

*Actors(A, B)*

*Init(At(A, LeftBaseline)  $\wedge$  At(B, RightNet)  $\wedge$*

*Approaching(Ball, RightBaseline)  $\wedge$  Partner(A, B)  $\wedge$  Partner(B, A)*

*Goal(Returned(Ball)  $\wedge$  (At(x, RightNet)  $\vee$  At(x, LeftNet)))*

*Action(Hit(actor, Ball),*

*PRECOND:Approaching(Ball, loc)  $\wedge$  At(actor, loc)*

*EFFECT:Returned(Ball))*

*Action(Go(actor, to),*

*PRECOND:At(actor, loc)  $\wedge$  to  $\neq$  loc,*

*EFFECT:At(actor, to)  $\wedge$   $\neg$  At(actor, loc))*