

## JV/VARSITY AND ADVANCED

# SAILORS BOYS BASKETBALL SUMMER 2016



Dear Camper,

April 2016

Your next opportunity to participate with the Sailor Basketball Program will be this summer.

### 1. Summer Program

- A. Camp will run from June 27th-July 28th (5 weeks). Monday through Thursday  
– JV/Varsity and Advanced skill level 10:00 am to 12:00 pm
- B. Jump/Weightlifting training will be available.
- C. The camp will include individual fundamentals and team fundamentals.
- D. The cost for the class is \$300.00

Make checks payable to

"Sailors Boys Basketball"  
PO Box 1048 Irvine Ave Suite 107  
Newport Beach, CA 92660

### 2. Summer League & Tournaments

- A. Players will have a chance to play in a Summer League. JV will be at Godinez/Century High Schools.
- B. Games will also be on selected weekends, at sites still to be determined and in tournament format.
- C. Summer calendar will be distributed at booster club meeting (see below).

### 3. Miscellaneous Information

- A. Players who wish to participate in football and basketball: There is NO conflict on time for the summer school class. Basketball is 7:30-10:00 a.m. Football is from 10:30 a.m.-12:30 p.m or just the opposite for the upper classman. **PLEASE COMMUNICATE ANY SCHEDULING CONFLICTS WITH COACHES.**
- B. Physicals are required and can be completed at Dr. Tischler's at a date still to be determined at 22 Corporate Plaza Dr. NB 92660 or at your doctor, before summer starts. Please bring \$25.00 (cash or check) to Dr. Tischler's office. Make checks out to NHHS Athletics.
- C. Insurance-To participate in this program you must be covered by your own insurance.

### 4. Booster Club meeting

The Sailor basketball program strongly encourages multi-sport athletes. Please communicate any scheduling conflicts with coaches.

Sincerely,  
Bob Torribio, Sailors Coach

Please mail back form below with check.

\_\_\_\_\_  
Athlete's Name

\_\_\_\_\_  
Address

\_\_\_\_\_  
Parent/Guardian Name

\_\_\_\_\_  
Parent/Guardian e-mail

\_\_\_\_\_  
Parent/Guardian Phone Number