



## 2024 FERGUSSON INTERMEDIATE TERM 3 BASKETBALL REGISTRATION FORM

Your child has expressed an interest in playing basketball for Fergusson Intermediate this year. Please read the following information **and return the notice by Friday the 14th of June.**

Competition: Hutt Valley Basketball Association Basketball League  
Venue: Walter Nash Stadium, Taita  
Competition Dates: All games will commence in Week 1 of Term 3: Monday 22nd July - Friday 26th July.  
Final games for Term 3 will finish between Thursday 19th - Wednesday 25th September, apart from Year 1 & 2 grades which will finish on Friday 30th August.

Uniform: Fergusson PE Gear.  
Game Day: Wednesday Evenings  
Game Times: Between 3:50pm - 9:00pm  
Transport: Players will need to arrange their own transport to and from the Stadium  
Costs: \$50 - ASB 12-3142-0263715-00. In the reference please put "(childs name) basketball"  
Managers: We will require parents to volunteer for this. Managers text/email parents to confirm numbers.

**If entries exceed the amount of players we need for the teams we will prioritise the teams on a first in first served basis (payment and returned permission).**

**If we do not have enough players to enter a team I will be in touch.**

Ngā mihi  
Kelly Wybourne  
External Sport Coordinator  
[kwybourne@fergusson.school.nz](mailto:kwybourne@fergusson.school.nz)

**FIS Basketball Entry Slip - Return to office by Friday June 14 2024**

**Team my child wants to join (Circle which)**

Year 8  
Year 7

**Payment \$50 (circle which):**

Paid via internet banking

Paid at office (cash)

**Managing:**

I can manage the team and let parents know of game times (circle or tick if you can).

I have read the above information (in the letter) and can support the child under my care to make every effort to attend every game.

**Childs Name:** \_\_\_\_\_

**Parent/caregiver Name:** \_\_\_\_\_

**Parent/caregiver phone number:** \_\_\_\_\_

**Parent/caregiver email address:** \_\_\_\_\_

**Parent/caregiver signature:** \_\_\_\_\_