



VOLUNTEER BECOME A BUDDY

Annapolis Valley Challenger Baseball is looking for “Buddies” for the 2018 season!

Challenger Baseball is a brand new program to the Annapolis Valley that provides an opportunity for children with cognitive or physical disabilities to enjoy the full benefits of participation in baseball at a level structured to their abilities.

Baseball games are played in a fun, safe environment where no score is kept. Able-bodied (Buddies) are assigned (one on one, where possible) to each participant. These Buddies assist the Challenger players with their involvement in the game. Pushing wheelchairs around the base path, assisting players in how to hold the bat and swing, or providing protection for the Challenger player from a batted ball, are just a few of the ways the Buddies offer a better experience for the participants in Challenger Baseball.

Each participant is treated like every other player in the conventional baseball program. All players are outfitted in uniforms and use the same equipment. A team picture is a must for Challenger, as it is in the other divisions.

We will be playing **Wednesday evenings in July and August** at **Acadia University** from **6:30-7:30 pm**.

If you or someone you know is interested and available to help, please email kmsmith@ns.sympatico.ca. The deadline to express interest in being a buddy is **Friday, April 27th**.

A buddy is someone who desires to help children with cognitive and/or physical special needs enjoy the sport of baseball in a recreational, non-competitive environment.

A buddy has a desire to give something back to the community.

A buddy is prepared to commit regularly to be at Challenger Baseball games.

A buddy helps participants with catching, throwing, batting, fielding and getting around the bases

A buddy is a friend that the player can rely on for assistance during their time together.

A buddy assists but also lets the players do as much as they can on their own.

A buddy must be 16+ years old and consent to a criminal and vulnerable sector check.
