

**GREENWOOD WOODMEN**

# **WOODMEN YOUTH FOOTBALL CAMP**

**JULY  
5-8**



**20  
21**

## **ABOUT THE CAMP:**

**THIS CAMP IS DESIGNED TO TEACH FUNDAMENTALS TO ALL SKILL LEVELS. PROPER SAFETY TECHNIQUES WILL BE EMPHASIZED IN ALL DRILL WORK. PLAYERS MAY WEAR PADS (HELMET/SHOULDER PADS) BUT IT IS NOT REQUIRED TO ATTEND CAMP. ATHLETIC ENHANCEMENT WILL BE DONE EACH DAY AND ALL COVID PROTOCOLS WILL ALSO BE FOLLOWED BY STAFF AND CAMPERS.**

## **WHEN:**

**JULY 5 - 8, 2021**

## **TIME:**

**10 - 11:30 AM**

## **WHO:**

**K - 5TH GRADE**

## **WHERE:**

**WOODMEN FOOTBALL STADIUM**

## **COST:**

**\$25 FIRST PLAYER (\$20 EACH ADDITIONAL PLAYER IN FAMILY)**

## **Questions?**

**EMAIL COACH CAMPBELL AT [MCAMPBELL@GWS.K12.IN.US](mailto:MCAMPBELL@GWS.K12.IN.US) OR CALL 317-889-4030 X 3111**



# WOODMEN YOUTH FOOTBALL CAMP

## REGISTRATION FORM

Student Name: \_\_\_\_\_

Grade Level: \_\_\_\_\_ Age: \_\_\_\_\_

Elementary School Name: \_\_\_\_\_

Student Address (Including City/State/Zip):  
\_\_\_\_\_  
\_\_\_\_\_

Emergency Contact Name: \_\_\_\_\_

Emergency Contact Phone Number: \_\_\_\_\_

### Waiver of Liability:

Greenwood High School, Greenwood High School Athletics, and the Greenwood High School Football Team/Staff will not be held responsible for any injuries that occur during or as the result of participation in the "Woodmen Youth Football Camp". Each participant is required to be covered under their own accident plan or incident policy. GHS, GHS Athletics, and the Football Coaching Staff and Players will not be held responsible for any missing items or damages to property. I give permission for my child to participate in the 2021 Woodmen Youth Football Camp.

Parent/Guardian Name: \_\_\_\_\_

Parent/Guardian Signature: \_\_\_\_\_

Date: \_\_\_\_\_

**Please print and return this registration form and payment (cash/check) to the following:**

**Greenwood High School  
Att: Athletics/Mike Campbell  
615 W. Smith Valley Road, Greenwood IN 46142**

**Please make checks payable to Greenwood Football**