

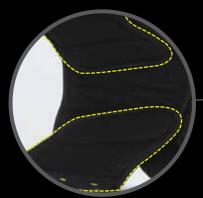
OUTSIDE CANTILEVER SYSTEM

Two piece arch air flow outside cantilever system disperses energy upon impact before it gets to cantilever yoke and body cushions



Transfers energy upon impact throughout entire shoulder pad, not just over one side





ADJUSTABLE CHANNEL SYSTEM

Separate front and back body cushions allow the channel to be adjusted to each individual player



Front and back 3-point swivel-lock arch attachment allows player total mobility and locks in place on impact





SWIVEL BELT & BUCKLE SYSTEM

Hi-flex Bio-Thane® swivel belt and buckle system which prevent the pad from riding up on the players torso



Exclusive Partnership: XRD® Technology found within XTECH pads combines the latest materials science with ultimate design capabilities. XRD® Technology is flexible, TECHNOLOGY lightweight, and engineered for repeated impact.

FRONT & BACK VENT HOLES SYSTEM

Coupled with vent holes punched in the body cushions, this allows direct air flow to the players body, enhancing the cooling process



ARCH

STANDARD (ST): Providing the most protection XTECH has to offer

SKILL (SK): Offering players extra range of motion

SUPER-SKILL (SS): Offering players maximum range of motion

EPAULET

STANDARD (ST)

SKILL (SK)

SUPER-SKILL (SS)



CUP

STANDARD (ST)

SKILL (SK)

SUPER-SKILL (SS)







SIZING

SIZE	ARCH OPTIONS	SHOULDER WIDT
XS	SK	"16 – 17"
SM	SK, SS	"17 – 18"
М	ST, SK, SS	"18 – 19"
L	ST, SK, SS	"19 – 20"
XL	ST, SK, SS	"21 – 22"
2X	ST, SK	"22 – 23"
3X	SK.	"23 _ 24"

CONTACT

For Additional Information/Group Sales

Contact XTECH Corporate Office: (973) 585-7898 **Bob Broderick** Jack Mara

(718) 873-3635 bob@xtechpads.com

Director, Sales & Marketing (917) 710-4723 iack@xtechpads.com

Noah Federici Sales (319) 541-8762 noah@xtechpads.com

⊚ ¥ @XTECHPADS | XTECHPADS.COM



STANDARD (ST): High-impact or players with existing shoulder injuries

SKILL (SK): Recommended for all skill positions

TAB (T): Recommended for kickers and punters

US Patent No. 9,238,167 *Additional Patents Pending



