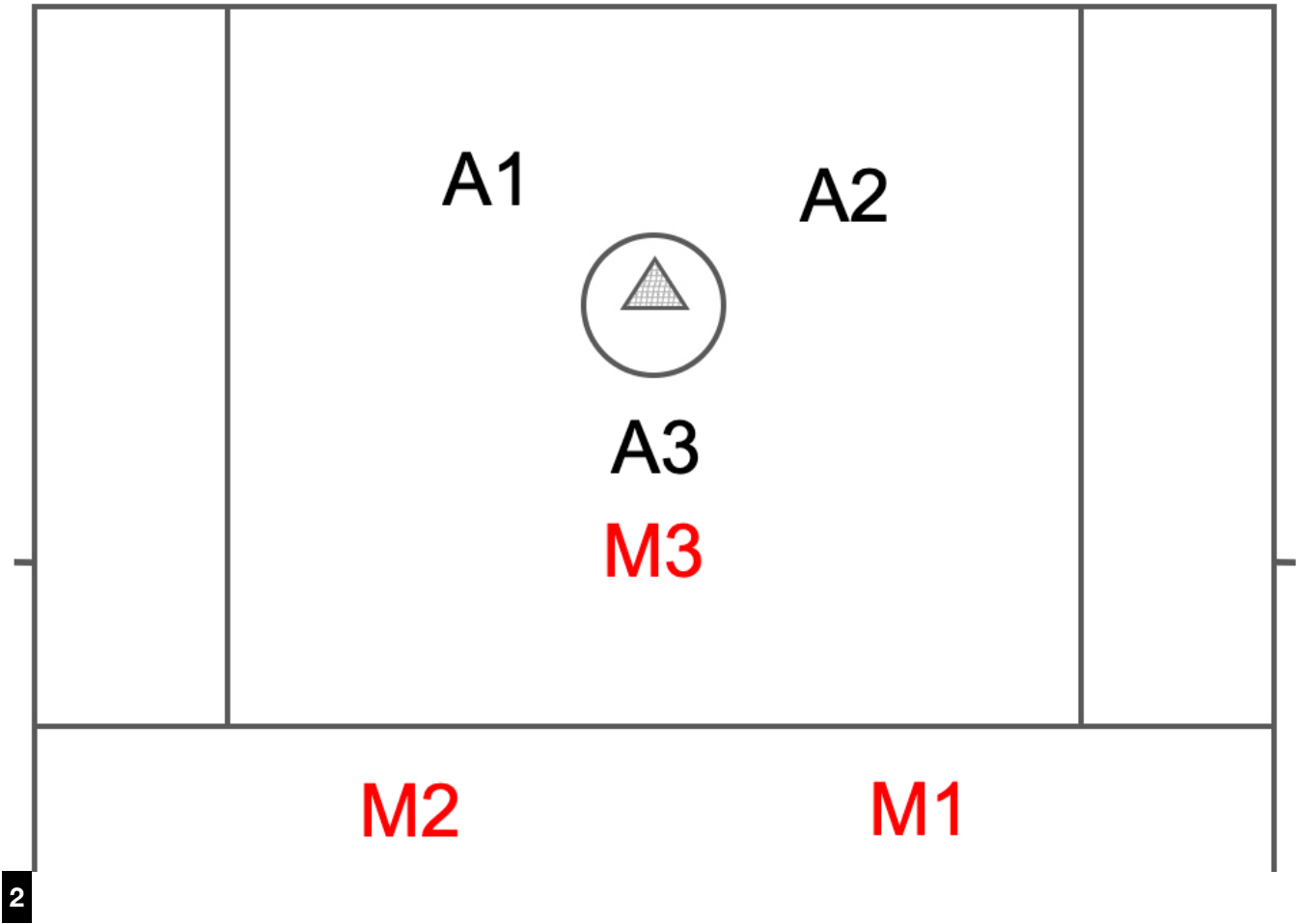
Frame 1 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



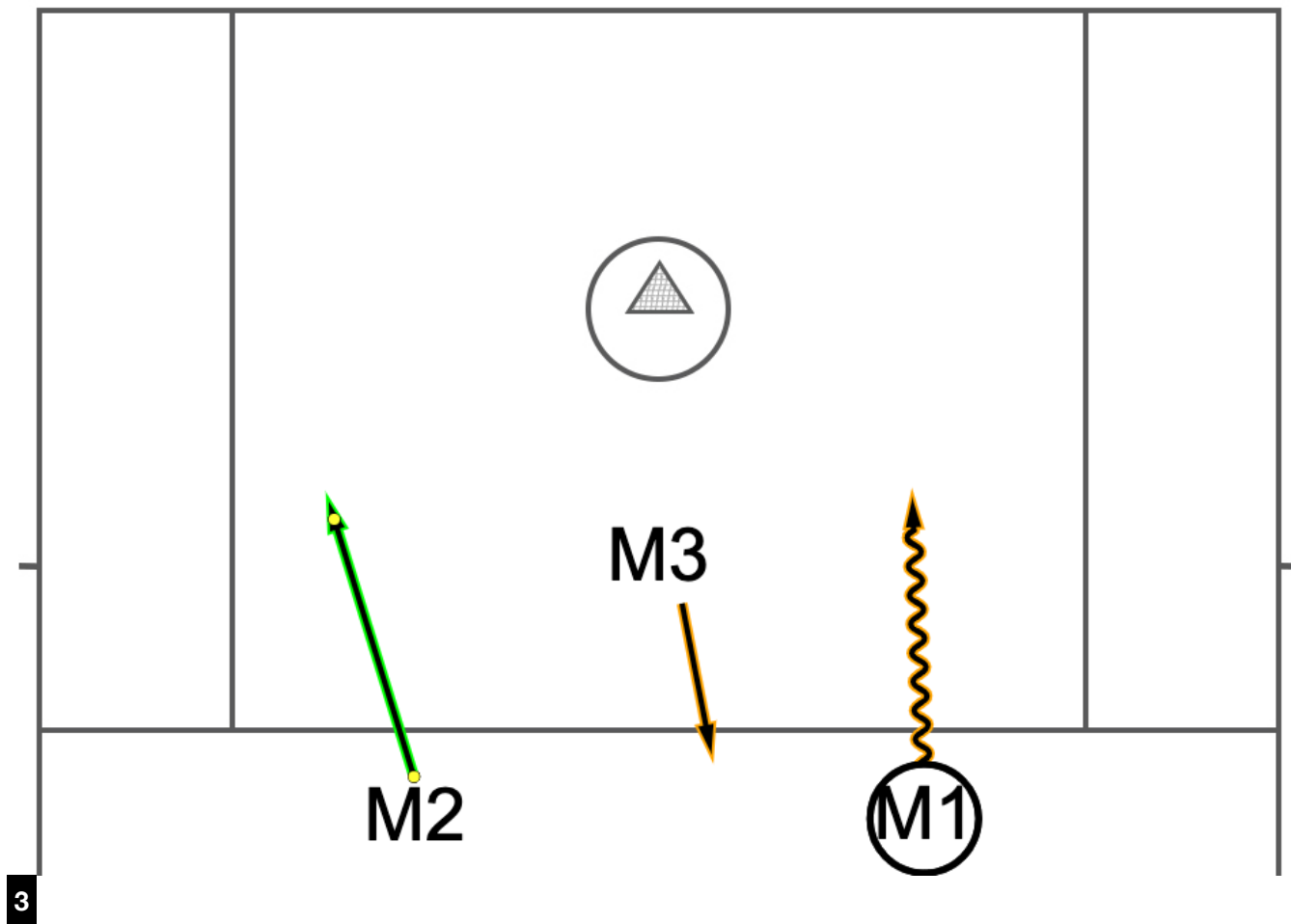
