

# 2012 DPLL Challenger Division Season Schedule

**Rain Hotline – Call (805) 681- 9165 to confirm schedule if raining.**

DATE	ACTIVITY	TIME (DPLL Buddy Teams)
Jan 5&19	Coach and Managers Meeting	6:30 pm
Jan 28	Challenger Volunteer Orientation- Girsh Community Room	10:30 am – 2:30 pm
Feb 11	Challenger Volunteer Orientation- Girsh Community Room	10:30 am – 2:30 pm
Feb 25	"Back to the Ball Fields RALLY and Welcome Day! Uniforms, Skill Stations, Ball Games, Lunch, DJ & Entertainment Volunteers	10:00 am – Noon "ish"
March 3	DPLL Opening Ceremonies & Challenger Games, BBQ , Auction Following	9:00 am
March 10	Challenger Games - Zodo's After Game event	9:30 am
March 17	Challenger Games - FAN Appreciation Day	9:30 am
March 24	Challenger Games (GUSD/SBSD Spring Break)	9:30 am
March 31	Challenger Games (GUSD/SBSD Spring Break)	9:30 am

**McDonalds FREE Happy Meal 4 Challenger Players with Certificate**

Camino Real Marketplace location only- PLEASE thank them for being a Challenger Sponsor!

April 7	Challenger Games	9:30 am
	GIRSH Park Annual Egg Hunt for Challenger kids <b><u>Bring a basket!</u></b>	10:30 am
April 14	Challenger Games	9:30 am
April 21	Challenger Games	9:30 am
April 28	Challenger Games - FANS in the Stands Day	9:30 am
May 5	Challenger Games - Mother's Day Raffle	9:30 am
May 12	Challenger Games - Ice "sCream" Day	9:30 am
May 19	Challenger Games and Awards Party & Lunch after at Park	9:30 am
Jun 4	SB Foresters Opening Game Day - check website for schedule	<a href="http://www.sbforesters.org">www.sbforesters.org</a>
Jun 12-14	SB Foresters/Challengers Summer Camp - Girsh Park	10:00 am

**Fans in the Stands Day** - Invite family, friends, neighbors, teachers, and other community friends to come out and watch your child play; Refreshments, smiles, sunshine and pom-poms provided!!!

**Spring Break Dates** - School District Spring Break scheduled for: March 24<sup>th</sup> and March 31<sup>st</sup>.

**\*After Game Events Optional:** Volunteers invited & encouraged to visit with kids and their families.\*