

Camp participants receive 1-on-1 instruction from members of our nationally renowned wrestling program. Discipline, community, pride, and teamwork are the key components of our camp. It's our goal to help each participant achieve a winning attitude that will help them realize their greatest athletic potential.

- Andrew Nicola - Head Wrestling Coach

# CONCORDIA UNIVERSITY WRESTLING CAMPS

### **CAMP STAFF**



Andrew Nicola—Head Wrestling Coach
14 Years Coaching Experience
6 NAIA All-Americans/5 NCAA All-Americans
1 NAIA National Champ/1 NCAA National Champ
Team USA & Team Nebraska Freestyle/Greco Coach



Levi Calhoun—Assistant Wrestling Coach
6 Years Coaching Experience
14 NAIA All-Americans
4 NAIA National Finalists
2 NAIA National Champions



Junior Lule—Assistant Wrestling Coach
California Junior College State Finalist
2x NAIA National Qualifier
1st team All-Conference (GPAC)
Outscored GPAC Opponents 199-14

☐ June 3<sup>rd</sup>

#### **ENTRY FEE**

<u>INDIVIDUAL CAMPERS:</u>

\$40.00 for 1 day/\$70.00 for both days

*Groups of 10+/Siblings Discount:* \$35.00 for 1 day/\$60.00 for both days

#### **DAILY SCHEDULE**

9:00AM-11:00AM: Session 1 (Technique)

11:00AM-12:00PM: Lunch (Not Provided)

12:00PM-2:00PM: Session 2 (Technique)

2:00PM-2:30PM: Live Wrestling

#### CAMP INFO

- Camp Shirt Guaranteed to those who Pre-Register by May 12th or July 21st
- All ages and experience welcome
- Minimum 20 campers needed per camp
- Bring your own lunch
- Visit www.cune.edu/athletics/camps for online registration
- Direct questions to: Wrestling@CUNE.EDU

## **REGISTRATION FORM**

Name	Grade (2017-18)School	
Email	Phone #	
(CAMP 1)  Check each date you plan to attend:   June 2 <sup>nd</sup>	(CAMP 2) □ AUG 11™ T-Shirt Size (Circle): YM YL S M	L XL XXL

**□** AUG 12<sup>™</sup>

Please mail completed form and check to: Concordia University Wrestling Attn: Andrew Nicola 800 N. Columbia Ave. Seward. NE 68434



\*\*\*Make checks navable to "CUNE Wrestling"\*\*\*

Camp will take place in the CUNE Wrestling Room