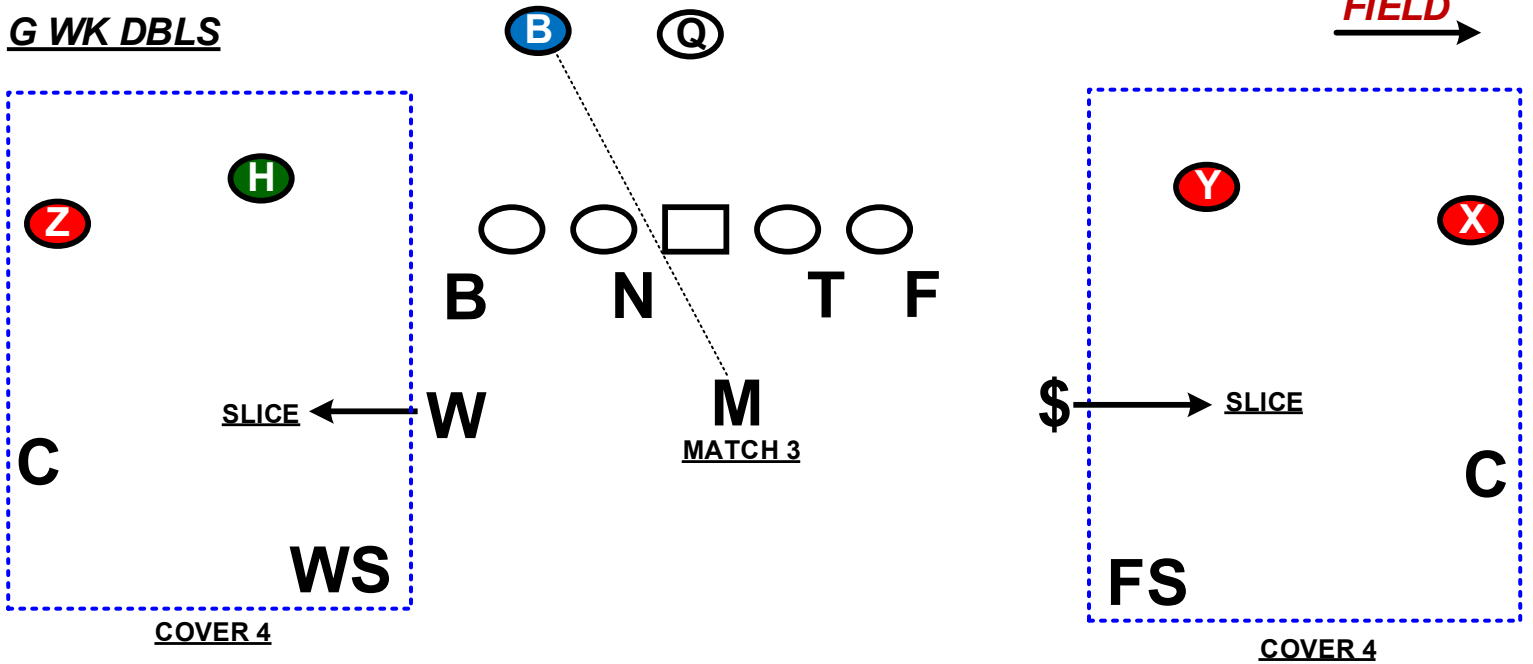


F-G 4 VS 2X2

G WK DBLS

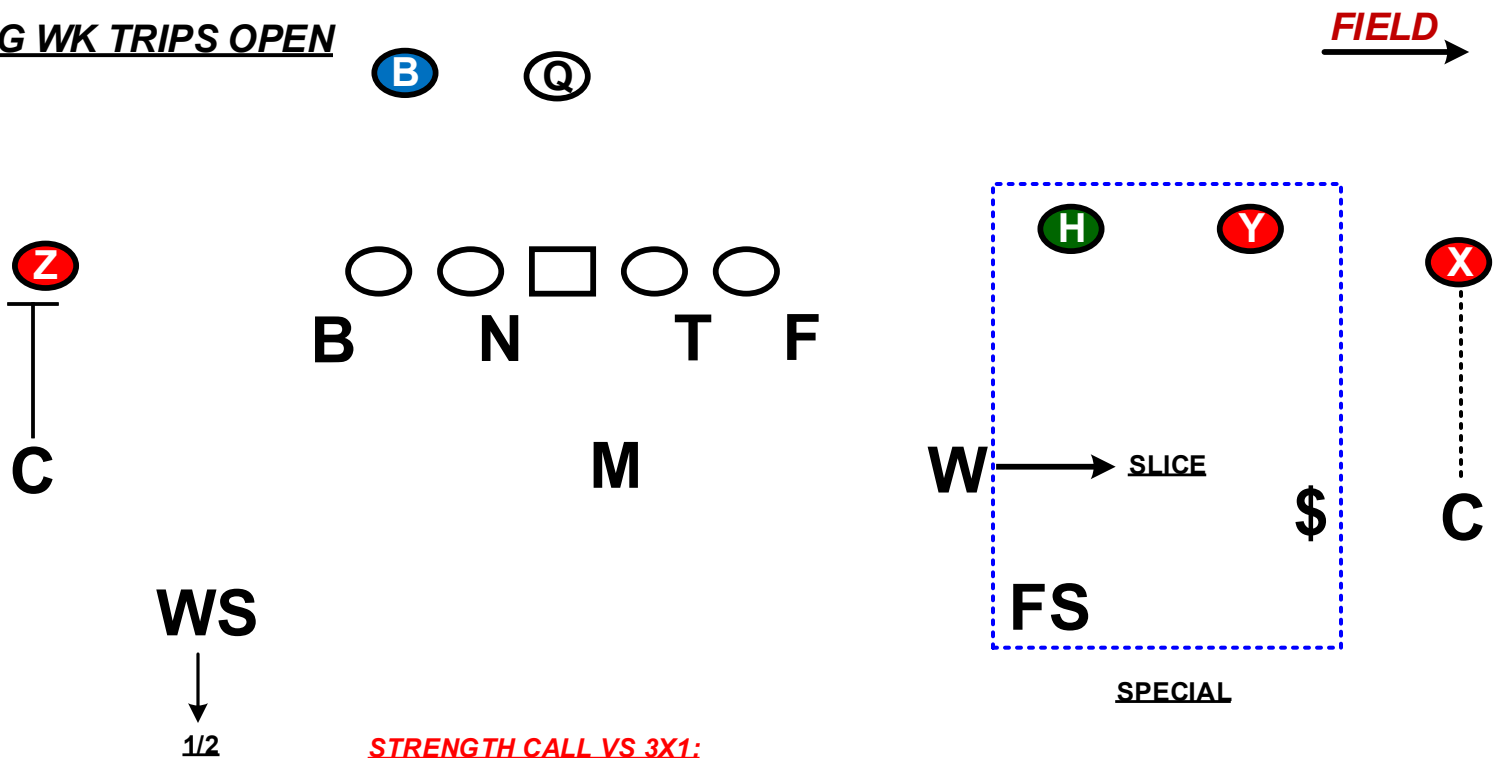


STRENGTH CALL VS 2X2:

- FIELD-G CALL IS ONLY FOR FRONT 4 (FOR COVERAGE PURPOSES)
- MIKE GOES TO READ SIDE (ALWAYS STAYS IN THE BOX)
