

San Antonio ISD

Sam Houston High School



Hurricane Basketball Coach Simon Aguirre Jr.

“The day I stop learning is the day I stop coaching.”

Quote by: Coach Wolfe

My approach to being a successful COACH!

- Conviction-driven--Never compromise your beliefs
- Overlearning--Practice until it's perfect/Learning is the key
- Audible-ready--Know when to change
- Consistency--Respond predictably to performance
- Honesty-based--Walk your talk



Conviction-
Driven

Over-
Learning

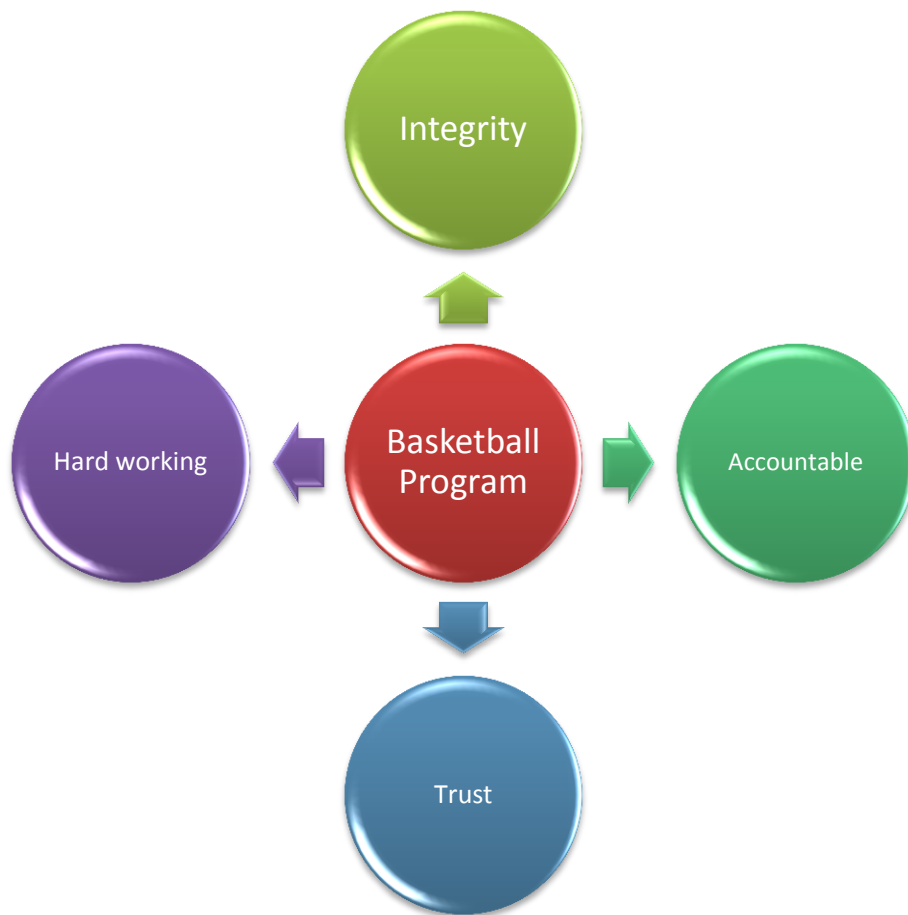
Audible
Ready

Consistency

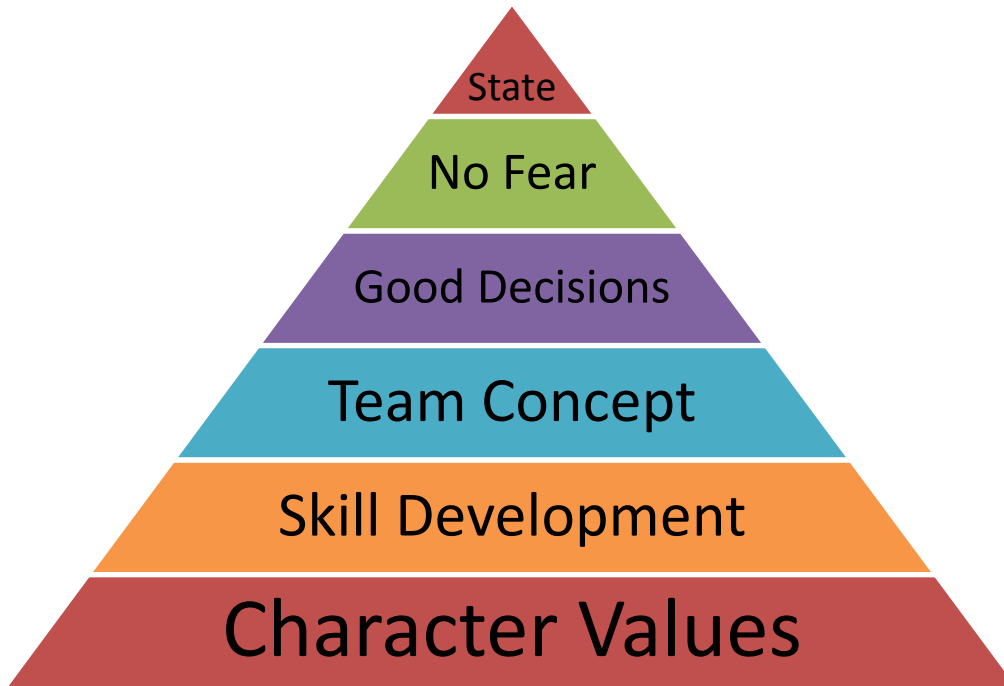
Honesty-
Based

“Philosophy”

My philosophy is to be inspiring and positive at all times. My purpose is to build a basketball program that trusts each other and the staff. The program must have a culture that works harder than our opponents. Each player and staff member must be held accountable for their responsibilities. Our program must exhibit a sense of integrity while on the court or in the classroom. These are characteristics that will help athletes in the next chapter in their lives.



Team Pyramid



Main Teaching Points

- Basketball skills
- How to play within the team concept
 - How to make good decisions
 - Not to be afraid to fail
 - Character values

A Head Coach must.....

- Give the team a clear identity so they know what they are expected to do and how they're expected to do it
- Set team and individual goals
- Provide knowledge, information, and feedback through stats
