#of	Player Name	Gr.
1	Laspisa, Chase	12
2	Lee, Stephen	12
3	Stitt, Tyler	12
4	George, Hunter	11
<u>5</u>	Gerth, Tyler	11
	Johnson, Andre	11
7 8	Palmer, Quinton	11
	Ruiz, Joseph	11
9	Simpson, Matt	11
10	Sizemore, Lane	11
11 12	Warrick, Danny Acree, Jaron	11
	Copeland, Nick	10
13	Dolsky, Jaren	10
14 15	Duncan, Jackson	10
16	Fenstermaker, Jonah	10
17	Green, Spencer	10
18	Hammond, Reese	10
19	Hymel, Nick	10
20	Ingmire, Cole	10
21	Jenkins, Hunter	10
22	Stitt, Austin	10
23	Taboada, Dereck	10
24	Thomas/Brown, TJ	10
25	Vaclaw, Jackson	10
26	White, Spencer	10
27	Aranda, Felix	9
28	Cruz, Jose	9
29	Dickson, Tyler	9
30	Doenges, William	9
31	Espinoza, Axel	9
32	Grey, Gerald Jasso, Alan	9
33 34	Lazcano, Francisco	9
35	Linthacum, Tyler	9
36	Melendez, Eduardo	9
37	Moran, Marcos	9
38	Morina, Bleodim	9
39	Pectol, Joshua	9
40	Rainbolt, Carson	9
41	Ramirez, Jose	9
42	Ramsey, Nathan	9
43	Robledo, Kain	9
44	Sturm, Noah	9
45	Terronez, Brice	9
46	Walsh, Garrett	9



## **50CCER** 2015/16 Roster

## **FYI**

- 1. For those that did not make it this time, we will have a supplemental tryout in October and have always picked up players during that time. Continue to work and play hard and change our mind!
- 2. If your name is listed here, please get your physical in ASAP. The forms can be found on-line in the Athletic Office at BHS.

http://www.bps-ok.org/athletics/pdf/physicals2015-2016.pdf

3. Summer work out times is as follows:

## Tuesdays & Fridays 8:00-9:00 AM

We will lift 2 times a week for offseason and during season and I strongly encourage you to take advantage of this and get bigger, faster stronger.

4. We will be sending out emails, if you have not received one by mid-summer, please contact me so that we can make certain we have the correct email.

As always, if you have questions, feel free to ask and I can be reached at the contact info below. Continue to get better and play and watch the game as much as you can between now and next season.

Sincerely,

Mi Ai

Coach Micah Lipscomb lipscombmb@bps-ok.org (918) 504-7024