- WILL GOES TO AWAY SIDE (ALWAYS IS THE SLICE PLAYER)

F-G 4 CLOUD VS 3X1

G WK TRIPS OPEN



STRENGTH CALL VS 3X1:

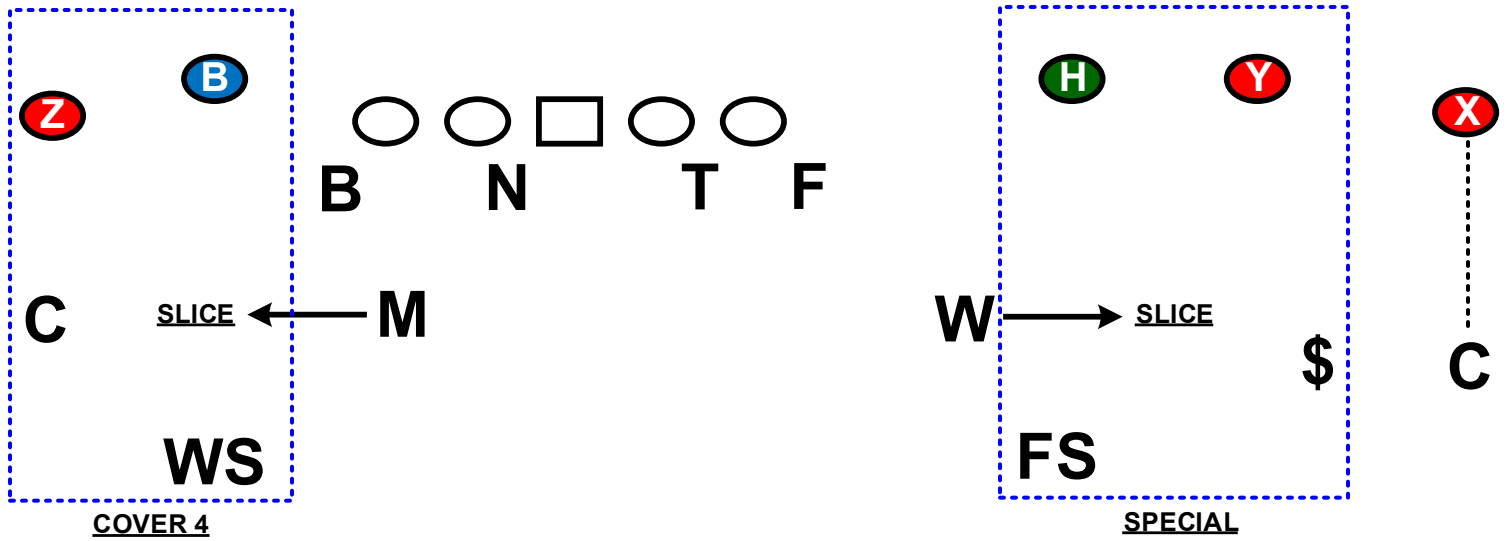
- FIELD-G CALL IS ONLY FOR FRONT 4
- MIKE ALWAYS STAYS IN THE BOX
- WILL IS ALWAYS THE SLICE PLAYER

