



# PRACTICE CLUB CARD

Student needs 5 home practice periods\*  
 WITH PARENT SIGNATURE FOR EACH DAY  
 to earn one practice token.

\_\_\_\_\_  
 Student Name

\_\_\_\_\_  
 Teacher Signature  
 when completed

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date	Date	Date	Date	Date	Date	Date
Parent Signature	Parent Signature	Parent Signature	Parent Signature	Parent Signature	Parent Signature	Parent Signature
MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date	Date	Date	Date	Date	Date	Date
Parent Signature	Parent Signature	Parent Signature	Parent Signature	Parent Signature	Parent Signature	Parent Signature

1. Complete the **Practice Club Card** by writing the date of each day you practice on the correct square, and getting your parent's signature.
  2. You must have at least 5 practices to turn in your card. This could take one week or more, it does not matter. Get a new card after you turn in this one!
  3. GET YOUR TEACHER TO SIGN YOUR CARD TOO.
  4. Bring your card to the front desk and get your **F5MPA prize token**.
  5. Use your token to redeem your prize from the PRACTICE CLUB VENDING MACHINE.
  6. Most prizes cost one token, but you may save up your tokens to get bigger prizes too!
- Your completed card will be entered into a drawing for an even **BIGGER MEGA PRACTICE PRIZE** (drawing held December 15, July 15). The more cards you have completed, the better chance of winning the **BIGGER MEGA PRACTICE PRIZE**.

\*A Practice Period means that you have completed the assignment as your teacher requested (all of the material on your assignment, the number of repetitions expected by the teacher, with the details the teacher has presented to the student, etc). This should take between 15-35 minutes depending on the student's level of study and length of assignment (10 minutes for five and six year olds).

PARENTS: By initialing practice times above, you agree to let your child operate and choose an appropriate prize from the PRACTICE CLUB VENDING MACHINE. The prize choices will always include a selection of toys, games, candy and other items. If you do not want your child to choose a particular prize (like candy) please instruct them to wait for your help before choosing so you can monitor the selection. Students are responsible for remembering the rules that parents have set for them, not FSM. Lost tokens will not be replaced.