

## 2<sup>nd</sup> Annual Blue Mountain Shootout

December 12<sup>th</sup> – 13<sup>th</sup>

Pendleton, Oregon



\*\*\*\* Awards 1<sup>st</sup> & 2<sup>nd</sup> place \*\*\*\*

*Tournament is put on by the Pendleton Basketball Club and supported by Pendleton High School Boys and Girls teams*

*Your support of these worthwhile efforts is greatly appreciated.*

**Contact:**

Chris Carter 541-379-9122  
Fred Fell 541-233-8601  
email: [-chriscarter3@yahoo.com](mailto:-chriscarter3@yahoo.com)

**Site:**

Pendleton, Oregon

**Dates:**

December 12<sup>th</sup> – 13<sup>th</sup>, 2015

**Registration Deadline:**

**Postmark by December 1st, 2015**

Teams are guaranteed 4 games

**Game Times:**

Saturday: earliest game - 8:00 am, last game - TBD

Sunday: earliest game - 8:00 am, last game - TBD

**Divisions:**

Girls: 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> Grade / Boys: 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> Grade

**Entry Fee:**

\$200.00

Membership fees are NOT included in the entry fee.

No entry fees refunded after the deadline date.

Make checks payable to: **Pendleton Basketball Club**

**Tournament Schedules will be posted online at <http://www.pendletonbasketballclub.org> by Wednesday December 9<sup>th</sup> at 8pm**

**Please visit [ieaau.org](http://ieaau.org) for registration form.**

**CHECK YOUR COACH'S PACKET AND THE WEB-SITE FOR ANY LAST MINUTE ADJUSTMENTS TO THE GAME SCHEDULE.**

**AAU Membership:**

All players and coaches must have a valid AAU Card at game time.

- NOTE:** Anyone that coaches the team from the bench must also have an AAU card at game time. **Memberships can be purchased online: [www.aausports.org](http://www.aausports.org).** Tournament entry will be determined in the order that entries and fees are received. Your team will not be scheduled in the tournament bracket until your registration form and entry fee have been received. There is limited space in each age group... we encourage you to send in your entry right away.
- Roster:** The roster established at the time of the first game must be used throughout the Entire tournament. No additions or changes are permitted. Players must have Cards purchased in advance to participate.
- Rules:** 2015-2016 High School Federation Rules. Special Technical Foul Rule: Any Technical foul or intentional foul, two points awarded and the ball out of bounds. Check coach's letter in your packet you will receive at the gym of your first Game for additional rules.
- Scorekeeper:** Each team is to have ONE person to keep the individual score sheet that is provided at the score bench.
- Coaches:** Only ONE coach per team is allowed into the game free. More than one may coach, but must pay admission and have an AAU card to sit on the bench.
- Admission:** **SATURDAY/SUNDAY: ADULTS \$5.00 STUDENTS: \$4.00**

# 2<sup>nd</sup> Annual Blue Mountain Shootout

## Team Registration Form

December 12<sup>th</sup> -13th, 2015 Entry Fee: \$200

Mail this form AND \$200 entry fee to: Blue Mountain Shootout  
Chris Carter  
1580 NE Misty  
Hermiston, OR 97838  
Make check payable to PBC

Contact Person: \_\_\_\_\_ Email: \_\_\_\_\_

Phone: \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_

Coaches Name: \_\_\_\_\_ Email: \_\_\_\_\_

Phone: \_\_\_\_\_ AAU Number: \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_

Team Name: \_\_\_\_\_

Division (circle one)    3G 4G 5G    6G    7G    8G    \*AAU numbers REQUIRED\*  
                                  3B 4B 5B    6B    7B    8B

Team ranking for seeding (please circle):    Strong    Average    Beginner    Unsure

PLAYER NAME (First & Last)	Jersey #	Grade	2015 AAU Card #
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____
6. _____	_____	_____	_____
7. _____	_____	_____	_____
8. _____	_____	_____	_____
9. _____	_____	_____	_____
10. _____	_____	_____	_____
11. _____	_____	_____	_____
12. _____	_____	_____	_____