

J.T. Foster Proposed Hockey Academy Schedule

Our Hockey Academy program will be a full year course this year, beginning the first day of school on Aug. 31, 2021, and conclude in June 2022. Ice at the Tom Hornecker Recreation Center in Nanton is usually in place by September 20 and we have a plan in place to offer dry land training prior to the commencement of ice time. Once the ice is out at the recreation center, we will be back at the school for floorball, floor hockey, dry land etc. Based on the proposed timetable our students will have approximately 65 hours of programming for the Hockey Academy. However, we are very flexible with this and are willing to make adjustments to meet the programming requirements. We have a small fitness facility at the school to support with dry land training as well as the school gymnasium and outdoor fitness activities. Here is our bell schedule for the school year 2021-2022 and the Hockey Academy will run in periods 8 & 9 on Tuesdays and Thursdays (highlighted in blue).

Period	Tuesday & Thursday
Warning Bell	8:40-8:45
1	8:45-9:29
2	9:29-10:13
Break	10:13-10:18
3	10:18-11:02
4	11:02-11:46
5	11:46-12:29
6	12:29-1:13
7	1:13-1:57
Break	1:57-2:02
8	2:02-2:46
9	2:46-3:30

Students in Grade 7-9 who register in our hockey academy would board a bus at 1:57 pm for a 5-minute drive to the Tom Hornecker Recreation Center. They would suit up and be on the ice from 2:00 pm until 3:00 pm for programming. They would return to the school for dismissal by 3:25 pm. Please let us know if there is any other information you require.

For the 2021-2022 season the maximum registration is 30 students. The total cost of this program is \$150 to cover insurance, HCSA attire and HC registration. Applications and full payment of \$150 must be made by Sept. 15, 2021 by cash, cheque (payable to J. T. Foster School) or using School Cash.

Sincerely,

Roger Doucet Principal Joel Gamache Assistant Principal

May 2021

J. T. Foster School, PO Box 55, Nanton, AB TOL 1R0 P: 403-646-2264 F: 403-646-5758