

"I think Tim Wakefield would even say tonight that Tim Wakefield got to Tim Wakefield tonight."

Tim Carver during Game 1 of the 2004 World Series

Women's volleyball

Anatomy of a serve

In order to keep Oregon at the top of the Pac-10 in aces per game, players use serving variations

BY STEPHEN MILLER
SPORTS REPORTER

Serving is to volleyball as pitching is to baseball. It is vital to the game and a necessary ingredient for the winning recipe. In baseball, it's all about pitching and defense. In volleyball, a similar combination of skills determines success.

Oregon head coach Carl Ferreira said the service quality and passing ability "affects the flow of the game" for both teams. Even though service aces only accounted for eight percent of a team's total scoring in the Pacific-10 Conference last season, they still impact how a team earns its points, he said.

"Serving and passing controls the tempo of the game," Ferreira said. "If we are serving well, we affect their serve-receive (efficiency), and if we are passing well, then we affect our serve-receive."

Service-receiving, in a nutshell, is the ability to control the ball off of the opposing team's serve and effectively execute a series of passes that could lead to a scoring opportunity. A server's objective is to make an accurate serve and target the weakest passer on the court, which could likely result in a receiving error and an ace for the serving team.

"Serving is pretty much strategy," sophomore outside hitter Sarah Mason said. "Your goal is to disrupt their offense and not go for an ace every time."

Mason said that a good serving strategy will pinpoint the opposing team's dominant players and exclude them from the attack. Funneling a serve to the weaker players makes it less likely for the attacking team to sidestep.

"One of the ways you look at serving is you observe the opponent and see who is their worst

passer," Ferreira said. "You can serve to eliminate the primary hitter or you can serve for tempo and pressure."

Ferreira explained that once an opposing team adapts to the serving strategy, the serving team must take a different approach. Assistant coach Rhonda Rust said that a team has trouble adapting if the server offers variations.

"As a program you want to have different types of servers so that the opposing team doesn't get used to seeing the same thing over and over again," she said.

The next level

If a short serve is called for, the players use a level one float to drop the ball between the attack line and the net.

"Level one is just standing on the ground," sophomore setter Heather Madison said. "There is no excuse for you to make an error."

The second level consists of a deeper float serve that is also hit with the player's feet on the ground. It is used to get into a rhythm or a "groove" as the players call it.

"If you really don't feel like you're in rhythm, you should go down to a level one or two and serve with no risk," Ferreira said. "As your confidence and your rhythm rises, then you elevate your own serving to a (higher) level."

Level three is a controlled jump serve with more speed than a level one or two.

A level four serve is the most difficult to execute because it requires good timing between the toss, the jump and contact.

"The fourth level is the most threatening level," Mason said. "It's the top spin jump-serve which is the toughest serve to pass."



ERIK R. BISHOFF | PHOTOGRAPHER

VOLLEYBALL, page 14 Oregon junior outside hitter Jaclyn Jones goes through the motions of a jump serve.

Women's basketball

Women's scrimmage kicks off preseason

Though the first half started out slowly, the intrasquad scrimmage ended with zeal

BY STEPHEN MILLER
SPORTS REPORTER

With only a week of practice under their belt, the Ducks were not afraid to take the deep shot during a preseason intrasquad scrimmage on Thursday at McArthur Court.

Junior Chelsea Wagner started the show by hitting a three-pointer just after tip-off.

The Ducks took 30 shots from behind the arc, but sank only nine during four eight-minute quarters.

"I think we're at a very good spot," Oregon head coach Bev Smith said. "We're not ready for a real game yet, but we have some structure and we have some background. Practices have gone very well. I think that we have been working very hard. I think our players are really hungry this year. They want to make sure we are ready to go."

"Hopefully everyone saw a little maturity in the team with some (players) stepping up into their sophomore year and creating some plays. Offensively, I thought we made some great choices and executed and found the best shot rather than just the first thing that came to us."