Frame 2 - Frame 22 - 20 POP DRIFT SEAL - 0



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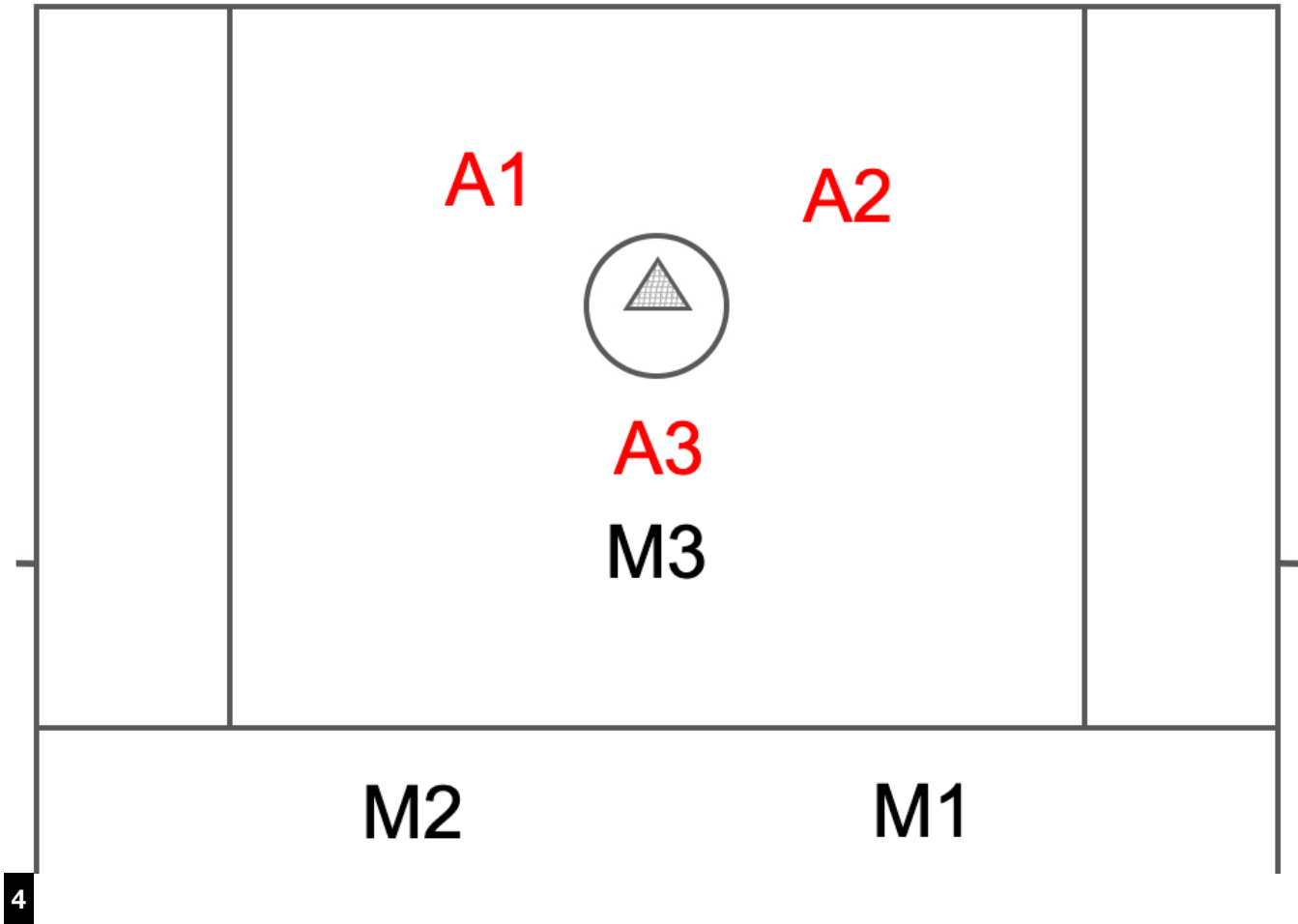
Frame 3 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



