Parry Sound Hockey Club

Status update on Local League for the upcoming year.

With the mandate set out by the membership of the Parry Sound Hockey Club at the AGM in April 2017, in one of the most well attended meeting and votes in the clubs history, the Parry Sound Hockey Club Executive has been very active in developing a direction on the best approach for the upcoming season and future years, the Executive has taken immediate steps to get feedback from the membership.

The Hockey Club Executive thought it best to go back to the membership and looked to a number of active and interested Parents, Coaches and Bench Staff to aid in the process. The PSHC Executive has approved the development of a temporary Sub Committee to provide recommendations to the Hockey club Executive on the best format and approach for the Local League, for the upcoming year. The intent will be to use the plan developed as a basic Blue Print for the program for all future years.

Sub Committee Members included representatives from the Rec and Local League from all current divisions, in addition to the PSHC Local League Director. Over the past couple of months since the AGM, the Committee has met multiple times to review a variety of options and has come up with a number of formal recommendations, to be included and discussed at the next Parry Sound Hockey Club Executive Meeting, which is currently scheduled for Thursday July 13th / 2017 at 6:30pm. Committee members will also be attending the meeting to provide any need feedback on the recommendations.

Please continue to watch the PSHC Web Site in the upcoming days for more information following the meeting. Our door is always open to our meetings for our members, we meet the 2nd and 4th Thursday of every month, the dates and agenda are posted on our website, the agenda is posted the Monday prior to the meeting date.

We again appreciate your patience and support, and we look forward to another great year of hockey in the upcoming season.

Thanks,
Parry Sound Hockey Club Executive