EASTERN PROGRAMMING

QUAD CITIES AREA



for session descriptions & age ranges, go to redzoneia.com/camps to view them on a calendar layout, go to redzoneia.com/calendar



Wednesdays @ Bettendorf—Crow Creek Park

Apr 10 - May 29 | 8 weeks

•	Jr QB	4:30-5:30 pm
•	Advanced QB	5:30-6:45 pm
•	Rotating Group (see schedule below)	5:30-6:45 pm
•	Spring Ball + Tackle Training	6:45-8:00 pm

Apr 10 & 17	April 24	<u>May 1</u>	May 8	<u>May 15</u>	<u>May 22</u>
Playmakers &	WR/DB	Scrimmage	RB/LB	Playmakers &	WR/DB
Developmental				Developmental	

Sundays @ Davenport—Prairie Heights Park

- Rookie + Developmental 5:00-6:30 pm • 6:30-8:00 pm
- Spring Ball + Tackle Training •

<u>May 29</u> 7v7

Apr 14 – May 19 | 6 weeks

June 5 – July 17 | 6 weeks

no camp on July 3

SUMMER

Wednesdays @ Bettendorf—Crow Creek Park

٠	Rookie + Developmental	4:30-5:45 pm
•	Jr QB*	5:15-6:30 pm
٠	Advanced QB*	6:30-7:45 pm
٠	Rotating Group (see schedule below)	6:30-8:00 pm

June 5 June 12 June 19 June 26 July 10 Playmakers + Bootcamp RB/LB + Playmakers + Front 7 + Tackle Training + WR/DB Scrimmage Tackle Training + WR/DB

* must pre-register for all 6 summer QB sessions for 8 credits. 8 spots only per QBs group.

Jr QBs may join from 4:30-5:15 with Rookie + Devo group for no extra charge. They will peel off with Coach Sweers for QB work at 5:15. Advanced QBs may stay until 8pm joining in with the rotating group's last drills at no extra charge

Sundays @ Davenport—Prairie Height Park

- Tumble Rumble + Scrimmage 5:00-6:30 pm •
- 7v7 Prep Camp 6:30-8:00 pm •

June 23 – July 14 | 4 weeks

July 17

Bootcamp +

Scrimmage

All sessions on this page, except summer Jr/Advanced QB sessions, may be attended on a drop-in basis with punch card enrollment, anytime & anywhere. Each session costs 1 credit per player. Players may attend back-to-back sessions that they fit the age group for. 2 sessions = 2 credits cost Rotating Group: different group each week, all with similar age range; opportunity for well-rounded development or pick preferred skill/position dates