

Hi All

A perfect weekend for football and hopefully you are feeling well. Many of our umpires are currently struggling with flu like symptoms or COVID. This is having a significant impact on our ability to officiate games throughout the WRFL, but most importantly, your health and wellbeing comes first. If you are feeling unwell, please rest up and let your coach know your availability. With winter just around the corner, please look after yourself.

This week we commence fitness training back at MacKillop College Werribee. The training at MacKillop will commence Wednesday at 5.45pm and finish at 6.30pm. The program will focus on fitness, repeating the training program undertaken at Hanmer Reserve on Tuesday night. Everyone is welcome and it does provide an opportunity to train on Wednesday without having to travel to Hanmer on Tuesday. This week we have no coaching session, but skills will be the focus on Thursday night for both boundary and field.

This week is the last week for umpire club training sessions with Div. 3 seniors and some senior women's teams on Tuesday night.

On Saturday night, a great night was had by all those who attended the WRFLUA Trivia night. Don't forget the Mid Season dinner is on Saturday 18th June, so another opportunity to enjoy a great night out with your fellow umpires.

See you on the track

Mark

Week commencing Monday	Monday	Tuesday	Wednesday	Thursday	Friday	Weekend
23 May	Academy 4-5pm	<i>Div. 3 Club Training</i> Training Hanmer Reserve 5.45pm – 6.30pm	Training MacKillop	Training Hanmer Reserve 5.45pm – 6.30pm		
30 May	Academy 4-5pm	Training Hanmer Reserve 5.45pm – 6.30pm	Training MacKillop	Training Hanmer Reserve 5.45pm – 6.30pm <i>Field Umpires Coaching Session 6.45pm</i>		
6 June	Academy 4-5pm	Training Hanmer Reserve 5.45pm – 6.30pm	No Training MacKillop	No Training Free Night		Only Div. 3
13 June	<i>Queens' Birthday</i> No academy training	Training Hanmer Reserve 5.45pm – 6.30pm	Training MacKillop	Training Hanmer Reserve 5.45pm – 6.30pm		<i>Mid- season Dinner</i>