GREEN MOUNTAIN THE #EQUAL

-SATURDAY-

DOORS At 5PM







FOR WA

GMRD MISSION STATEMENT



The mission of the Green Mountain Roller Derby (GMRD) is to empower women personally and athletically through the sport of roller derby. As a skater-owned and operated organization, it is our intention to hold ourselves to the highest standards of respect and sportswoman-ship on and off the track, uphold the rules and values of the Women's Flat Track Derby Association (WFTDA), and to be a positive force in our community.

The Green Mountain Roller Derby is Vermont's first roller derby league. Established in November 2007, GMRD is part of the modern roller derby resurgence. The league was accepted into the Women's Flat Track Derby Association (WFTDA) in 2010. GMRD is entirely skater-owned and operated, which means our members work just as hard off the track to keep the league running.



SIGN UP TODAY | EJRP.ORG

The Minor Catastrophes are Vermont's first girls' roller derby team, and proud members of Green Mountain Roller Derby. Girls from grades 2 – 12 skate weekly with veteran skaters from Green Mountain Roller Derby to learn basic skating skills and roller derby game-play. The Minor Catastrophes are a proud partner of Essex Junction Recreation and Parks. Visit the EJRP website (ejrp.org) to register for the next available junior derby offering.



FEATURED NON PROFIT



ADVANCING WOMEN POWERING THE ECONOMY

Our Mission

Change The Story (CTS) is a multi-year initiative to align philanthropy, policy and program to fast-track women's economic well-being in Vermont. Our work is fueled by three core partners – the Vermont Women's Fund, Vermont Commission on Women and Vermont Works for Women – and is advanced with the help of other critical partners throughout the state in the public, private, and nonprofit sectors. CTS launched in 2015 with a project to collect baseline data related to women's work, wages, business ownership, and in civic, political, education, and corporate leadership roles. All four reports can be found here.

MOUNTAIN ROLLER DERBY OFFICIALS



Announcers Refs

Babel Fishy Wreckordian Photos by: Shanksv Mark Ely Ship Wrecker Slothzilla

THANK YOU!

TheraPistol

MOUNTAIN ROLLER DERBY

NSOs

Cryptic Kablam Megan Scrapinoe Violet O'Fender Roll For Damage Samtripetal Force KOKO K.O.

Frodo Kerri Julia

Back Breaker Bane





GMRD's referees and non-skating officials (NSOs) known collectively as the Leaion of Doom, maintain safety and keep order on the track. Referees wear stripes and skates, call the penalties, and are the final arbiters of the rules. NSOs run the clocks and scoreboards, record penalties called by referees, and keep score and other stats.

SPONSORED SKATERS

SERAQUIL XR #20

SPONSORED BY:

HERITAGE AUTOMOTIVE GROUP

The Heritage Automotive Group is committed to the South Burlington and greater Vermont community and there's nothing we enjoy more than giving back. The H-Team is also proud to support and sponsor local sports teams, community events, and local charities.







SAVAGE PATCH KID #207 sponsored by: VALLEY VAPE & JRA



Valley Vape: Vape Shop, Smoke Shop, and Growler Bar with excellent customer service located at 12 Park St. Essex Junction and @valleyvapesvt on facebook.



JRA - Vinyl, Tile, Hardwood, Laminate, and Carpet Installation call 908-433-3221 or email JRATradesmen@gmail.com for your free estimates.

