

4th Annual GI Jamboree at GINW

June 7 & 8 @ GINW

Each school is asked (but not required) to have 3 Teams - Varsity, JV and C Teams
Coach Tomlin will provide coaches drinks. Coaches collect and bring forms & money.

9:00 am Fields are open for teams to practice.
12:30 pm **Workout #1**
3:30 pm Coaches Meeting & Supper at GINW (Little Cesars or Raising Canes & Gatorade).
4:30 pm **Workout #2**
7:30 pm Coaches Meeting. **Hamburger, Hot Dogs, Chips & Drinks**
Break for the day. Teams have traveled to/from each day, stayed in hotels & slept on GINW wrestling mats for free.
8:30 am Teams warm-up on your own.
9:00 am **Workout #3**
11:30 am Coaches Meeting & Lunch at GINW (Little Cesars or Raising Canes & Gatorade).
12:30 pm **Workout #4**

General Workout Format (Coaches will set the format they would like for each workout).

30 Minute Team Prep (Coaches discretion).
60 Minute Group and Team Competition (Coaches discretion).
30 Minute Team Correction (Coaches discretion).

**Certified Athletic Trainer on site. **Catastrophic Insurance through: Dissinger Reed.
*It is recommended that each player have primary insurance to participate.
*Each player must bring needed equipment. Water and restroom facilities will be provided.

Camp Registration Form

Coaches please collect & mail (or bring on June 7) your teams registrations and \$50 fee to Coach Stein

Make Checks payable to "NWHS - Football" ... Give forms & money to your Head Coach.

Name: _____ School: _____ Fall 2020 Grade: _____

Address: _____ City: _____ Zip Code: _____

Phone#: (____) _____ - _____ Emergency Phone: (____) _____ - _____

Medical Release

I hereby authorize the members of the coaching staff of the GI Jamboree to act for me according to their best judgment in any emergency requiring medical attention, and I hereby waive and release the camp's personnel from any liability for any injuries or illnesses incurred while attending the GI Jamboree.

Signature of Parent/Guardian _____ Date _____

Medical Insurance Carrier _____ Policy Number _____