- Have verbal communication with administration, teachers, parents, and athletes
- Get the team to work harder and play harder than anyone else
- Have the team believe in playing together, playing unselfishly, and having the characteristics of a family
- Show that no individual is more important than the team
- Show each athlete that I care about them.
- Hold everybody accountable
- I encourage athletes to be active in other sports or clubs

Expectations of an Assistant Coach

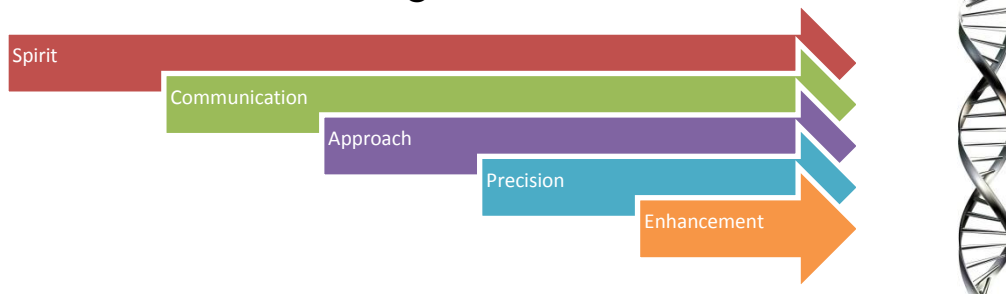
- Understand and Implement Team Philosophy and Expectations
- Complete task given by Head Coach.
 - Practice Responsibilities.
 - Game Responsibilities.
 - Film/Stats
 - Inventory
- Be prepared for every practice.
- Know your players.
- Teach students basic basketball skills to allow them to be successful.
- Teach athlete to be respectful to others and themselves.
- Give each athlete the tools to be successful in life.
- Keep track of player's progress in the classroom.
- Be good Role Model.
- Demand Eye Contact.



Team DNA

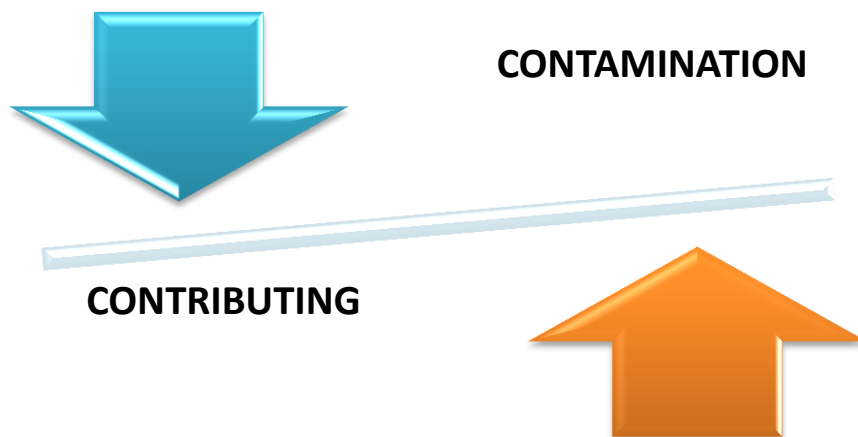
“SCHAPE”

- Spirit: High energy
- Communication: Lead by example is a poor leader
- Hustle: Never quit mentality
- Approach: Attitude (Mental Toughness vs. Petty Problems)
- Precision: Good discipline every time
- Enhancement: Getting Better



TEAM CHEMISTRY

Athletes must be aware how to contribute to the program in a positive way instead of contaminating the program. Staff and players must be working together to reach the common goal.