TRASHER #4452

SPONSORED BY:

MISS TRISHA'S KIDS DAYCARE

Children deserve the best and that's what every child receives each and every day at Miss Trisha's Kids Daycare.



gmrollerderby.com

INBI

























BIG D





EXECUTIE

MIGHTY MOUSE

COACH SIR MAX ALOT



SERAQUIL XR



SNATCH MCKRACKEN



TRASHER 4482



KURT COPAIN



BURNYOULLI'S EVASION 3199



KLITORISK



MATCH BREAKER 1209



ICE BREAKHER 60





MIDNIGHT CRASHER PUMPKIN CARVHER 2400 13



FELON OF TROY 1000



VENDETTI 24 YETI



BERTHA BLUE BLAZES 717



ALICE CLOCKER



STRAWBURIED JAM COACH

SPONSORED SKATERS

KURT COPAIN #27

SPONSORED BY:
WASHINGTON COUNTY
MENTAL HEALTH SERVICES

Washington County Mental Health Services advocates the inclusion of all persons into our communities and actively encourages Self-Determination and Recovery. We serve all individuals and families coping with the challenges of developmental and intellectual disabilities, mental health, and substance use by providing trauma-informed services to support them as they achieve their highest potential and best possible quality of life.





KIRB STOMP #32





HOW ROLLER DERBY WORKS

The objectives of roller derby are relatively simple. Each team fields a single point scoring skater ("Jammer") whose object is to lap as many opposing skaters as they can.

The remaining skaters who aren't scoring points work both on offense and defense at the same time -- to block the opposing Jammer and to clear a path for their own Jammer.

Well-played roller derby requires agility, strength, speed, control, peripheral vision, communication, and teamwork.

Setup & Scoring

Each team fields 5 players at a time. Out of those 5 players, 4 are BLOCKERS and 1 is the JAMMER (point scorer).

The 4 blockers from each team line up together between a designated "Pivot Line" and "Jammer Line" marked on the track, to form a PACK, while the 2 jammers line up behind the Jammer Line. The skater wearing the star on her helmet is the jammer. The skater wearing the stripe on her helmet is called the PIVOT. The pivot is commonly the pack leader and defensive play caller, similar to football's middle linebacker position.

On the whistle the pack and jammers may begin to engage each other. On the first lap, the jammers earn no points, but the first jammer to legally pass each blocker on the opposing team and clear the pack is called LEAD JAMMER. You can tell if a skater is the Lead Jammer by looking at her designated jammer ref. The jammer ref will point to the jammer and hold his/her hand up in an "L" shape. The Lead Jammer reserves the right to strategically end the jam before the two minutes are completed by repeatedly gesturing with her hands on her hips. If both jammers commit fouls on their first lap, there is no Lead Jammer in that jam and it will run for the full 2 minutes. Jammers lose Lead Jammer status if they are sent to the penalty box during the jam. After a jammer completes her initial lap, she scores 1 point for each opposing skater she passes. Jammers automatically score points against opposing skaters serving in the penalty box. Jammer referees hold up fingers at the conclusion of each lap for points just earned.

Timing

Each 2 minute play is called a JAM.

Between each jam, there are 30 seconds for teams to line up for the next jam.

There are two halves in a BOUT. Each half is 30 minutes long and has an unlimited number of jams.

Teams may freely substitute players between jams, except for players stuck in the penalty box.

Common Penalties

Blocking with forearms, hands, elbows, or a helmet
Tripping, kicking, or blocking with feet or legs
Blocking while 20 feet ahead of or behind the pack ("out of play")
Intentionally destroying the pack, such as by taking a knee or leaving the track in a way
which rendering the remaining players ineligible to block
Blocking a skater in her back or head
Blocking while out of bounds, or blocking a skater who is out of bounds
Skating out of bounds to get around other skaters ("cutting the track")

The Penalty Box

Illegal procedures: false starts, too many skaters on the track

A penalty costs 30 seconds of jam time in the box, served immediately so long as a seat is available in the box. Refs gesture skaters to the box with a swooping motion of one finger to\direct the skater off the track. A jammer in the box is released immediately if the other jammer also lands in the box, skaters and a small number of leagues train for both styles of play.

GREEN MOUNTAIN ROLLER DERBY SPONSORS

Valley Vape: Vape Shop, Smoke Shop, and Growler Bar with excellent customer service located at 12 Park St. Essex Junction and @valleyvapesvt on facebook.

