

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))*