

Points: Points are found at the end of ridges where they drop down to valleys or fields. Deer use points for bedding as it offers a Great escape route.

Benches: In hilly regions flat areas of various wits are sometimes found on the side of hills, these benches are used for travel and also a great spot for bucks to scrape and rub.

Ditches: Ditches are formed where water runs down the length of a hill causing a ditch to form. The ditch becomes wider as it goes down the hill due to more water rushing. The deer will go around or cross near the top rather than cross the ditch where it is steep and has hilly Banks.

Brake lines: Brake lines or lines between two types of adjoining but different types of cover. An example would be a timber property a budding open hardwoods. Brake lines cannot be seen on a topo map, you must use an aerial photo or put boots on the ground.

Saddles: A saddle is a low spot on a Ridgeline. Because it is low and usually narrow it is the easiest travel route for the deer to get from one hillside to another.

Funnel: A funnel is a narrow strip of cover that connects two larger pieces of cover. Basically it is a pinch point.

Inside corner: A field or pasture can sometimes form an I in the timber it adjoins. Deer will stay in the woods and cut around the corner to get from one end of the woods to the other.

Converging hub several ridges coming together will form a converging hub. And flatland several small streams converging in one location will form a hub. The converging hub is very similar to a bicycle tire with the spokes all going from The Middle.