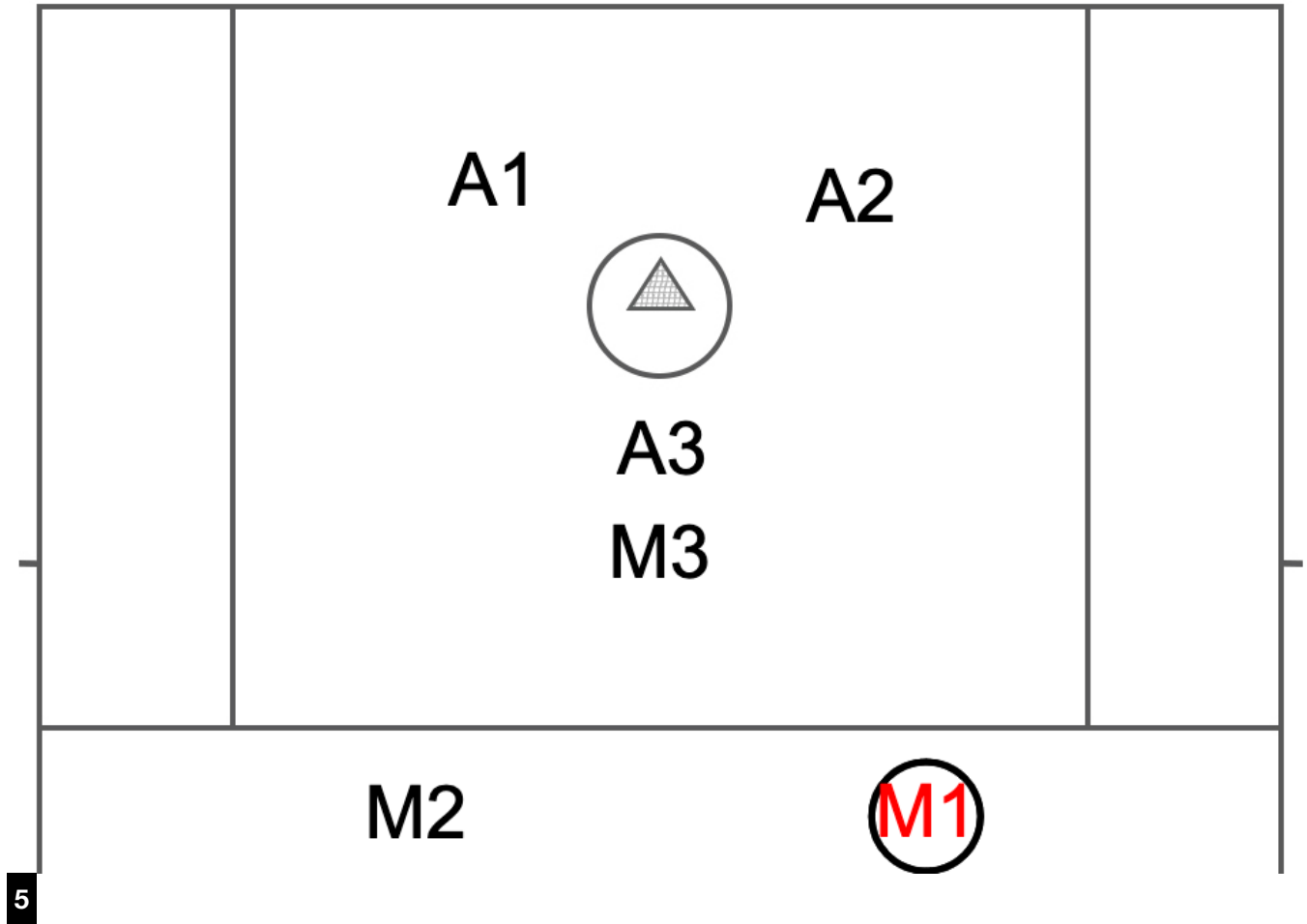
Frame 4 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



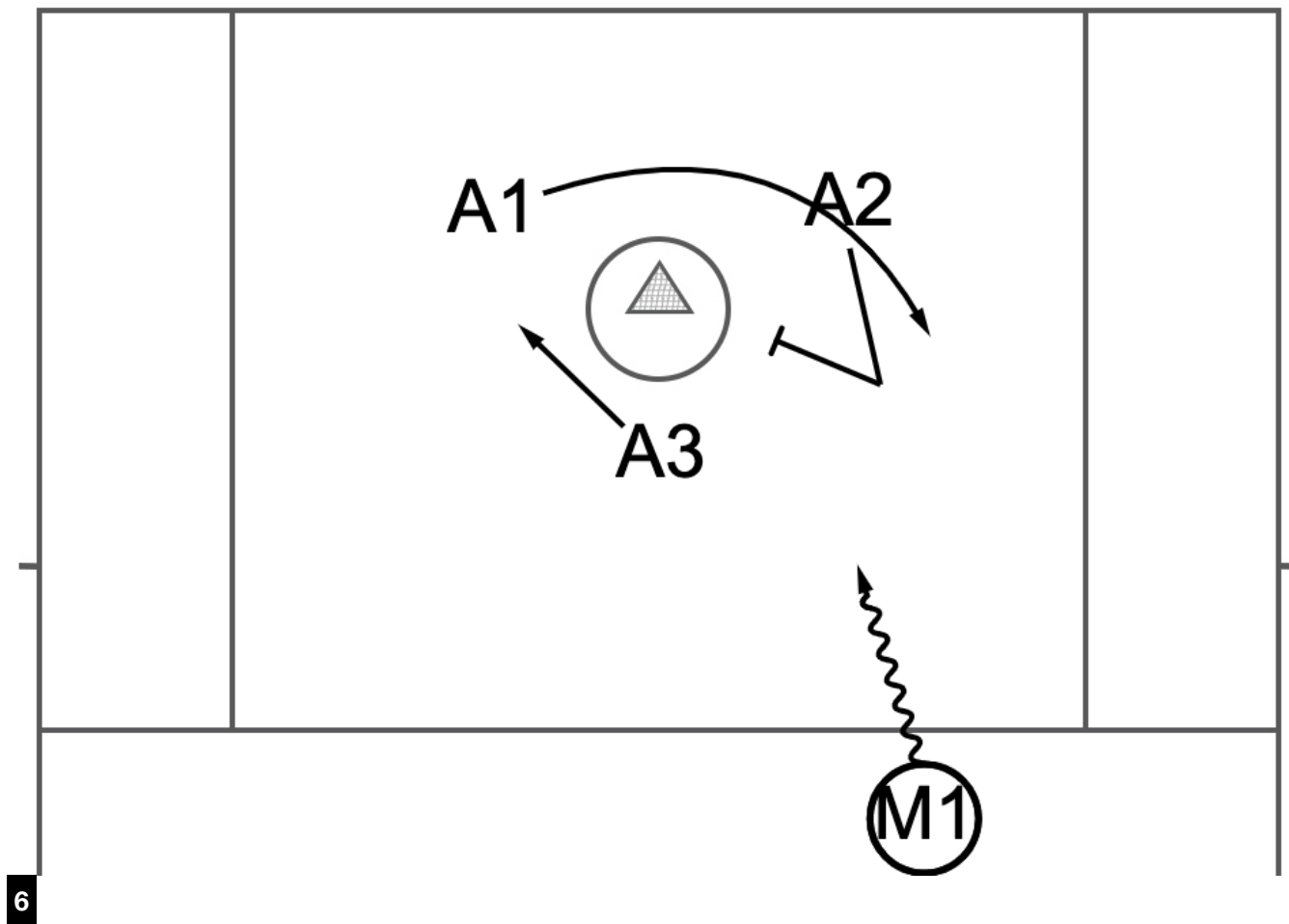