The expectations for each athlete are to keep the basketball program headed in a positive direction.

Team Discipline

Athletes who are unable to follow the expectations of the program will be given an opportunity to correct their behavior. In cases that are major the staff will work closely with administrators and parents to find the best solution for the athlete and the overall program.



Keeping Athletes Eligible



1. Grade check (3-6-9)
2. Study Hall/Tutoring
3. Conferences w/Teachers and Athletes
4. Collaborate with teachers about athlete's grades and behavior.
5. Students attendance to class and tutoring.
6. Player Logs

Athlete: _____

- Fill in homework, projects, and tests dates.

	Monday	Tuesday	Wednesday	Thursday	Friday
Week #1					
Week #2					
Week #3					

Sample: Tutoring Slip

Boys Basketball

Indian Tutoring Slip

Athlete: _____

Class: _____

Time Entered: _____

Time Left: _____ **TEAM:** **FRESHMAN** **JV** **V**

Weekly Progression

As a staff, help the head coach set weekly expectations for the concepts we want the athletes to master each week. Each week the staff will work closely together to add a team concept so our team can grow as we try to meet our ultimate goal.

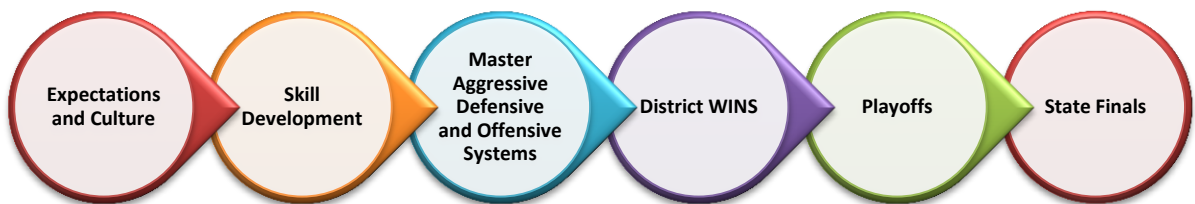
Sample

TEAM	WK	WK	WK	WK	WK	WK	WK	WK	WK	WK	WK	WK	WK
CONCEPTS	1	2	3	4	5	6	7	8	9	10	11	12	13
Man Defense													
Black	X	X	X	X	X	X	X	X	X	X	X	X	X
Gray		X	X	X	X	X	X	X	X	X	X	X	X
White			X	X	X	X	X	X	X	X	X	X	X
Zones													
2-3							X	X	X	X	X	X	X
1-3-1							X	X	X	X	X	X	X
Buzz Defense				X	X	X	X	X	X	X	X	X	X
Man Offense													
Dribble Drive	X	X	X	X	X	X	X	X	X	X	X	X	X
Quick Hitters				X	X	X	X	X	X	X	X	X	X
STACK				X	X	X	X	X	X	X	X	X	X
Hornet						X	X	X	X	X	X	X	X
Zone Offense													
FRESNO		X	X	X	X	X	X	X	X	X	X	X	X
20 Series						X	X	X	X	X	X	X	X
30				X	X	X	X	X	X	X	X	X	X
40 Series										X	X	X	X
50 Series										X	X	X	X
Presses													
12			X	X	X	X	X	X	X	X	X	X	X
12 Match				X	X	X	X	X	X	X	X	X	X
22						X	X	X	X	X	X	X	X
Add SLOB				X	X	X	X	X	X	X	X	X	X
Add BLOB				X	X	X	X	X	X	X	X	X	X



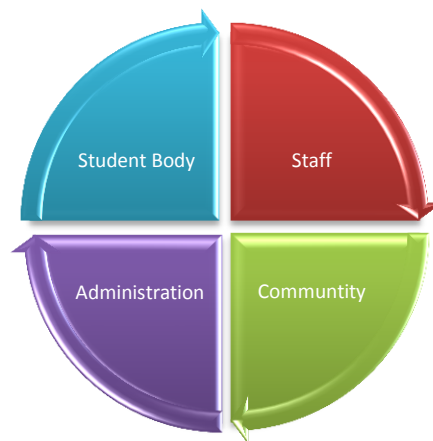
PROGRAM

Each year the Hurricane Basketball program will look to take steps towards the state playoffs. The goal for each season is to become a State Champion. The program must improve at each level from middle school to the varsity level. The most important thing is to bring meaning to Indian Basketball. We will start with expectations and the culture of the team and work our way to the state finals



Community

The goal of the program is to get the team involved with the community by volunteering, inviting, and just showing appreciation to the past alumni. The team will work diligently to become leaders among their peers and show their gratitude towards the staff and administration. We want Hurricane Basketball to be the place to be each and every week.