Wagner made her first attempt from behind the arc and went 4 for 8 from three-point range. Overall, the shooting guard finished 4 for 9 and was the leading scorer with 16 points.

"She's in great form coming back from an injury last year," Smith said. "When we have good rhythm and establish that inside game, everything is going to open up for her."

Sophomore Cicely Oaks and redshirt freshman Kaela Chapdelaine provided no offensive production in the first half but heated up in the second with 10 points each.

"Our team did a great job executing," Chapdelaine said. "We obviously have some glitches and some things to clean up, but overall we played hard, and it was a good effort by everybody."

"We were a little rusty, but as we got into the flow of things we just felt more comfortable in the second half."

Oregon as a whole made 34 of 82 shots from the field but struggled in the paint. The Ducks shot 48.7 percent (19 for 39) from the field in the second half, compared with 34.9 percent in the first half (15 for 43).

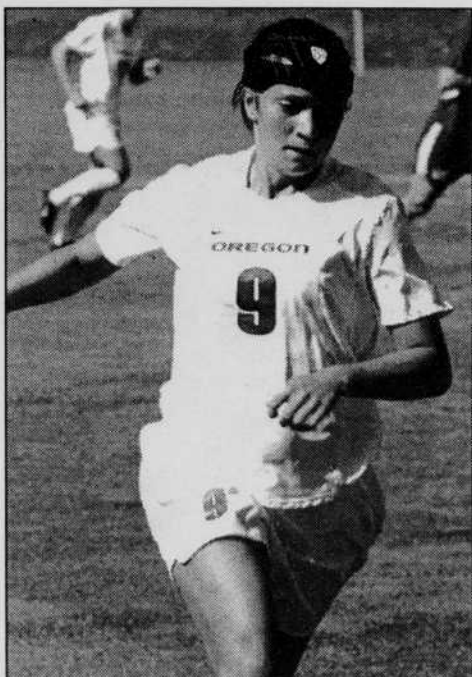
Both practice squads combined for 57 rebounds but committed 26 turnovers, 19 of which were steals.

"I thought we did a good job on the boards tonight overall," Smith said. "We did play some zone and some man (defense), and sometimes that rebounding cover is still difficult when you're still learning it. I was really happy but not satisfied in those areas."

"We're still turning the ball over too much, and I think that's a real focus for us because when you turn the ball over that leads to transition scores and easy scores for the other opponents, and at times we just forced things or took an off-balanced shot."

Both sides showed consistent ball movement, but at times, things got sloppy. The players immediately recognized where improvements need to be made.

Women's soccer



ERIK R. BISHOFF | PHOTOGRAPHER

Oregon junior Mele French was forced to end her career due to ongoing concussions she has suffered since high school.

Ducks' number two scorer forced to end soccer career

After a long battle with multiple concussions, junior forward French will no longer pose a scoring threat to opponents in the Pac-10

BY BRIAN SMITH
SPORTS REPORTER

Earlier this month, the Oregon women's soccer team lost one of its top goal scorers not only for the season, but for the rest of her career.

Junior forward Mele French was forced to end her soccer career after a long battle with concussions and migraines, according to head coach Bill Steffen.

"It was a decision between the doctors, her family and her," Steffen said. "It's obviously unfortunate, but we will try to keep her on the team in some aspect."

French has been battling concussions since high school and had taken to wearing a pad on her forehead to try and limit the impact of the ball. However, taking headers wasn't the entire

problem for French.

She has suffered at least three concussions in the past year. The most recent one was the result of a hit in back of the head with a shot. French also reportedly had a problem with migraine headaches.

"She had been thinking about it for a while," senior defender Christine Mintz said, "and before the Oregon State game she ended up talking with her family about it, and they decided that it was best for her health if she stopped playing."

French was second in points (5), goals (2), assists (1) and shots on goal (10) for the Ducks this season. Her presence at forward with Kami

SOCCKER, page 14

SCRIMMAGE, page 14