

Get in quick to reserve
your place

OLD ORCHARD PRIMARY SCHOOL

SOCCER

Learn how to play like your heroes and have lots of fun learning all the skills in the game of SOCCER. The Kelly Sports team will teach you all the basic skills in a safe and challenging environment.

If you already play soccer this is your chance to take your game to the next level!

WHEN: Thursday
COMMENCING: 26/4/18
CONCLUDING: 28/6/18
TIME: 3.45-4.45pm
YEAR LEVELS: P – 4
COST: \$140

DANCE

Our specialized dance coaches can get your child's hips swinging, feet rocking and heads bumping to all of the modern music contemporary hits. Sign up fast as places are limited for our program and let our coaches beat ignite your child's feet!

WHEN: Monday
COMMENCING: 23/4/18
CONCLUDING: 25/6/18
TIME: 1.00-1.45pm
YEAR LEVELS: P – 4
COST: \$126

ONLINE BOOKING SYSTEM!!!

SIMPLY GO TO WWW.KELLYSPORTS.COM.AU ENTER YOUR POST CODE/SCHOOL AND ENROL FROM THERE.

OR

FILL OUT THE BELOW ENROLMENT FORM & SEND WITH A CHEQUE OR CREDIT CARDS DETAILS TO: **PO BOX 5185, PINEWOOD 3149**

ENROLMENT FORM

☐ Soccer ☐ Dance

School: _____ Year Level: _____
Name: _____ Room No: _____
Address: _____ Post Code: _____
Phone: _____ Mobile/Work: _____
Email: _____ Medical Conditions: _____

At the completion of after school clinics, does your child? ☐ Go to after care ☐ Get collected

Parents' consent: I hereby authorise Kelly Sports to act on my behalf should my child require medical attention, and release Kelly Sports Blackburn from any liability for injury incurred by my child at Kelly Sports programs.

☐ I authorise the use by Kelly Sports of any photographs or video image of my child or legal charge for any reasonable purpose.

Parent/Caregiver name: _____ Signature: _____

Amount Paid: \$ _____ Credit card payment: ☐ Visa ☐ Master card

Card Number: Expiry Date: / CVV:

THINGS TO KNOW

Kelly Sports is a Registered Child Care provider

Don't leave forms at the School Office

Spaces are limited so please make sure you enrol online or return form to Kelly Sports.