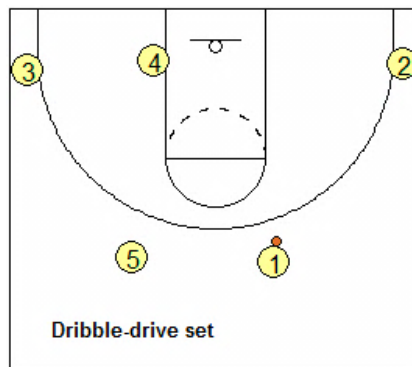


Offensive System

Dribble Drive Motion Offense

- Aggressive offense that puts pressure on the defense.
- Spreads the defense out, which allows for gaps to open.
- Allows post players to play off the guards.
- Allows for isolations, pick and rolls, and the 2 man game.
- Allows athlete to be aggressive

Basic Dribble-Drive Set



Zone Offense

Fresno Zone Offense (Push Series)

Fresno zone offense is a series of quick hitters that attack the weak side of the zone with quick ball movement.

- Fresno Push Series
- 20 Series (Attacking 2-3 zone with screens)
- 40 Series (Even Sets)
- 50 Series (Odd Sets)
- Fresno (3-Out 2-Game) Offense
 - Attack the short corners and the blocks through ball movement.

Defensive Sets

Man to Man

The man to man defense will be set called out by colors. The colors will determine how the guards will attack the offense.

- Black-guards set at the elbows to prevent penetration.
- Gray-guards use a 3 step rule (from your man, one step towards the basket, and two towards the ball)
- White-guards are one pass away and play deny defense.
- The help side is playing the mid-line (Blue Line Defense)
- Red Call is Run and Jump. Closes defender jumps the dribbler while the backside rotates.

Buzz Defense

This defense is a half-court trap defense that controls the tempo of a game. It makes teams play slower in the open court and faster in the half-court.

- 2-3 half-court trap defense
- Neutralizes dominant post players and point guards.
- Frustrates teams that pattern oriented teams.

Full-Court Press

1-2-1-1 "Hornet" Press

Basic 1-2-1-1 press that puts pressure on the front court.

1-2-1-1 "Match" Press

Team shows a 1-2-1-1 press that matches up after the first dribble. The double team comes from the player closest to the dribbler.

2-2-1

Zone press that attacks the sideline and puts pressure on the passing lanes.

Press Breaks

Press Breaks 1 vs. 1-2-1-1

- Diamond set that allows us to pass the ball over the defense.

Press Break 4 vs. 2-2-1

- 4 Across set that allows us to swing that ball away from the zone press.

Press Break: You and ME 2-1-2 set after ball is passed in.

- “You” is the back side guard flashing to the middle.
- “Me” is the in-bounder flashing through the middle of the press.

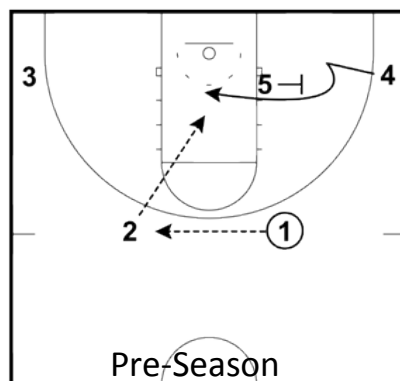
BLOB and SLOB

The sideline and baseline out of bounds plays will be set placed by the type of athletes we have on the team. It also depends on the type of defense we will be preparing for.

Situations

Team will practice special situations at the end of practice.

- Last Second shots
- 10 points Down (2 minutes left)
- 2 points up
- 10 points up



First 2 Weeks

The purpose to the pre-season is to get the athletes into game shape. The athletes will work on strength, agilities, and core conditioning to prepare for the long season ahead. This time will also be used to test the athletes on different agilities so they can see a progression through the weeks to come and at the end of the season.

- Weight lifting
- Agilities (ladder, small hurdles, jump rope, and etc...)
- Core Strengthening (medicine ball, squats, planking, and etc...)

