



# 2022-23 PROGRAM OUTLINE

## LEVELS:

## BIRTH YR

- Peewee Major

- 2010

## PLAYER PACKAGE INCLUDES:

- Professional and Objective Coaching Staff
- League games with play-offs
- Independently scheduled non league games
- 1 Tournament (TBD)
- 50 hrs of on-ice practices (September-March)
- In-Season Skills Program instructed by **Select Skills Hockey**
- Off-ice with **Mike Boyle's Strength & Conditioning**
- Summer Skills Program by **Select Skills Hockey**
- Vipers week long Boot Camp in August
- Practice socks & practice jersey



## CONTACT INFORMATION:

- Website: [www.vipersicehockey.com](http://www.vipersicehockey.com)
- Email: [vipers@vipersicehockey.com](mailto:vipers@vipersicehockey.com)

## TUITION:

- Full Time: \$3875
- Alternate: \$2375

## Additional Information:

<b>TOURNAMENTS:</b>	<ul style="list-style-type: none"> <li>• Each team's coach may schedule tournaments and non-league games throughout the season that fit their competition level.</li> </ul>
<b>SUMMER PROGRAM:</b>	<ul style="list-style-type: none"> <li>• Summer Skills</li> <li>• Spring/Summer Tournament Teams</li> <li>• <a href="http://www.SelectSkillsHockey.com">www.SelectSkillsHockey.com</a></li> </ul>
<b>EQUIPMENT &amp; APPAREL:</b>	<ul style="list-style-type: none"> <li>• All players are required to wear black helmets, gloves, and pants.</li> <li>• Game jerseys &amp; socks available at <a href="http://www.vipersicehockey.com/store">www.vipersicehockey.com/store</a></li> <li>• Apparel &amp; equipment fittings for all players will be completed in May for an August delivery.</li> </ul>
<b>PAYMENT SCHEDULE:</b>	<ul style="list-style-type: none"> <li>• Upon acceptance, a \$500 non-refundable payment is due along with a completed player contract immediately following tryouts. Payments are then scheduled on May 1<sup>st</sup>, June 1<sup>st</sup>, July 1<sup>st</sup>, &amp; August 1<sup>st</sup>. All payments must be completed by Vipers Boot Camp for the ability to attend Vipers events</li> </ul>



*This Program Outline is subject to change without notice.*