```cpp
Bhv_BasicOffensiveKick::execute( PlayerAgent * agent )
{
    dlog.addText( Logger::TEAM,
                  __FILE__": Bhv_BasicOffensiveKick" );

    const WorldModel & wm = agent->world();

    if(shoot(agent)){
        return true;
    }

    const PlayerPtrCont & opps = wm.opponentsFromSelf();
    const PlayerObject * nearest_opp
        = ( opps.empty()
            ? static_cast< PlayerObject * >( 0 )
            : opps.front() );
    const double nearest_opp_dist = ( nearest_opp
                                        ? nearest_opp->distFromSelf()
                                        : 1000.0 );
//    const Vector2D nearest_opp_pos = ( nearest_opp
//                                        ? nearest_opp->pos()
//                                        : Vector2D( -1000.0, 0.0 ) );

    if(nearest_opp_dist < 10){
        if(pass(agent))
                return true;
    }



    if(dribble(agent)){
        return true;
    }

    if ( nearest_opp_dist > 2.5 )
    {
        dlog.addText( Logger::TEAM,
                      __FILE__": hold" );
        agent->debugClient().addMessage( "OffKickHold" );
        Body_HoldBall().execute( agent );
        return true;
    }
}
```