



**RAVENNA PARKS & RECREATION DEPARTMENT  
AMANDA'S GARDEN CHILDCARE & LEARNING CENTER**

**YOUTH BASKETBALL 2017 - BOYS GRADES 5-6**

<b>Team #1</b>	<b>Guido's Pizza</b>	Dark Gray	Mike Brogan	330-235-3256
<b>Team #2</b>	<b>David Petrone State Farm Ins.</b>	Orange	Tim Shackelford	330-235-3417
<b>Team #3</b>	<b>Hometown Bank</b>	California Blue	Jeremy Baynes	330-554-9310
<b>Team #4</b>	<b>Dr. Kurz General Dentistry &amp; Implants</b>	Royal Blue	Joe Ross	330-389-8124
<b>Team #5</b>	<b>Cast Out Design Landscaping Parks and Recreation Office</b>	Dark Green	Deonte Allen	216-659-7545 330-296-2864

**Please no roaming the hallways or school building – all players and spectators must remain in gym area. Thank you  
We need to be out of Willyard Elementary School by 7:55 p.m.**

**Tuesday, February 14**

West Park 5:45 p.m. 1 vs. 4

**Wednesday, February 15**

West Park 5:45 p.m. 2 vs. 3

**Saturday, February 18**

Brown 12:00 p.m. 3 vs. 1

Brown 1:00 p.m. 4 vs. 5

**Tuesday, February 21**

West Park 5:45 p.m. 5 vs. 3

**Wednesday, February 22**

West Park 5:45 p.m. 1 vs. 2

**Saturday, February 25**

Brown 12:00 p.m. 2 vs. 5

Brown 1:00 p.m. 3 vs. 4

**Tuesday, February 28**

West Park 5:45 p.m. 4 vs. 2

**Wednesday, March 1**

West Park 5:45 p.m. 5 vs. 1

**Saturday, March 4**

Brown 1:00 p.m. 1 vs. 4

Brown 2:00 p.m. 2 vs. 3

**Monday, March 6**

West Park 5:45 p.m. 3 vs. 1

**Thursday, March 9**

West Park 5:45 p.m. 4 vs. 5

**Tuesday, March 14**

West Park 5:45 p.m. 5 vs. 3

**Thursday, March 16**

West Park 5:45 p.m. 1 vs. 2

**Saturday, March 18**

Brown 1:00 p.m. 2 vs. 5

Brown 2:00 p.m. 3 vs. 4

**Tuesday, March 21**

West Park 5:45 p.m. 4 vs. 2

**Wednesday, March 22**

West Park 5:45 p.m. 5 vs. 1

**Games held during the week are automatically cancelled if Ravenna schools are closed due to inclement weather.**

**Saturday Games/Practices**

**If school is closed on Friday due to weather games/practices on Saturday are STILL held unless you receive a call from your coach.**

**SPORTSMANSHIP IS THE NAME OF THE GAME**

