

The Bettendorf Wrestling Club challenges our wrestlers to see who's:

GOT GUTS?

Each wrestler who meets this challenge will receive a special GUTS Club t-shirt at the end of the season banquet.

K – 2nd:	Wrestle in at least 3 tournaments PLUS Bettendorf Bi-State. Total of <u>4</u> tournaments.
3rd –4th:	Wrestle in at least 4 tournaments PLUS Bettendorf Bi-State and AAU Districts. Total of <u>6</u> tournaments.
5th – 6th	Wrestle in at least 5 tournaments PLUS Bettendorf Bi-State and AAU Districts. Total of <u>7</u> tournaments
7th–8th	Wrestle in at last 5 tournaments (Middle School season can substitute for these five tournaments) PLUS Bettendorf Bi-State and AAU Districts Total of <u>7</u> tournaments

Please Note: Participation in a National tournament is equal to 2 tournaments.

PARENTS & WRESTLERS:

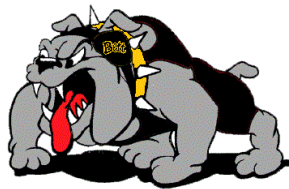
It is YOUR RESPONSIBILITY to fill-out and return the GUTS form by **Feb 9th, 2018**.

Wrestlers who do not have their paperwork turned in by the deadline will not receive a t-shirt or be recognized at the Year End Banquet as a GUTS club member. **Wrestlers must be present at the Year End Banquet to receive the GUTS Club shirt.**

Email or mail forms to:

president@bettendorf-wrestling-club.com

Bettendorf Bulldog Wrestling Club
PO Box 651
Bettendorf Iowa, 52722



GOT GUTS?

This form must be turned in by **Feb 9th, 2018** to receive a t-shirt and to be recognized at the Year End Banquet.

WRESTLER'S NAME: _____

PHONE: _____

SHIRT SIZE: **YS** ☐ **YM** ☐ **YL** ☐
 AS ☐ **AM** ☐ **AL** ☐ **AXL** ☐

GRADE: **K - 2nd** ☐ **3rd - 4th** ☐ **5th - 6th** ☐ **7th - 8th** ☐
 (4 tournaments) (6 tournaments) (7 tournaments) (7 tournaments)

NOTE: To qualify all wrestlers must have wrestled at Bettendorf Bi-State
To qualify all 3rd thru 8th graders must have wrestled at AAU Districts
Exception will be made for BI-State/Districts if a wrestler registered but was injured

TOURNAMENTS:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

Turn over if more room is needed.