F-G 4 VS 3X2

G EMPTY

FIELD →

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STRENGTH CALL VS EMPTY:

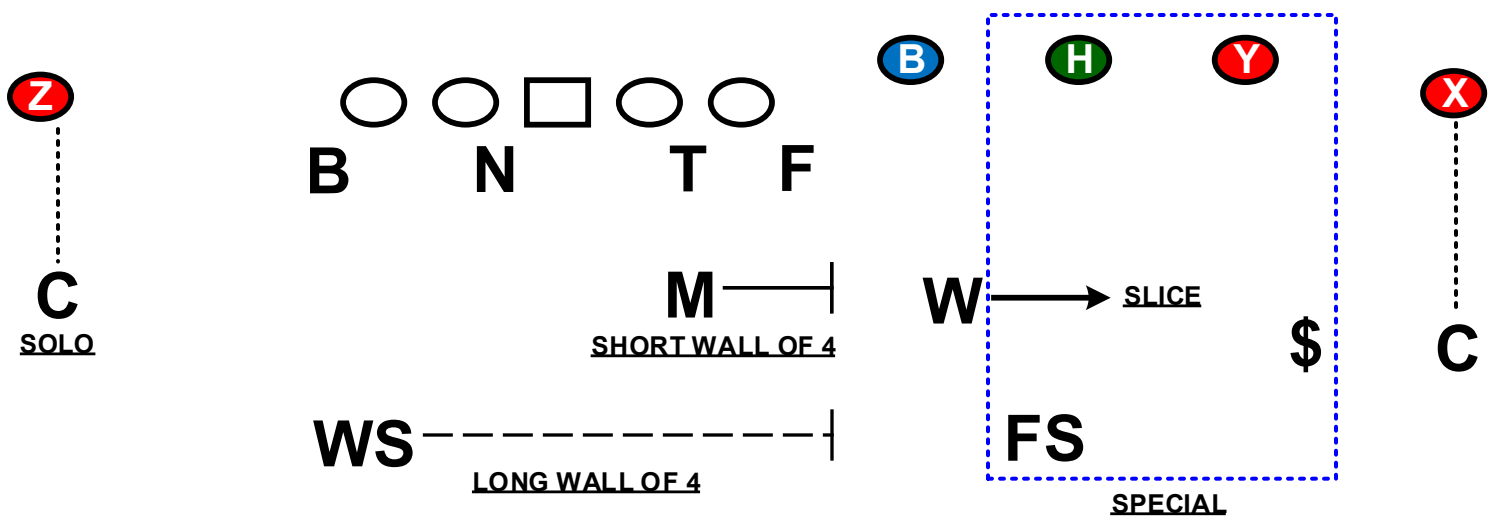
- FIELD-G CALL IS ONLY FOR FRONT 4
- MIKE STAYS IN THE BOX (EXCEPT VS EMPTY—WATCH FOR Q DRAW)
- WILL IS ALWAYS THE SLICE PLAYER (GO TO TRIPS SIDE VS EMPTY)

F-G 4 SPECIAL SOLO VS 4X1

G EMPTY 4X1

FIELD →

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STRENGTH CALL VS EMPTY:

- FIELD-G CALL IS ONLY FOR FRONT 4
- MIKE STAYS IN THE BOX (EXCEPT VS EMPTY—WATCH FOR Q DRAW)
- WILL IS ALWAYS THE SLICE PLAYER