Frame 5 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



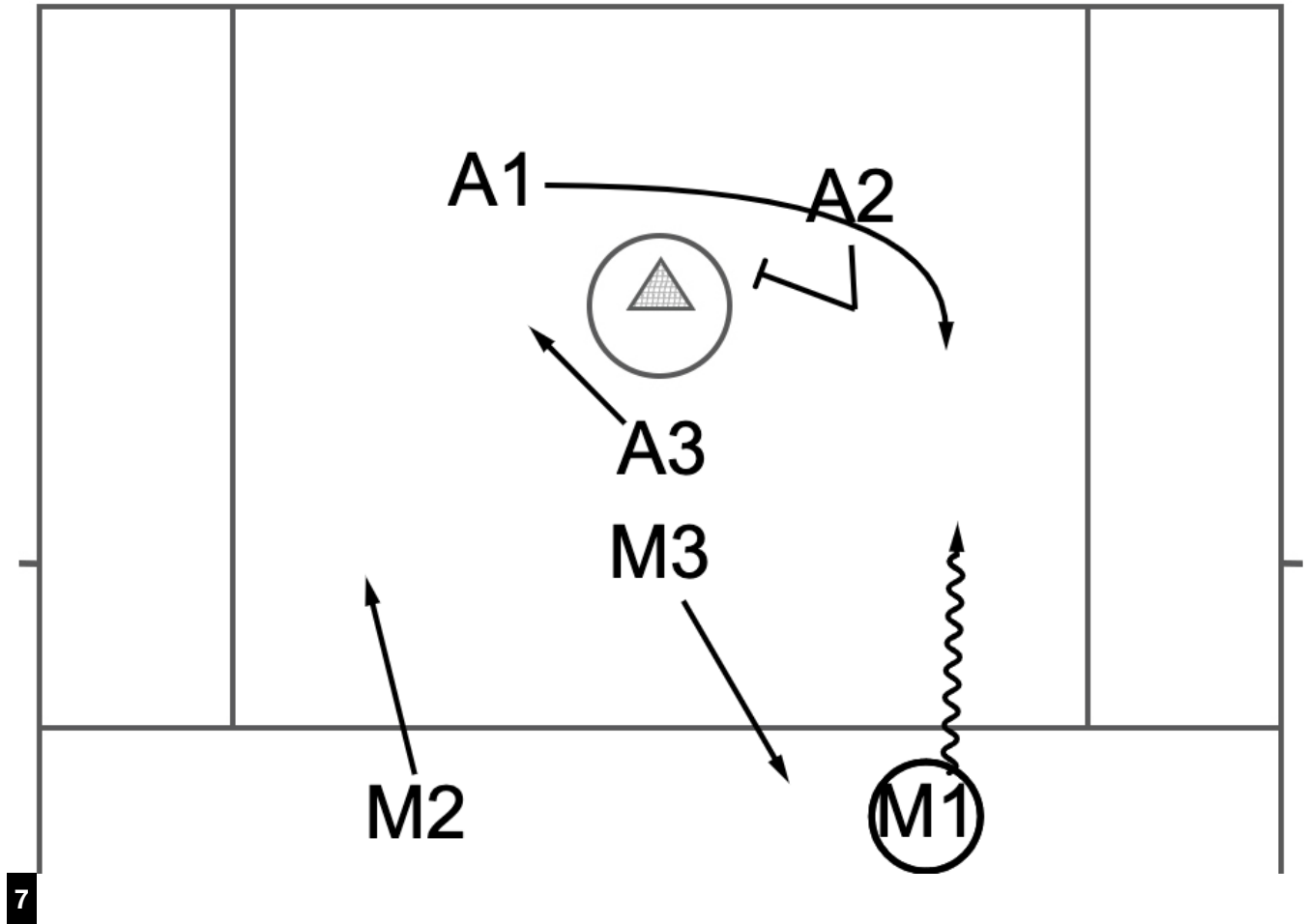
Frame 6 - Frame 22 - 20 POP DRIFT SEAL - 0



