Gladiator Open at St Mary's

Saturday, April 13, 2024

Cheese pizza

Location: Saint Mary's Visitation School 13000 Juneau Blvd Elm Grove, WI 53122 Arrive by: 6:30 AM 6:00 PM End time: The end time for this event is approximate. Our actual end time will depend on many factors, including how long individual games take, whether other games at the tournament run long and delay our games, and whether there are delays due to equipment malfunctions. Our full tournament schedule is posted at bago-qb.org/marshall This is a full-day tournament. We will play from about 8:45am to at least 3:00pm, with a break for lunch. We have registered one four-person team, so we will take a maximum of six players. Team Socrates players (the players should know who this is, but if you have questions, please reach out) will be considered first when filling these limited spots. I will email the final player roster to all interested players' families on Wednesday night. We do not have a bus for this event. I have room in my car for four players, and you are welcome to drive your player yourself, if that would be more convenient for you. I will order Papa John's pizza for the team for lunch, and ask that each student bring a \$6 lunch fee OR a packed lunch with them. I will have unrefrigerated water bottles for the team, but if your child wants a different drink with lunch, they should bring their own. If your player will attend, use this form and send it with your student on Wednesday, April 10 OR email me with the same information at STREY.K.A@GMAIL.COM My child would like to attend the Gladiator Open Tournament on April 13, 2024. I understand that turning in this slip does not guarantee my child a spot at this tournament, and that the team list will be emailed out on Wednesday night. Player's name: Guardian's name: Guardian's signature: Date: Circle one transportation option: I will drive my child to the tournament My child needs a ride to the tournament Circle one lunch option:

Pineapple pizza

My child will bring a packed lunch