| Field and Game Availabil | ity For Which League | |
|--------------------------|----------------------|--|
| Due By April 1 | - | |
| Team Name(Town) | HBR | |
| Team Manger Name | SANDERSON | |
| Your Mailing Address: | | |
| Your Phone Number | | |
| Your Cell Phone #: | | |

Home Field Availability & Times. Does Your Field Have Lights Yes - NO

| Home Field Availability & Times, Does Your Field Have Lights Yes - NO | | | | | | | |
|---|-----|--------------------|-------------|------------------|--------------|-----------------|----------------|
| | Sun | Mon | Tues. | Wed. | Thur. | Fri. | Sat. |
| Apr 29 - M ay 5 | 29 | X30 | 1 | 2 | 3 | 4 | 5 |
| May 6 - May 12 | 6 | 7 | X 8 | 9 | 10 | × ₁₁ | 12 |
| May 13 - May 19 | 13 | X 4 | Y 45 | /_ 16 | \ | × 18 | > 19 |
| May 20 - May 26 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| May 27 - June 2 | 27 | Memorial Day 28 | 29 | 30 | 31 | . 1 | 2 |
| June 3 - June 9 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| June 10 - June 16 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| June 17 - June 23 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| June 24 - June 30 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |

Team Availability

Your Work Phone #: Your Fax Number: Your Email Address:

| lean Availability | | | | | | | |
|-------------------|-----|--------------------|-------------|------|-----------------------------|----------|---------|
| | Sun | Mon | Tues. | Wed. | Thur. | Fri. | Sat. |
| Apr 29 - May 5 | 29 | 30 | 1 | 2 | \times 3 | 4 | × 5 |
| May 6 - May 12 | 6 | 7 | × 8 | × 9 | > ✓ ₁₀ | <u>\</u> | <u></u> |
| May 13 - May 19 | 13 | 14 | × 15 | 16 | 17 | 18 | 19 |
| May 20 - May 26 | 20 | | × 22 | 23 | > <24 | 25 | 26 |
| May 27 - June 2 | 27 | Memorial Day 28 | ~ / | 30 | 31 | 1 | 2 |
| June 3 - June 9 | 3 | ≯ 4 | 5 | 6 | × 7 | 8 | 9 |
| June 10 - June 16 | 10 | 711 | 12 | 13 | 14 | 15 | 16 |
| June 17 - June 23 | 17 | 18 | X 19 | 20 | 21 | 22 | 23 |
| June 24 - June 30 | 24 | 25 | ×26 | × 27 | 28 | 29 | 30 |

FNA - Field Not Available

NG - No Game That Day For Team

Please Indicate game days and times Available