Next 6 Weeks

The athletes will learn our man to man defense, buzz defense, and a press. We will also use this time to teach the basic understanding to the dribble drive offense. Players will work on defensive slides, close outs, and rebounding.

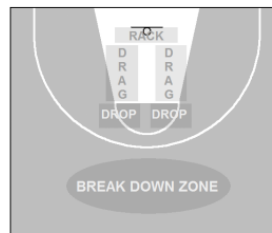
- Weight lifting
- Agilities
- Core Strengthening
- 70% Defense
- 30% Offense
- Core Training
- Light Weights
- Conditioning



Mid-October and Non-District Games

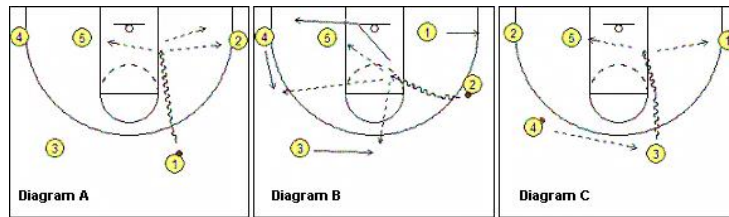
The athletes will work on more team specific drills to start the season.

- 70% Defense
- 30% Offense
- Core Training
- Light Weights
- Conditioning



District till end of season

- 50% Defense
- 50% Offense
- Core Training
- Light Weights
- Conditioning



Play-Offs

- Scouting Report/Film
- Keys to Winning
- Personnel
- Offense and Sets
- Defense
- Inbounds Play
- Play-off board
- Motivational Quotes or Videos



Play-off Motto:

One word that we can use for a push during the play-offs.

End of season till summer (New Season Starts Now)

- Players get Stronger and Faster
- Individual and Team meeting
- Individual Player Evaluations
- 80% Offensive Skills
- 20% Agility, Quickness, Strength



Game Day

Do's and Don'ts on Game Day

- Coaches, players, and managers must be properly dressed
- No jewelry
- Phones and music off when coach enters the dressing room
- No one moves when a coach is addressing the team before, during, or after the game (Eye Contact a Must)
- Players will refrain from using bad language towards referees, players, and coaches
- Players and coaches will keep emotions under control before, during and after the game

Game Day (Coaches)

- Coach responsible for greeting and making sure if the other team knows where to find dressing room, administrator, and trainer
- Paperwork (On-Line Stats)
- Official Receipts
- Ticket Money(Return Money next Day)
- Video Equipment: Film Game and after game
- Workers (Clock/Books/Security/Administrator)
- Audible-Ready
- Stay focused during game "Be ready to contribute!"

Game Day (Players) –No SLOW starts

- Offensive and Defensive Expectations
- Review Game Plan & Opponents
- 8-10 minutes warm-up routine

BASKETBALL isn't just about
the bright lights,
packed arenas, and highlight reels.
BASKETBALL
is a way of life.
BASKETBALL is a relationship
between you and the ball,
you and your teammates.
If you **LOVE** the game,
NOBODY can take that from you.
-Jordan

Defining our Culture

Our culture will be defined by teaching our athletes the importance of a strong work ethic, commitment, and learn how the game of basketball can make a positive impact in their lives. John Wooden's pyramid of success is a great teaching tool to improve the character of our players.

- Hold players accountable at all times
- Attitude in the classroom and practice
- Consequences
- All drills have a winner and a loser
- Validate Winners
- Demand Mental and Physical Toughness
- Play to the Strengths of your Talent
- Work on team chemistry
- Commitment to defense and rebounding
- Player Leadership
- Adjustments
- Goal Setting
 - Players Goals
 - Games – Award board
 - Team Goals



COMMUNICATION

Communication between coaches and players is a key to having success and preventing misunderstandings.

“NITE”



STAFF

Philosophy and Culture

- High Expectations
 - Staff decides what they are going to be.
 - Entire staff must be committed to this every day.
- Consistency

Growth and Learning

- Clinics
- Winning Hoops (Articles)
- Discussion with other coaches about becoming Head Coaches.
- YouTube
- Game Film

Middle School Program

The most important action as a coach is to be seen and involved. The only way to help the program grow in the right direction is to show the young athletes how exciting it is to be an Indian.

- Create similar culture
- Emphasize skills over a system
- Visibility
- Get middle coaches and athletes involved as much as possible.
- Teach basic offensive and defensive sets so players come with a basic knowledge of the expectations of the program.

Players must do the EXTRA to improve self.

