

Irvine Girls Water Polo & Swimming Programs

Information Meeting for both - June 9, Thursday, 6:00pm Room HLG

Website info - Irvinehighaquatics.org

(Successful participation in either Water Polo or Swimming automatically qualifies for the other).

Water Polo - Officially a Winter Sport playing November - February Program designed for both entry level and experienced Excellent complimentary sport to swimming Opportunities for High School and Pre- High School in summer program.

Summer program operates as Irvine Kahuna Water Polo Club Team June 13 - July 22 Summer Club Program (Registration form on Back) M-W-F 7:30 - 11:00am (includes strength training) Tue & Thur 8:30 - 11:00am Summer Fee: High School - \$200 + USA Water Polo Membership Pre High School - \$125 + USA Water Polo Membership (50% discount for additional Girls Family Members) Fall & Winter Programs are School enrollment programs

Fall & Winter Programs are School enrollment programs Fall Program: 8/29 - 11/11 Winter Season : 11/14 - 2/10

Swimming - Spring Sport : February - May

Spring Sport : February - May Practice times vary depending on group level

Tryouts: Tuesday June 14 @ 11:00am - Recommended September Tryout to be determined

Team limited 55 No summer program. Swim with Clubs or ISL

Tryouts - Tryouts geared to assess Safety, Skill, Strength, Physical ability, Coachability & Desire

<u>Water Polo</u> - Monday June 13 @ 8:30am (1st Day Summer Camp. You do not need to

camp for tryouts)

Summer:

B e enrolled in summer

<u>Swimming</u> - Tuesday June 14th @ 11:00am (There will also be a Sept. Tryout TBA)

IUSD does not discriminate in enrollment in or access to any athletics program available. Admission to these programs is based on age appropriateness, team roster space, aptitude and meeting academic and behavioral eligibility requirements. The lack of English skills shall not be a barrier to admission to or participation in the District's activities and programs. See Bd. Policy 5145.5 Nondiscrimination for more information and who to contact