

GLASTONBURY BASEBALL
2016 OPENING NIGHT SOCIAL

Friday March 11, 2016
7:00 to 11:00 PM

Glastonbury Community Center
300 Welles Street Glastonbury, CT






Glastonbury Amateur Baseball (GAB) and Glastonbury Little League (GLL) will be hosting the opening of the 2016 baseball season with an "Opening Night Social" 7 PM Friday March 11, 2016 at the Glastonbury Community Center.

This fun event opens the 2016 Glastonbury Baseball Season and is a primary fund raiser for the GAB program. Last year's Social helped fund field improvements at Smith Middle School and Riverfront Park, as well as purchase new safety equipment and uniforms.

Generous support from attendees and sponsors for this event helps the nearly 20 teams & 275 players in the summer and fall programs and keeps our player fees the lowest in the area.

The evening's itinerary is as follows:

-  7:00 PM Social hour, cash bar service by Plan B of Glastonbury
-  7:45 PM Dinner by Bricco's of Glastonbury
-  8:30 PM Speakers- Dennis Accomando, GHS Varsity Baseball Coach

After speakers and a special presentation for Jay Johnston, longtime GAB coach and recent inductee to the Pennsylvania Sports Hall of Fame, there will be music for those that want to "take a turn around the bases" on the dance floor.

With Little League and GHS tryouts right around the corner; the annual baseball social provides the local baseball community an opportunity to renew acquaintances and start talking baseball while supporting GAB's community based youth program.

Tickets are available in advance for \$45 per person. Accompanying raffles and silent auction prizes are also part of the evening.

To sign up for tickets in advance, you can simply order them on line on GAB or GLL websites or contact the 2016 Social Chair Brian Suriner at: PH 860-573-4929.

Glastonbury Amateur Baseball – www.gburybaseball.com
Glastonbury Little League – www.glastonburylittleleague.org

Glastonbury Amateur Baseball (GAB) has 501(c) (3) charity status