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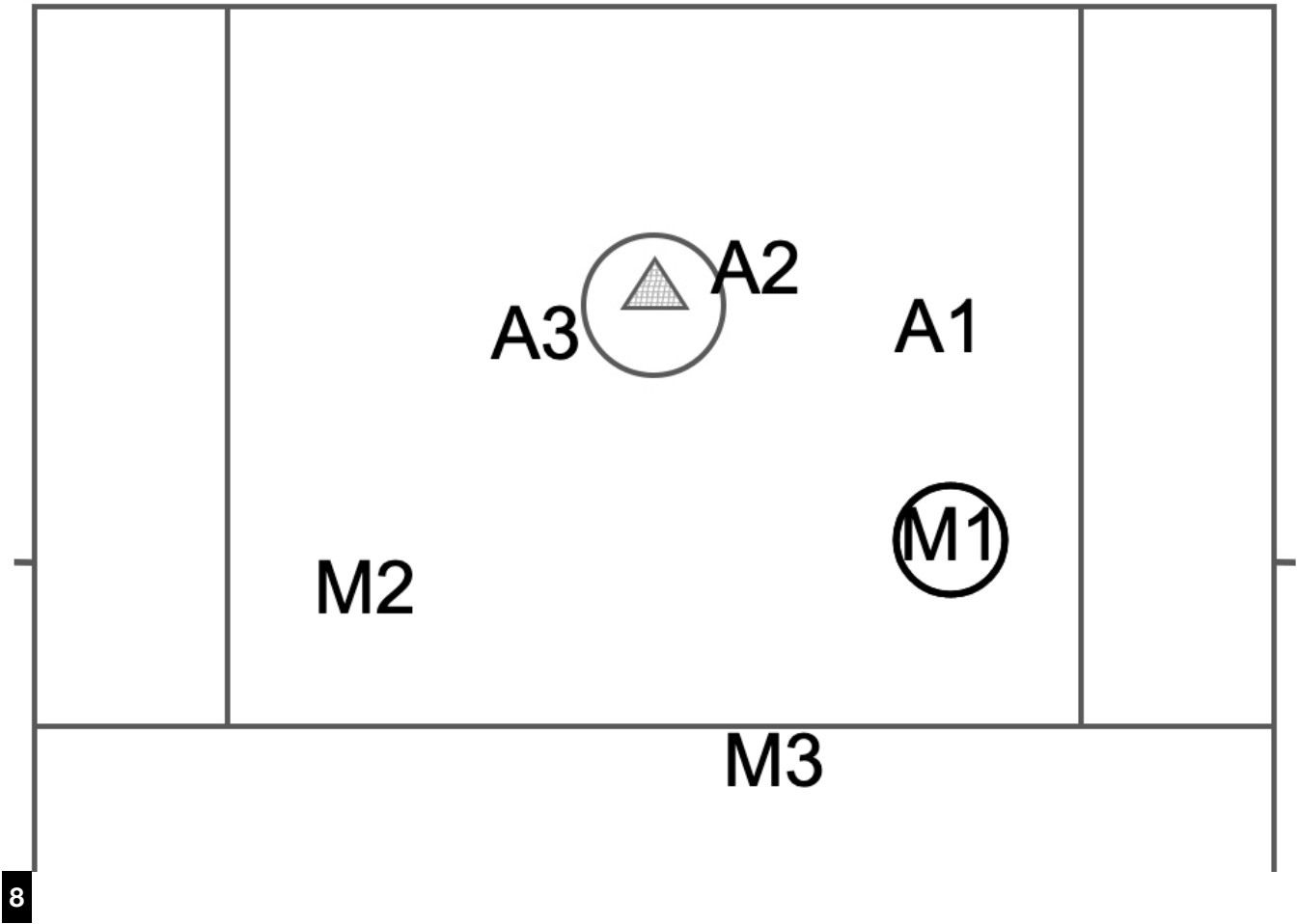
Frame 7 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



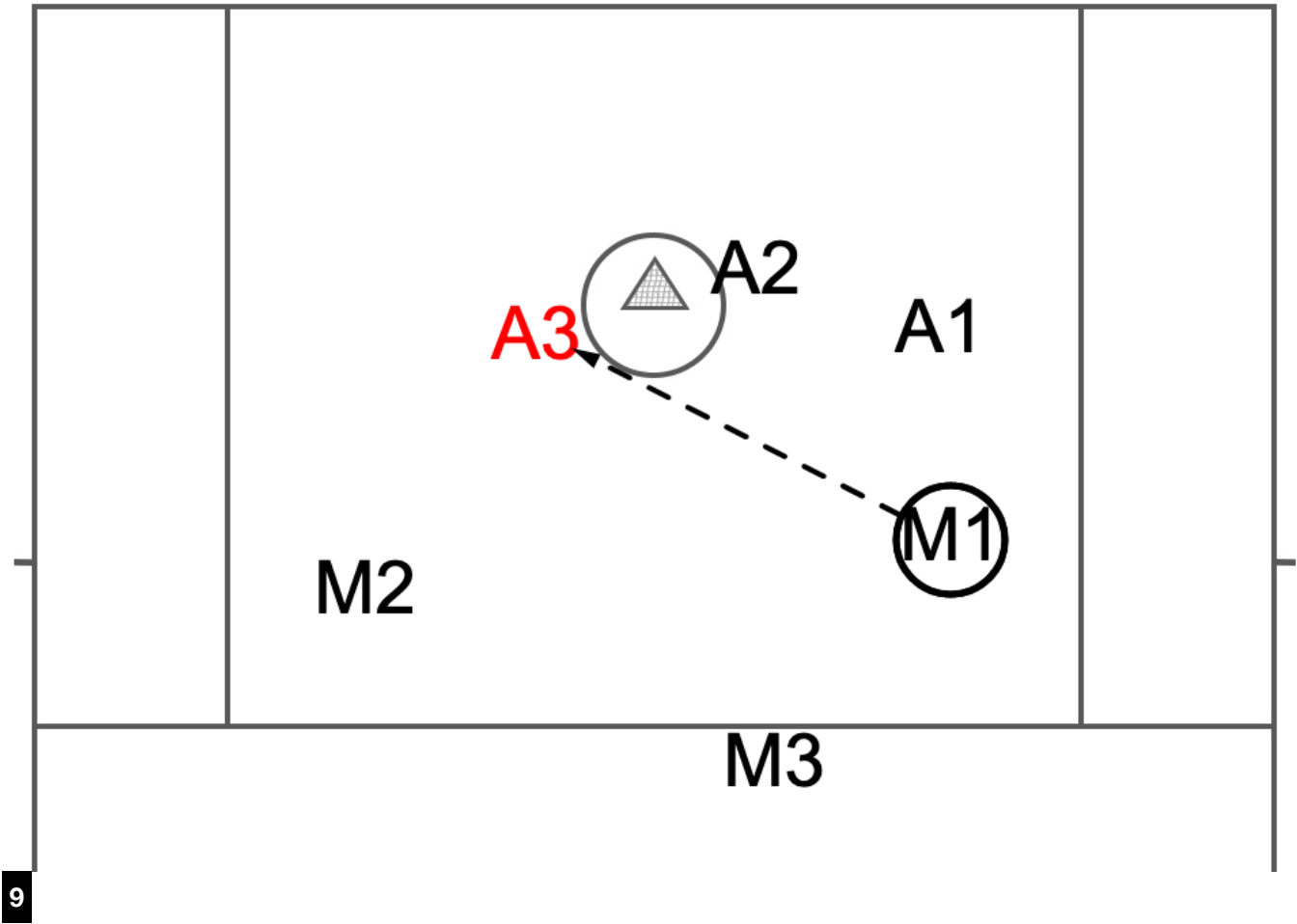
