# **Hoops For The Homeless!**

#### **Tournament Information**

3 vs 3 Tournament - June 8th

Age Divisions:

- Middle School
- High School
- Adult

All Divisions will have a Recreational and Competitive Group - Co-Ed teams welcomed.

Cost is \$50 per team, proceeds to go directly to Project Blessing

Team Tournament - June 7th and 8th

Grade Divisions: Boys and Girls Grades 6, 7, 8, 9, H.S.

Minimum of 3 games

Cost is \$180 per team.

50% of all Admissions will go directly to Project Blessing. Please also consider donating a household item (see list on web site)

To Register: Go to <u>www.mainehoops.com</u> and follow the Hoops for the Homeless Link.







## Help Set a Guinness Book World Record!

On June 8th at 2:00 pm in conjunction with Hoops for the Homeless 3 vs 3 and Team Tournament, you are invited to come help set the GUINNESS BOOK WORLD RECORD FOR THE LARGEST GAME OF KNOCK-OUT EVER!!

You do not need to be on a team to participate, you do not need to be a basketball player to participate, you don't even need to know the rules of Knockout. You only need to want to help raise awareness of the plight of the Homeless as they find places to live.

We are looking for as many commitments as possible. If you or a group are willing to commit please email Name/ Group and number of participants to hoops4homelessmaine@gmail.com.

### Details

When to Arrive: 1:00 pm Location; XLSportsworld, 400 North St, Saco

Game Time: 2:00 pm

Participants are encouraged to bring a donated household item from the list on Maine Hoops site, however, it is not required.



hoops4homelessmaine@gmail.com For More Information





### What is "Hoops For the Homeless"?

"Hoops For the Homeless" is a combined endeavor between Project Blessing and the Maine Hoops Basketball Club. The "Event," is being held to raise awareness, of the issues the Homeless face as they move into housing. It also is an attempt to raise funds and items to assist those individuals as they make this transition. This is the mission of Project Blessing.