- Fall, Spring, & Summer Leagues
- AAU Basketball
- Open Gym
- Strength and Conditioning
- Summer Camps
- Improve on weaknesses.
- Find ways to contribute to community in a positive way.



Pre-Season

Sample: Practice Plan

Monday	Tuesday	Wednesday	Thursday	Friday
Skill and Drills	Lifting and Core	Skill and Drills	Lifting and Core	Defense
Dribbling & Lay-ups -Stations -Team Drills -Stationary Drills -On the Move -Combo Drills Lay-up -Driving into the Lane Drills Game Fundamental Drills: 7-Down (15 Minutes) Conditioning	Post: Upper-Body Guards: Lower Body Core Strengthening Game Fundamental Drills: 7-Up (15 Minutes) Conditioning	Passing Drills -Stationary -On The Move Shooting -Form Shooting -Partner Shooting -Group Shooting -Team Shooting -3pt Shooting Game Fundamental Drills: 7-Down (15 Minutes) Conditioning	Post: Lower-Body Guards: Upper-Body Core Strengthening Game Fundamental Drills: 7-Up (15 Minutes) Conditioning	Close Outs Defensive Slides Defensive Rotation Help Defense Transition Defense Conditioning

Season

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Offense	Game Day	Defense	Agilities	Game Day	Film & Fundamentals
Fast Break Drills Skill and Drills Offensive System Drills Press Breaks Free Throws (Make 5) -During Breaks	Game Plan BLOB SLOB Situations Free Throws (5) -During Breaks	Defense Drills -Close Outs -Defensive Slide Rebounding Man to man Drills -Help Side -Rotation Press ½ & Full Court Free Throws (5) -During Breaks	Fast Break Skill and Drills Offensive System Drills Press Breaks Free Throws (5) -During Breaks	Game Plan BLOB SLOB Situations Free Throws (5) -During Breaks	Film and Teaching Defense -Close Outs -Defensive Slides -Defensive Rotation -Help Defense -Transition Defense Free Throws (5) -During Breaks

Off-Season

Monday	Tuesday	Wednesday	Thursday	Friday
Agilities	Lifting	Fundamentals	Lifting	Team Drills
-Ladders -Box Drills -Speed and Quickness Drills -Fun Conditioning Drills	Post: Upper-Body Guards: Lower Body Core Training Conditioning	Dribbling Drills -Stationary -One the Move -Dribbling Games Shooting Drills -Form Shooting -Partner Shooting -Shooting Competition Passing Drills -Partner -Full Court Passing Drills -Fast Break Drills	Post: Lower-Body Guards: Upper-Body Core Training Conditioning	Team Drills -First to 8 -Texas Drills Shooting Drills -Team Shooting Competitions

Hurricane Basketball



Daily Practice: Offensive Practice

Time	Drills	Notes:
6:45am	Stretch and Agilities	
7:00am	2 Man Drills (10 min)	Lay-ups, Passing, Screen and Rolls
7:10am	Free Throws (5)	Take your time, Set your feet, Follow through.
7:20am	Post/Guard Split (10 min)	Dribbling & Finish Moves
7:30am	Free Throws (5)	Take your time, Set your feet, Follow through.
7:35am	Passing Drills (10 min)	Stationary Passing
7:45am	Free Throws (5)	Take your time, Set your feet, Follow through.
7:50am	Offensive System Drills (20 min)	Dribble Drive
	-Post Drills for the Dribble Drive	Catch Drill, Relocation Drill, Lob Drill, Quick Drill, Wing Drive Drill and etc...
	-Guard Drills	Drag Zone, Drop Zone, Kick Back Drills, 2 Ball Shooting and etc...
8:10	Free Throws (5)	Take your time, Set your feet, Follow through.
8:15	Press Break Drills (10 min) -Press Break 1 -Press Break 2 -Press Break 4	Beat the defense with the pass, Keep eyes up, and Stay under control.
8:25	Conditioning (10 Min)	First to 8, Flying X, and Etc...
8:35	SLOB, BLOB and Situations	Review or Introduce new Plays.
8:45	Closing	

Daily Quote:

Sports do not build Character, they reveals it.
John Wooden

Paper Work

- Parent Meeting (Games & After Games)
 - Parent Expectations
 - Athlete Expectations
 - Injuries
 - Insurance
 - District Policies
- Player Participation Form
- Inventory (Before and After Season)
- Eligibility
- Physicals
- Check Player Address and Age
- End of Season Report
- Ticket Receipts
- Rank One
- UIL forms and Online Test
- Player Evaluations
- Summer and Fall League
- Open Gym
- Basketball Camps for the upcoming Freshman and Middle School Students
- College/Military Check List



