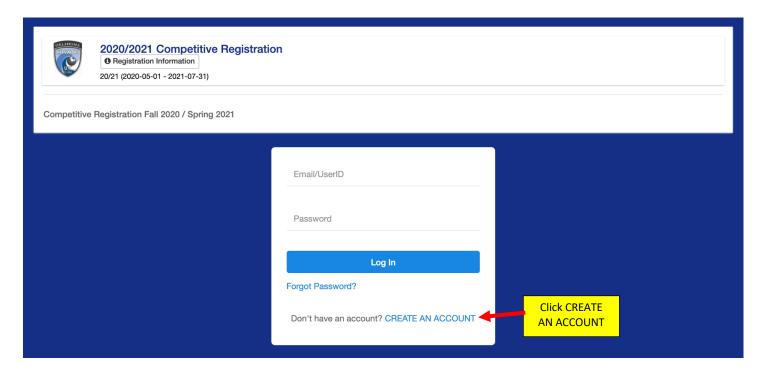
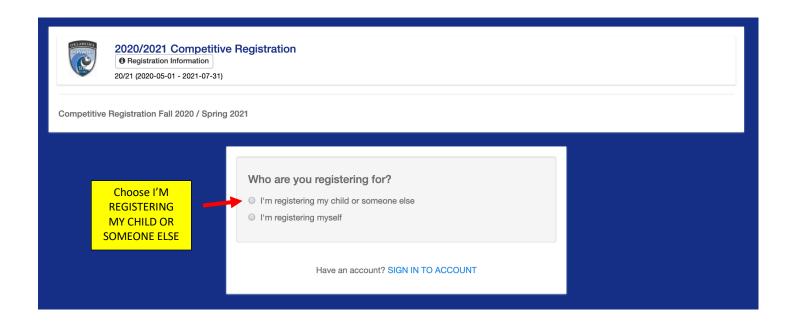
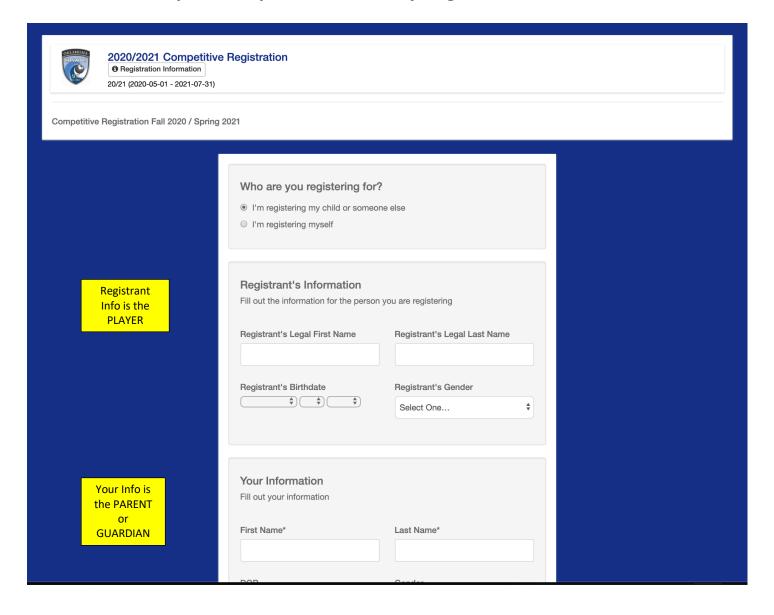
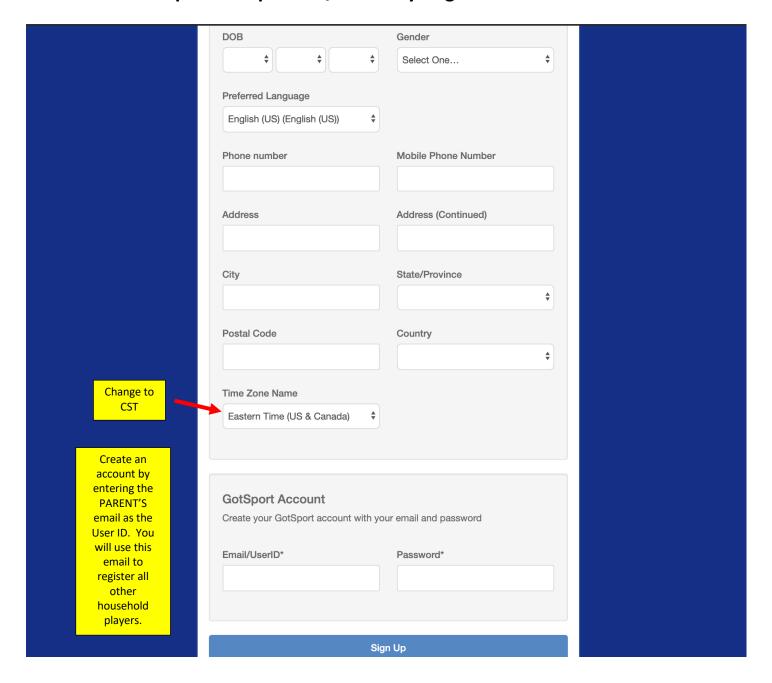
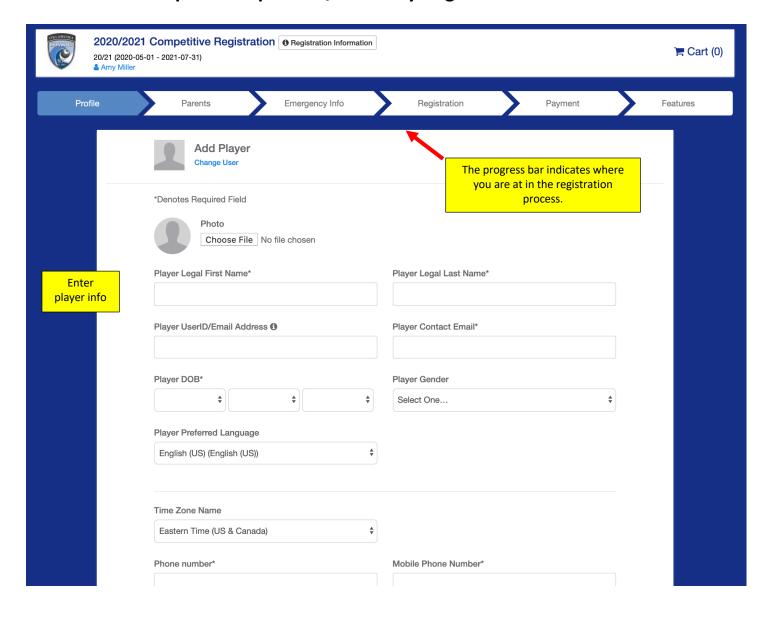
Please read and follow the step-by-step screen prints to help you complete the registration process. If you have any questions, please contact our club administrator at administrator@slsc.info.

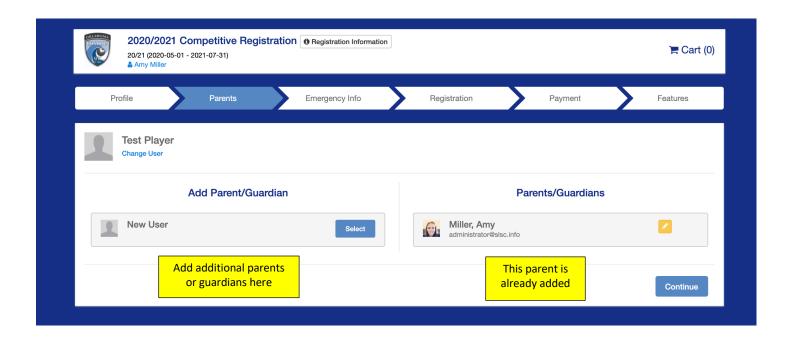


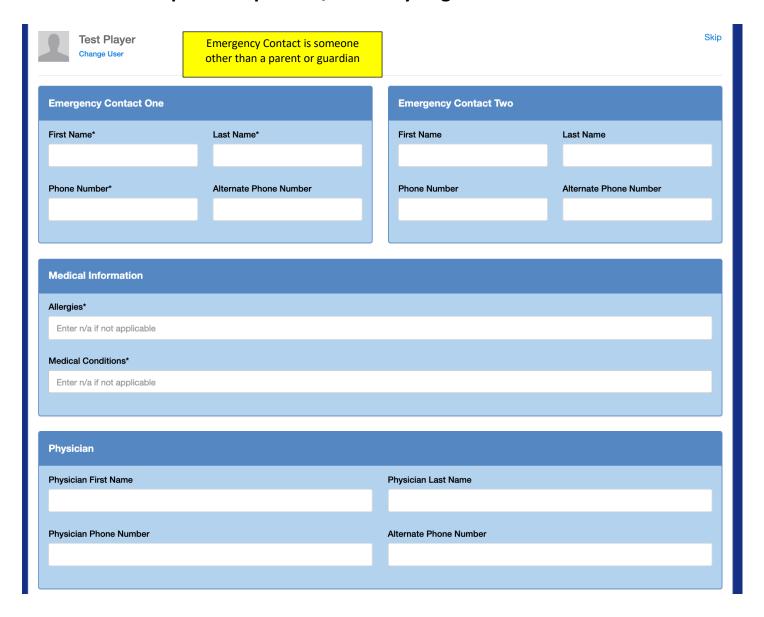


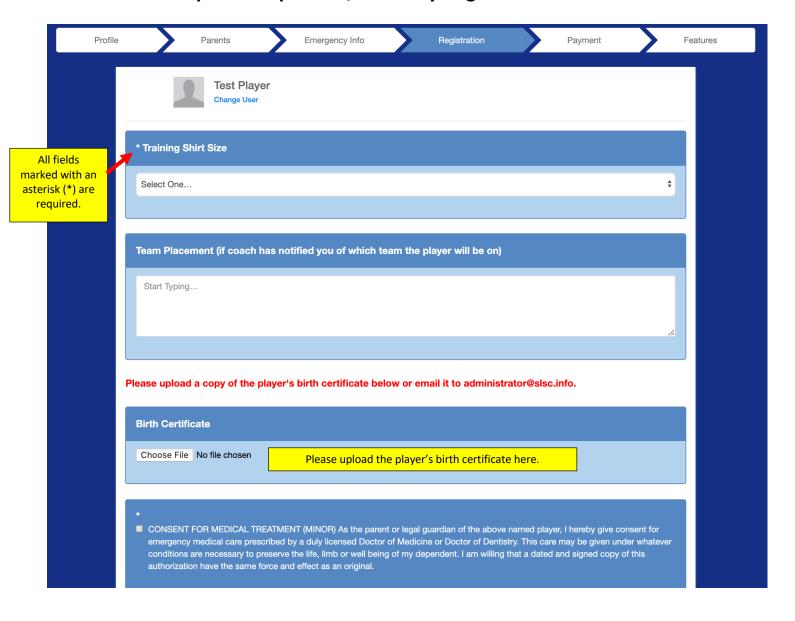












(1) A one-time fee of \$840 to be paid by August 1; (2) A bi-annual fee of \$420 to be paid by August 1 and January 1; (3) A monthly fee of \$105 paid by the 1st of the following months: August, September, October, November, December, January, February, and March ***Payments made online or with autopay will incur a transaction fee*** Training Fees are non-refundable. Training fees are due on the 1st of each month and late on the 10th. Payments not received by the 10th of the month are subject to a \$10 late fee and will also result in suspension of the player's participation in practices and games. Unpaid training and late fees not received by the 30th of the month may result in forfeiture of the player pass until all past due fees have been collected. Non-payment of fees will put players in poor standing with SLSC and prevent future tryouts at SLSC or transfer to another club until the delinquency is satisfied. Any player wishing to be released to another club at any time will also be responsible for a \$100 transfer fee. Prior to any approved transfer being considered, players must be in good standing with their current team and SLSC. Players are responsible for all training fees for the year. Players that decide to quit during the year will still be responsible for competitive training fees for the competitive year. When training fees are paid does not reflect when training is provided. All three payment options are in place as a convenience to our players. I acknowledge that I have read and understand the above. Please Sign Above You will digitally sign here using your mouse (if using a computer) or your finger (if on a mobile device). Then click SAVE to continue the registration. Save (Page 1 of 1)

