

# Stillwater Boy's Traveling Basketball Coaching Application



<b>Name:</b>	
<b>Address:</b>	
<b>City, State, Zip:</b>	
<b>Phone:</b>	
<b>Email:</b>	
<b>Grade Requested:</b>	
<b>Do you have a son trying out for a team? If yes, name and grade.</b>	
<b>Have you coached in the Stillwater Basketball program (boys or girls) previously? If yes, what grades, role and number of years.</b>	
<b>Why are you interested in coaching?</b>	
<b>What experience do you bring to coaching?</b>	
<b>How can you enhance the Pony Traveling Basketball program and help make the program successful?</b>	

<b>Are you currently or have you in the past a “Certified Trusted Coach”</b>	
<b>Are you willing to coach/teach the Stillwater High School’s offense and defense ?</b>	

**Please provide two (2) personal references, including address and phone numbers.**

	<b>Reference 1</b>	<b>Reference 2</b>
<b>Name:</b>		
<b>Address:</b>		
<b>City, State, Zip</b>		
<b>Phone:</b>		
<b>Email:</b>		

**The Coaches’ Selection Committee may contact you to setup a date and time for a personal interview.**

**If selected as a coach, we may conduct background checks. Coaching positions will be assigned following tryouts on August 26<sup>th</sup> and 27<sup>th</sup>.**

**Please forward completed application to: Justin Bonestroo (jbonestroo@cblawoffices.com)**

“I will place the emotional and physical well-being of my players ahead of any personal desire to win. I will remember to treat each player as an individual. I will do my very best to provide a safe playing situation for my players to sustain. I promise to review and practice the necessary first-aid principles needed to treat injuries to my players. I will lead by example in demonstrating fair play and sportsmanship to all my players. I will ensure that I am knowledgeable in the rules of basketball, and I will teach these rules to my Players. I will follow the playing time policies established by Stillwater Boys Traveling Basketball.”

Coaches Signature: \_\_\_\_\_

Coaching Committee: \_\_\_\_\_