

Michael Sunzeri, Fran Schumaker, Helga Spickoff & Jim Goss

## BOCCE NEWS AUGUST 24TH, 2018

## By Barbara Orlando

The Bocce Club has many volunteers who help throughout the year and are appreciated for all that they do. One group of very important volunteers are the club's referees. Twice a year a workshop led by Michael Sunzeri is held for any bocce club member who would like to be a referee. Michael makes sure each potential referee has everything they need for this important job.

Referees keep a watchful eye of the time and makes sure that each game is run smoothly and fairly. If you are a Captain give some of our new refs a chance to hone their skills.

The last class of referees to graduate are Evonne Cook, Helga Spickoff, Jim Goss and Fran Schumaker. The Spring class included Loanne Rube, David Cook, Claire Glennon and Jim Stonehouse. A list of referees and bocce game rules can be found on the club's website www.villagesbocceclub.com.

## HERE'S WHATS HAPPENING AT THE COURTS

- \*\*Triple Play Tournament is in its last week of competition and playoffs begin next week.
- \*\*Village Challenge. This is the one-day tournament where each Village enters one team. Each Village team plays against each other in a single elimination format (schedule is set by drawing names from a hat). The ultimate winner gets bragging rights and has their Village name posted on 'the Bocce' plaque on the Bistro Sports Wall.

If you wish to captain/enter a team email Marion Logie (<a href="logiem@sbcglobal.net">logiem@sbcglobal.net</a>) and you will get a list of all bocce members in your Village to choose from. Captain of team only please – no individual players.

If there is more than one team entered from a Village those teams will play against each other to get the right to represent their Village.

Time to start now getting your Village team together. Challenge Tournament is 6 weeks from now. Thanks Marion

\*\*Fall Round Robin signups are happening now. Contact Paul Andersen pandersen1953@yahoo.com or 530-613-3057.