



23rd Annual Tune-Up Scholarship Tournament

Is your Recreational team Ready for the 2026 season?

58 Recreational Teams signed-up in 2025

This is an excellent way to get your team prepared for the up-coming season against other teams in the IPGSA League

Each team will play 2 or 3 games per day, up to 6 games max per team

Saturday, April 18-19 (Rain-out date April 25-26)
(Monarch in Niwot, will rent more fields if needed)

Age groups 8U, 10U, 12U, 14U & 18U

Fee: *\$150-\$375 per team for 2 or 6 games (play up to 6 games over 2 days)
Deadline for Registration: April 10th (Or when full) (*fees cover ump, field cost and balls)

-
- *Limited space available, please register early! Deadline is April 10th.
 - *Choosing the time/day does not guarantee placement at that specified time
 - *Teams with specific time request will be placed by date received
 - *The league will contact you if there is a problem with the date you have chosen
 - *A refund will be issued if the tournament has to be cancelled
 - *In the case of bad weather, an email will be sent to all coaches and info posted on ipgsa.com
 - *Please cut at dotted line below for mailing, so the above information can be kept for future use
 - *Please fill out the information below: Email registration form to: melisa.softball@gmail.com
 - *Pay via Zelle 303-332-1183 or Venmo @BVGSA-IPGSA-FB-softball. Questions? Please email; melisa.softball@gmail.com
-

Team Name: _____ Cell #: _____ Age Group: _____

Coach: _____ City: _____ E-Mail: _____

- *Each team will play 2 to 6 games; games will be played on the same day you choose below.
- *Please indicate which would be the best day and time for your team.

We can play any day or time: _____ **Saturday:** AM _____ PM _____ **Sunday:** AM _____ PM _____

We will play 2 games: \$150: _____ 3 games \$215: _____ 4 games \$280: _____ 5 games \$325: _____ 6 games \$375: _____

If you play 2 games with 12 players, each game equals \$6.25 a game per player.

If you play 6 games with 12 players, each game equals \$5.21 a game per player.