

**Beadling Families:** 

I hope that you continue to be safe and healthy.

As of today, our current season remains paused through April 15, 2020 and will likely remain so through the end of April given the extension of social distancing guidelines nationally. The Beadling Board of Directors and Leadership Team continue to evaluate this status on a daily basis with guidance from our Club's governing bodies, PAWest, US Club, National League, MDL and US Soccer, as well as the CDC and healthcare experts.

There are many uncertainties during this unprecedented time, including whether the season will resume in part or full, or if it will be lost completely. Naturally, this raises questions as to player fees and what the Club's approach will be specific to credits or refunds. I want to be clear that the Club is fully committed to "doing the right thing" given the public health and economic crises impacting us today and we will be sensitive and transparent in regard to how we formulate an approach to applying credits and refunds to player accounts. Much still needs to play out for those decisions to be made, but each credit/refund decision will likely differ by team as each team has lost or will lose a different proportion of its season.

In the meantime, the last player registration installment fee is set to be drawn on your credit card in early April. Beadling will be temporarily suspending the collection of that payment until we know more about how the remainder of the season will play out. Rest assured that all payments made and activities lost due to the coronavirus shutdown will be components for calculating credits or refunds.

We will continue to provide updates as we gain more information. In the meantime, I hope that you are enjoying our instructional videos on Instagram and Twitter along with our partnership with Techne Futbol as a resource to help guide players in their individual development during this time.

Thank you for your support and flexibility.

Denny

Denny Kohlmyer President, Beadling SC