

Team Sheet

Round 9–BJFC “Dragons”U 14sVsWhitehorse Colts

Date: Sunday 19-June-2016

Time: 1.00 p.m. – please be there 45 minutes prior at 12.15 p.m.

Ground: Gillon Oval. Home Ground

Back	Luke George (21)	Josh Murphy (33)	Josh Webb (15)
Half back	Sam Osborne (27)	Elijah Dwyer (12)	Bryce Anglin (6)
Centre	Otis Styant-Browne (20)	Kallum Athanasiadis (5)	James Dagiandas (14)
Half Forward	Julian Oro (35)	Ethan Epifanio (4)	Lachlan Kennedy (9)
Full Forward	James Gleeson (1)	Ewan Baulch (18)	Isaac Molinaro (36)
Ruck	Sol Laslett (3)		
Rover	Romney Markwick (17)		
Ruck Rover	Henry Grist (44)		
Interchange	George Bournoxsis (2)	Ned Carrick (8)	Ty Perdrisat (38)
	Leo Suzuki (10)	Tom Vaughan (11)	Michael Westaway (7)
Weekly Rotation	George Kelly (13)		
Unavailable	Riley Vicary (19)	Zach Sibaei (22)	
Coach	Peter Gleeson		
Assistant Coach	Peter Grist		
Team Manager	Peter Kennedy		
Boundary Umpire	Richard Osborne		
Canteen Duty: Number 1 & 2: 30 mins prior to game thru to end of half time Number 3 & 4: Half time to 30 mins after game	1. Naomi Osborne (27) 2. Meighan Murphy (33) 3. Jaya Oro (35) 4. Wendy Perdrisat (38)		
Central Umpire	TACKERS & UNDER 10's ONLY		
Goal Umpire	Michael Athanasiadis		
# Ground Manager (home game only)	Dino Molinaro		
Interchange Steward (home game only)	Dean Dagiandas		
Match Reporter -For the Dragons Website	Coach report		
Oranges	Murray and Helen Anglin		
Runner	Oli Styant-Browne		
Score Board (home game only)	Kaz Suzuki		
Time keeper	Andrew Laslett		
Trainer	Kath Kelly		
Umpire Escort	Greg Murphy		
Water	Steve Markwick		

For information contact: Peter Kennedy – 0428 736 379

Out we come, Out we come, Out we come to play,
Just for recreation sake, to pass the time of day.
Lots of fun, Heaps of fun, Enjoy yourself today,
BRUNSWICK boys are hard to beat,
...when they come out to play.

So

Join in the chorus and sing it one and all,
Join in the chorus, BRUNSWICK's on the ball.
Good old BRUNSWICK, we're champions you'll agree,

BRUNSWICK is the team that plays
...to win for you and me.