

# June 2022



## DAKOTA VALLEY GIRLS BASKETBALL

Sun	Mon	Tue	Wed	Thu	Fri	Sat
<b>SC NORTH BB League Game Mon- nights Times-TBA</b>	<b>Weights/ Agility Mon-Thurs Gr 9-10 9:15; Gr 11-12 8:30</b>		<b>1</b> Girls BB Open Gym 7-8a Weights/ Agility 8:30am/ 9:15am	<b>2</b> Weights/ Agility 8:30am/ 9:15am	<b>3</b>	<b>4</b>
<b>6</b>	<b>BB League @ North Girls Basketball Open Gym 7-8:15 Weights/ Agility 8:30am</b>	<b>7</b> Weights/ Agility 8:30am/ 9:15am	<b>8</b> Varsity Team Camp at Mitchell Girls Basketball Open Gym 7-8a Weights/ Agility 8:30am/ 9:15am	<b>9</b> Varsity Team Camp at Mitchell Weights/ Agility 8:30am/ 9:15am	<b>10</b>	<b>11</b>
<b>12</b>	<b>13</b> Youth Camp <b>BB League @ North Girls Basketball</b> Weights/ Agility	<b>14</b> Youth Camp Weights/ Agility	<b>15</b> Youth Camp Weights/ Agility	<b>16</b> Weights/ Agility 8:30am/ 9:15am	<b>17</b>	<b>18</b>
<b>19</b>	<b>20</b> <b>BB League @ North Girls Basketball</b> Open Gym 7-8a Weights/ Agility	<b>21</b> Weights/ Agility 8:30am/ 9:15am	<b>22</b> Girls Basketball Open Gym 7-8a Weights/ Agility 8:30am/ 9:15am	<b>23</b> Weights/ Agility 8:30am/ 9:15am	<b>24</b> V and JV Team Camp at United	<b>25</b>
<b>25</b>	<b>27</b> <b>BB League @ North Girls Basketball</b> Open Gym 7-8a Weights/ Agility 8:30am/9:15am	<b>28</b> Weights/ Agility 8:30am/9:15am	<b>29</b> Girls Basketball Open Gym 7-8a Weights/ Agility 8:30am/9:15am	<b>30</b> Weights/ Agility 8:30am/9:15am		

Reminder... The calendar is always subject to change. Be sure to watch out for email updates and info to be sent out on REMIND 101.

Monday night summer league at NORTH - 2 teams

Dakota Valley High School  
1150 Northshore Drive  
North Sioux City, SD 57049

Phone 1-605-422-3820 ext.241  
E-mail Tammy.Lilly@k12.sd.us

Open Gym- open to all 7-12 grade girls basketball players at Dakota Valley  
Weights (agility training) Monday-Thursday mornings 8:30am gr 11-12 girls/ 9:15 am gr 9-10 girls

**GIRLS Basketball YOUTH Camp**  
June 13-15  
Grades 3-5 8:00-10:00; Gr. 6-8 10:00-12:00  
ALL HS GBB Players will work this