Team Film Session



Player Report

Next Opponent: _____

Game Played: _____ W or L

Sam Houston: _____ Opponent: _____

Sam Houston: _____ Opponent: _____

Starters:	Player: _____ Shots Made- _____ Bad Shots- _____ Shots Missed- _____ FT Missed- _____ Rebounds- _____ TO- _____ Steals- _____ Hustle Plays- _____ Charges- _____
Offense:	Positives:
Defense:	Negatives:
Press:	How to improve as a team:
Main Blob play:	
Main Slob Play:	How to improve individually:
Best Shooter: _____ Best Driver: _____ Play Maker: _____	
Where Does Team gets most of its shots?	How to improve Offense:
Player Characteristics (Starters) (LT/RT hand, Best Move, Temperament) PG- Wing- Wing- Forward/Post- Post-	How to improve Defense:

Sam Houston Basketball WT and Conditioning Program (Subject to Change)



Pre-Season 80% Max			
Monday	Tuesday	Wednesday	Thursday
Bench Press Power-Clean Squats	Military-Press Dead Lift Row Bicep Curl	Bench Press Power-Clean Squats	Military-Press Dead Lift Row Bicep Curl
Plyo & Agilities Box Jumps Cone Drills Ladder	400's 1 1/2 -Mile 2-Miles	Plyo and Agilities Box Jumps Cone Drills Ladder	Sprints 100's 200's 400's

In Season 70% Max			
Monday	Tuesday	Wednesday	Thursday
Bench Press Power-Clean Squats	Military-Press Dead Lift Row Bicep Curl	Bench Press Power-Clean Squats	Military-Press Dead Lift Row Bicep Curl
Plyo & Agilities Box Jumps Cone Drills Ladder	400's 1/2 -Mile	Plyo and Agilities Box Jumps Cone Drills Ladder	100's 200's 400's

Post-Season 80% Max			
Monday	Tuesday	Wednesday	Thursday
Bench Press Power-Clean Squats	Military-Press Dead Lift Row Bicep Curl	Bench Press Power-Clean Squats	Military-Press Dead Lift Row Bicep Curl
Plyo & Agilities Box Jumps Cone Drills Ladder	400's 1 1/2 -Mile 2-Miles	Plyo and Agilities Box Jumps Cone Drills Ladder	Sprints 100's 200's 400's



EOC CHECK OFF

Name	English 1	Algebra	Biology	English 2	History																		
	TSI	SAT	ACT	FASFA	ASVAB																		
Credits Earned	Freshman	Sophomore	Junior	Senior	Graduation Year																		
Total Credits Earned:																							
List of College/Universities: (Circle)																							
<table border="0"> <tr> <td>Palo Alto</td> <td>Baylor</td> <td>Texas A&M San Antonio</td> </tr> <tr> <td>SAC</td> <td>UTRGV</td> <td>Incarnate Ward</td> </tr> <tr> <td>St Philips</td> <td>Saint Mary's</td> <td>Texas Tech</td> </tr> <tr> <td>UTSA</td> <td>Texas State</td> <td>San Angelo</td> </tr> <tr> <td>UT Austin</td> <td>Texas A&M</td> <td>Texas Lutheran</td> </tr> <tr> <td colspan="3">Other:</td> </tr> </table>						Palo Alto	Baylor	Texas A&M San Antonio	SAC	UTRGV	Incarnate Ward	St Philips	Saint Mary's	Texas Tech	UTSA	Texas State	San Angelo	UT Austin	Texas A&M	Texas Lutheran	Other:		
Palo Alto	Baylor	Texas A&M San Antonio																					
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Military Branch: (Circle)																							
<table border="0"> <tr> <td>Army</td> <td>Navy</td> <td>Air Force</td> <td>Marines</td> </tr> </table>						Army	Navy	Air Force	Marines														
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Career Choices: (Circle)																							
<table border="0"> <tr> <td>Educator</td> <td>Nurse</td> <td>Engineer</td> </tr> <tr> <td>Doctor: _____</td> <td>Police/Detention Office</td> <td>Buisness</td> </tr> <tr> <td>Lawyer</td> <td>Fire Fighter/EMT</td> <td>Vocational: _____</td> </tr> <tr> <td colspan="3">Other: _____</td> </tr> </table>						Educator	Nurse	Engineer	Doctor: _____	Police/Detention Office	Buisness	Lawyer	Fire Fighter/EMT	Vocational: _____	Other: _____								
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Other: _____																							

