

SPRINGS TENNIS

Contact: Marc Knutila, Director - Marc@SpringsTennis.com (719) 385-6023 www.SpringsTennis.com

JUNIOR SPRING PROGRAMS

All of our classes are designed to teach children the fundamentals of tennis! We teach in a fun, safe, no-pressure environment focusing on kids learning how to play tennis and have FUN! For your convenience, we have 3 city sites to choose from for each program.

Locations: Venezia Park, Memorial Park, Woodmen Valley Park

Youth Spring Tennis GROUP #1: SATURDAY

Site	Day	Start Date	End Date	Classes	Cost	
Group #1	Saturday	March 14 th	April 4 th	4	\$60	

^{*} Dates and time the same at **ALL** locations

Youth Spring Tennis GROUP #2: <u>SATURDAY</u>

Site	Day	Start Date	End Date	Classes	Cost	
Group #2	Saturday	April 18 th	May 16 th	5	\$75	

^{*} Dates and time the same at **ALL** locations

Classes and Times for Spring Groups (*Same times at ALL sites for Saturday)

Class	Description	**Time
Α	Younger Children – Mostly for Beginners	10 am – 11 am
В	Intermediate Level – Beginner Older Children	11 am – Noon
С	Older Children – Advanced Younger Children	Noon – 1 pm
D	*Advanced Group- Kids with experience, match play lessons	1 pm – 2 pm

^{*} Advanced groups ONLY at Memorial Park and Venezia Park

Register!

- Register Online <u>HERE</u> Just search "tennis" to find the sites
 Or pay with credit card over the phone: Call Marc- (719) 385-6023
 - Select your desired SITE (i.e. Memorial Park, Venezia Park, etc.)

For more information or to register online visit: www.SpringsTennis.com

Questions? Contact Director Marc Knutila by phone: (719) 385-6023 or email: Marc@SpringsTennis.com

^{*} Makeup date: Saturday, April 11th. Only occurs if a class is cancelled due to weather

^{*} Makeup dates: Saturday, May 23rd or Sunday, May 24th. Only occurs if a class is cancelled due to weather

^{**}Times are subject for change based on class sizes. You'll always be notified of start times prior to classes beginning. Minimum of 4 kids per class (if less than 4 registered, class might not occur)