



## 2009 Full Season Home Game Volunteer Schedule A ~ Midget's

**\*\*\* All dates are subject to change as per any SYFCA requirements \*\*\***

Home Game ~ Sunday ~ September 6<sup>th</sup>, 2009 @ 12:00pm vs. Boston

<b>Chains:</b>	(11:45am – End of Game) Yatim, Badstubner, Stake
<b>Concessions:</b>	(10:30am – 12:00pm) Barros, St. Germain, Caccialino, Zarozny, Cao, Wassel, Confalone
<b>Field Duties:</b>	Coaching staff to set-up Oak Field

Home Game ~ Sunday ~ October 4<sup>th</sup>, 2009 @ 3:00pm vs. Springfield

<b>Chains:</b>	(2:45pm – End of Game) Churchill, Smith, Gabriele
<b>Concessions:</b>	(1:30pm – 3:00pm) Fitzgerald, Taylor, Gearty, Vieira, Gordon, Gill, Salmu
<b>Field Duties:</b>	Coaching staff to set-up Oak Field.

Home Game ~ Saturday ~ October 17<sup>th</sup>, 2009 @ 12:00pm vs. Oakmont

<b>Chains:</b>	(11:45am – End of Game) Hayes, Rich, Johnson
<b>Concessions:</b>	(10:30am – 12:00pm) Kasper, Pacy, Gunnerson, Shepard, Joubert, Prior, Markham
<b>Field Duties:</b>	Coaching staff to set-up Oak Field.

Home Game ~ Sunday ~ November 1<sup>st</sup>, 2009 @ 12:00pm vs. Wachusett

<b>Chains:</b>	(11:45am – End of Game) Kerr, Mabie, Owasu-Agyman
<b>Concessions:</b>	(10:30am – 12:00pm) Masiello, Ogden, Murphy, Mcmanus, Yatim, Stake, Gabriele
<b>Field Duties:</b>	Coaching staff to set-up Oak Field.

**In order to maintain a “Top Quality” sports program ~ parent volunteering is counted on!**

If you are unable to help out on your assigned date, simply provide us with a sub or switch dates with someone else from your own team. Please arrive to your assignments at least 10 minutes before your assigned time, so that the parents working before you can get to their own games before they start.

Please address all questions to your appropriate team parent, head coach or the Director of Volunteerism.

A ~ Football Head Coach ~ Jim Lemay... (508)-842-8445... Email: LeMay\_James@emc.com

A ~ Football Team Mom ~ Sue Pacy... (508)-845-6572... Email: spacy@townisp.com

**Thank you for your continued support!**