

2012 TRAINING TOURNAMENT SIGN UP FORM

Use this form to sign up for the Chapter's Mandatory October Tournament – date given below.
1st come 1st served: Preference given to members that first submit their dates and times.

1st and 2nd year members are encouraged to sign-up if you think you can handle 3 man mechanics and varsity competition. This is an opportunity to learn, be coached, be observed, and be evaluated.

Mark 2 dates to officiate. Write “1st CHOICE” and the other “2nd CHOICE.”
If you want to officiate both tournaments, do the same for a 2nd tournament.

Select from 1 thru 3 below and write next to the date. If you wish to submit an exact time to officiate, do so. I will do my best to accommodate you but no guarantee can be made that you will get exact hour you want. Arrive 1 hour before your game for pre-game instructions. Remain in the game area until you are sure the next game is covered. Be ready to officiate a 2nd game if asked or scheduled. You will stay for a game review by the evaluator. We will review on screen with video equipment.

1. Morning from 8:00 am to noon.
2. Afternoon from noon to 5:00 pm.
3. Evening from 5:00 pm to closing.

NOTE: Tournament times will not be known until a bracket is given to me by the director. The bracket may be finalized a day or 2 before the tournament begins. I will notify you of your assignment by phone and/or by e-mail. I will post the assignment on the chapter website immediately after completion, front page, at WWW.RGVCHAPTER.ORG and make a ZebraWare broadcast, to alert you.

Submit this form to: Carl Contrata, RGV Chapter assigning secretary, at chapter meeting or regional or scan and send by e-mail to CARLCONTRATA@YAHOO.COM or send an e-mail listing all information requested. My cell is 373-0751.

NAME: _____ DATE: _____ DIVISION: _____

CELL # _____ HOME # _____ TEXT OK ??? YES _____ NO _____

E-MAIL ADDRESS: _____

PREFERRED OFFICIAL(S) TO CALL WITH _____

BOYS TOURNAMENT AT WESLACO HIGH SCHOOL

SATURDAY, OCT. 13 _____

SUNDAY, OCT. 14 _____