Team Offense

Zone Offense	Man to Man Offense
<p><i>Fresno Series</i></p> <ul style="list-style-type: none"> -Fresno 1 -Fresno 11 (Razor) -Fresno 2 (Regular) -Fresno 3 (Cross: Kickback Option) -Fresno 4 (X) -Fresno 5 (Pick) -Fresno 10 (Back Door Alley-OOP) <p><i>All Options Lead to.....</i> (Drag up-Short Corner-Post-Cutter-Repeat Cut)</p> <p>Rebounding Assignments</p> <ul style="list-style-type: none"> -5 Middle -Weak side Corner: Covers Baseline -Weak side Guard: Crash boards between them <p><i>1-3-1 set</i></p> <p><i>Fresno 20 Series (1 passes to 2, 1 slides and receives pass back, 3 slides up and skips pass across to shooter)</i></p> <ul style="list-style-type: none"> -Fresno 22/23 (hit shooter in the corner) -Fresno 21 (Hit 1 on the wing) -Fresno 24 (Hit 4 on the block) <p><i>2-2-1 set</i></p> <p><i>Fresno 40/50 Series</i></p> <ul style="list-style-type: none"> -Fresno 42/43 (vs Even set) -Fresno 52/53 (vs Odd set) 	<p><i>Dribble Drive</i></p> <ul style="list-style-type: none"> -Pitch -Loop -Kick -Skip -Chin (5 screens 4 for a backdoor, then 5 runs fist) -Drop (2,4: Back Door Cuts) -Flash (2,4,5: Flash to the Middle) -Through -Quick (2,3 Quick pass as they drag up, 1 clears to opposite corner) -Fist (5 Ball Screen) -Drag (Pick and Roll w/ 4 Man) <p><i>Combinations</i></p> <ul style="list-style-type: none"> -Loop Kick -Loop Fist -Pitch Fist <p><i>Special</i></p> <p><i>-STACK 32/23: 1 Handoffs to 3 For a Drive and 2 Slides Down to Corner, 4 & 5 Set up on play side block to and gain position for put back or rebound.</i></p> <p><i>*23 runs to opposite side</i></p> <p>Rebounding Assignments</p> <ul style="list-style-type: none"> -5 Middle -Weak side Corner: Covers Baseline -Weak side Guard: Crash boards between them <p><i>Quick Hitters</i></p> <p><i>-Flat: 2/3 Flash up to wing area, 5 Flashes up middle and receives pass from #1, 2 and 3 backdoor cut to opposite corners, 1 & 4 x cut in front of 5 to receive a handoff</i></p>
<p><i>Basic (1-3-1)</i></p>	<p><i>UCLA</i></p> <ul style="list-style-type: none"> -Collins Double Screen -Iverson Cut
<p><i>?(1-3-1 Hi-Low)</i></p>	<p><i>Texas</i></p>
<p><i>Forty One</i></p>	
<p>BLOB</p>	<p>SLOB</p>
<p>-One/Two</p> <p>-</p>	

Athlete: _____

Bi-Weekly



System of Support

The following is a grade check to help determine your eligibility before and during the season. It must be signed in ink by each teacher and by your parents before you can practice and play.

Subject	Class	Behavior	Unsatisfactory	Grades	Signature
English	English 1	<i>E / S / U</i>	<i>DIS / Ph / Ta / Sl / A</i>	<i>A / B / C / F</i>	
Math	Algebra 1	<i>E / S / U</i>	<i>DIS / Ph / Ta / Sl / A</i>	<i>A / B / C / F</i>	
History	US History	<i>E / S / U</i>	<i>DIS / Ph / Ta / Sl / A</i>	<i>A / B / C / F</i>	
Science	Biology	<i>E / S / U</i>	<i>DIS / Ph / Ta / Sl / A</i>	<i>A / B / C / F</i>	
Elective #1	Spanish	<i>E / S / U</i>	<i>DIS / Ph / Ta / Sl / A</i>	<i>A / B / C / F</i>	
Elective #2	Art	<i>E / S / U</i>	<i>DIS / Ph / Ta / Sl / A</i>	<i>A / B / C / F</i>	

*Unsatisfactory: Dis(Discipline), Ph(Phone),Ta(Talking), Sl(Sleeping), A(Absent)

Teachers please fill out the bi-weekly grade check to give each athlete the best chance in being eligible and become college ready. Do not hesitate to give me a call or write me an email to discuss athletes in your class. I would also appreciate if you can write down the outstanding athletes in your class as they will be rewarded.

Comments:

Parents, please discuss your son's behavior and grade to help keep your son on track to be college ready.

*Athletes: Ineligible athletes have until the next grading period to bring up grades after tryouts. If grade has not improved the athlete will be removed from the program to make room for an eligible athlete.

Parent Signature: _____ Phone #: _____