Frame 8 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



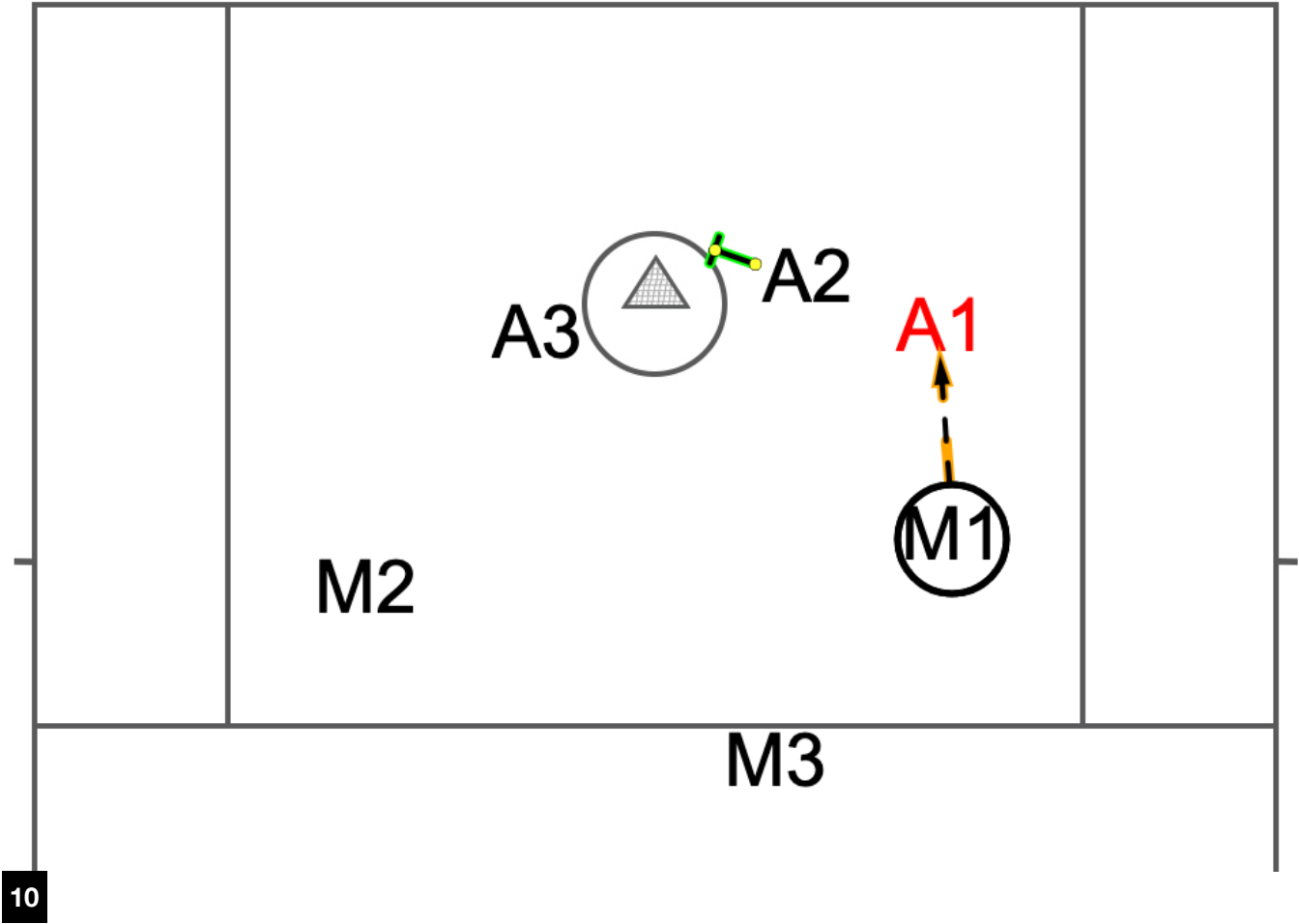
Frame 9 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



