Elk Ridge 4th Grade Boy's Basketball Schedule:

Practices will be every Tuesday at 7:00 PM at the Elk Ridge Gym. Entry to the Gym will be on the south side from the playground (double grey doors).

Tuesday, November 7th:

- Practice at 7:00 PM at Elk Ridge (Assistant Coach running practice)

Tuesday, November 14th:

- Practice at 7:00 PM at Elk Ridge

Wednesday November 15th:

- Coach Nelson (not players or parents) picks up T-shirts and picture forms between 3:00 5:00 at World War Memorial Building
- Coach Nelson turn in preseason checklist

Saturday, November 18th:

- First Game! Location and time to be determined earlier in the week and posted online at www.bisparks.org
- T-shirts will be available at first game or we will coordinate pick up for those that prefer to have it early.

Tuesday, November 21st:

- Practice at 7:00 PM at Elk Ridge
- No Games the week of Thanksgiving (Saturday, November 25th)

Tuesday, November 28th:

- Practice at 7:00 PM at Elk Ridge

Saturday, December 2nd:

 Game 2! Location and time to be determined earlier in the week and posted online at www.bisparks.org

Tuesday, December 5th:

- Practice at 7:00 PM at Elk Ridge

Saturday, December 9th:

 Game 3! Location and time to be determined earlier in the week and posted online at www.bisparks.org

Tuesday, December 12th:

- Practice at 7:00 PM at Elk Ridge

Saturday, December 16th:

- Game 4! Location and time to be determined earlier in the week and posted online at www.bisparks.org

Tuesday, December 19th:

- Practice at 7:00 PM at Elk Ridge
- No game this week (Saturday, December 23rd)

Winter Break, no practice or games from December 22-31.

Tuesday, January 2nd:

- Practice at 7:00 PM at Elk Ridge

Saturday, January 6th:

- Game 5! Location and time to be determined earlier in the week and posted online at www.bisparks.org

Tuesday, January 9th:

- Last practice of the season! 7:00 PM at Elk Ridge

Friday, January 12th and Saturday, January 13th:

- 4th Grade Boy's Basketball Jamboree! Times and locations to be determined.