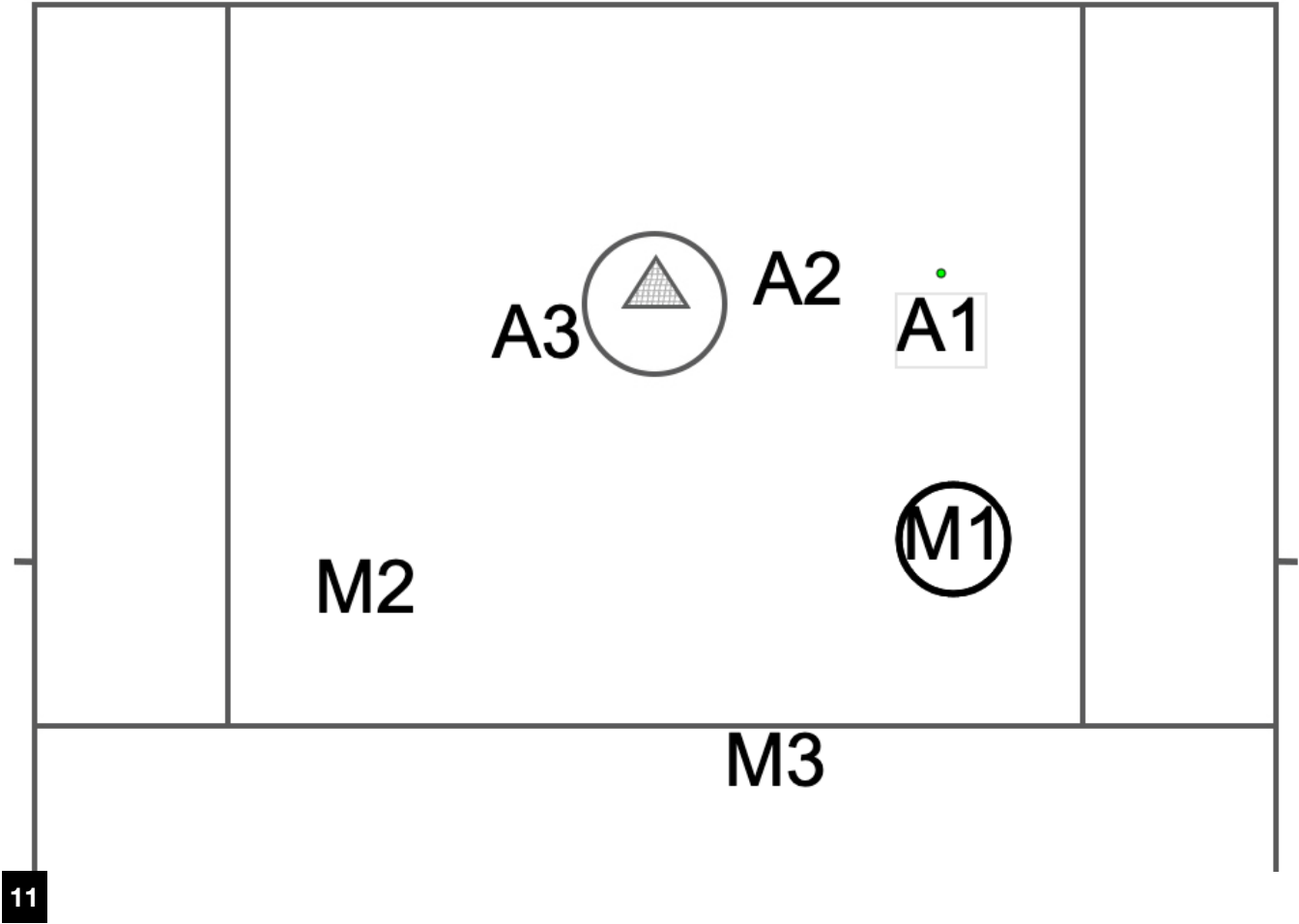
Frame 10 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



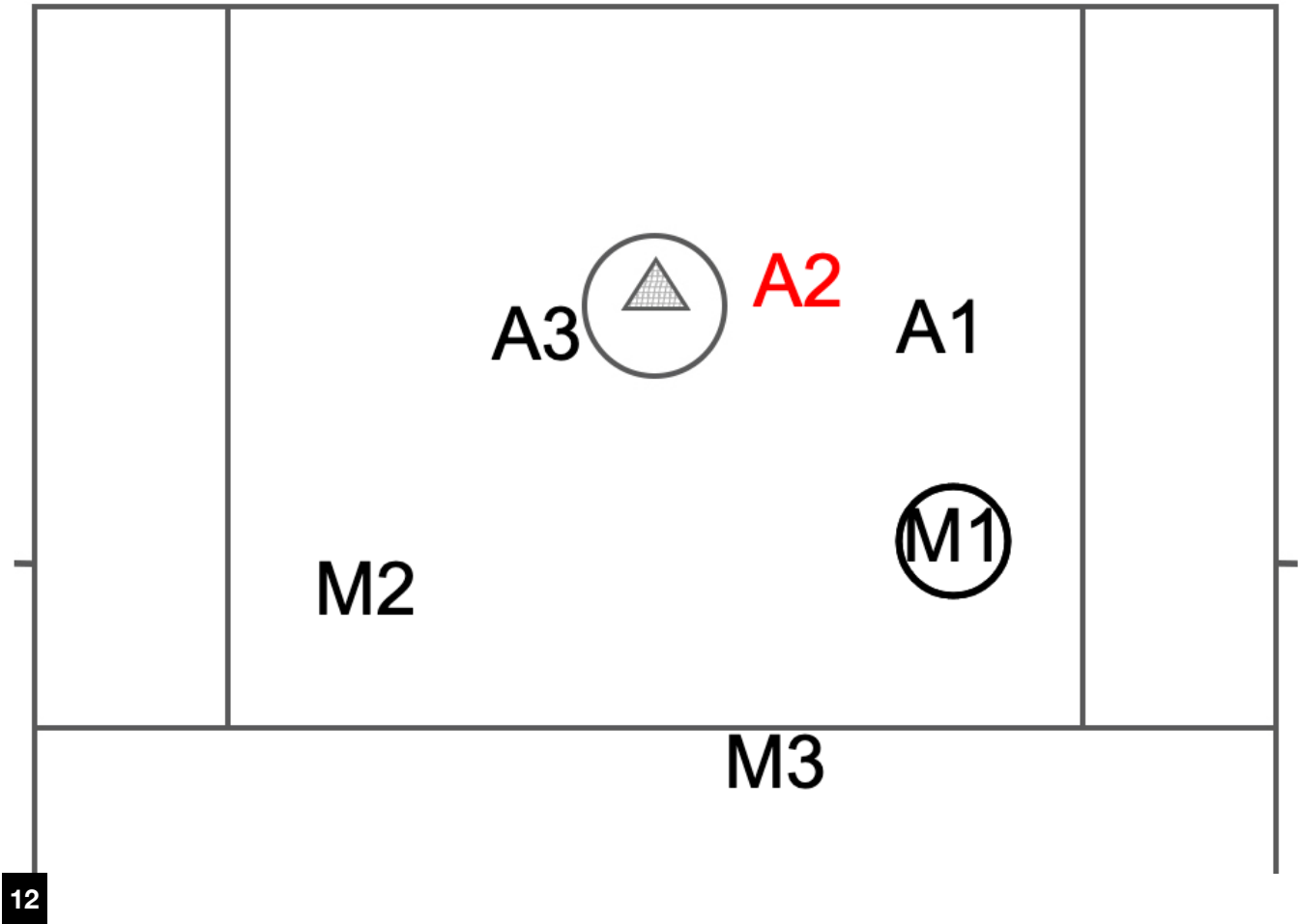
Frame 11 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



Frame 12 - Frame 22 - 20 POP DRIFT SEAL - 0



WEBBER INTERNATIONAL UNIV.



Frame 22 - 20 POP DRIFT SEAL - 0