JRA - Vinyl, Tile, Hardwood, Laminate, and Carpet Installation call 908-433-3221 or email JRATradesmen@gmail.com for your free estimates.

COMPANY





The Heritage Automotive Group is committed to the South Burlington and greater Vermont community and there's nothing we enjoy more than giving back.

For the past decade, the H-Team has been creating and producing short documentaries focusing on different topics that matter to Vermonters and to the H-Team. The H-Team is also proud to support and sponsor local sports teams, community events, and local charities.

GREEN MOUNTAIN ROLLER DERBY SPONSORS





AJ Grimaldo (802) 355-2113

Matt LaBerge (802) 598-0263

Facebook.com/amentertainmentyt

AM Entertainment was founded in 2015 by two childhood friends from Bolton, Vermont. With the beleif that everyone should enjoy affordable entertainment, this DJ service provides music for every special event no matter how big or small. AM Entertainment never fails to brings smiles, laughter, and personalized services from weddings to parties and more. If you are interested hiring us

for you next event please send an email to:

amentertainment@gmail.com



MARK ELEY

PHOTOGRAPHY

markeleyphotography.com

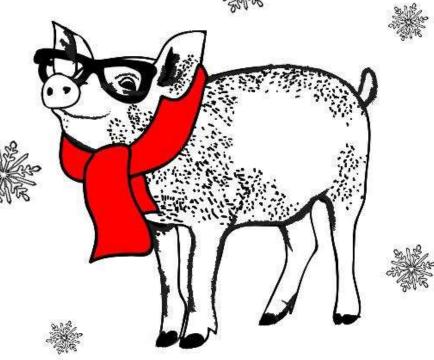
GREEN MOUNTAIN ROLLER DERBY SPONSORS







Mahar Farm



jericho, vt

HOW ROLLER DERBY WORKS

The objectives of roller derby are relatively simple. Each team fields a single point scoring skater ("Jammer") whose object is to lap as many opposing skaters as they can.

The remaining skaters who aren't scoring points work both on offense and defense at the same time -- to block the opposing Jammer and to clear a path for their own Jammer.

Well-played roller derby requires agility, strength, speed, control, peripheral vision, communication, and teamwork.

Setup & Scoring

Each team fields 5 players at a time. Out of those 5 players, 4 are BLOCKERS and 1 is the JAMMER (point scorer).

The 4 blockers from each team line up together between a designated "Pivot Line" and "Jammer Line" marked on the track, to form a PACK, while the 2 jammers line up behind the Jammer Line. The skater wearing the star on her helmet is the jammer. The skater wearing the stripe on her helmet is called the PIVOT. The pivot is commonly the pack leader and defensive play caller, similar to football's middle linebacker position.

On the whistle the pack and jammers may begin to engage each other. On the first lap, the jammers earn no points, but the first jammer to legally pass each blocker on the opposing team and clear the pack is called LEAD JAMMER. You can tell if a skater is the Lead Jammer by looking at her designated jammer ref. The jammer ref will point to the jammer and hold his/her hand up in an "L" shape. The Lead Jammer reserves the right to strategically end the jam before the two minutes are completed by repeatedly gesturing with her hands on her hips. If both jammers commit fouls on their first lap, there is no Lead Jammer in that jam and it will run for the full 2 minutes. Jammers lose Lead Jammer status if they are sent to the penalty box during the jam. After a jammer completes her initial lap, she scores 1 point for each opposing skater she passes. Jammers automatically score points against opposing skaters serving in the penalty box. Jammer referees hold up fingers at the conclusion of each lap for points just earned.

Timing

Each 2 minute play is called a JAM.

Between each jam, there are 30 seconds for teams to line up for the next jam.

There are two halves in a BOUT. Each half is 30 minutes long and has an unlimited number of jams.

Teams may freely substitute players between jams, except for players stuck in the penalty box.

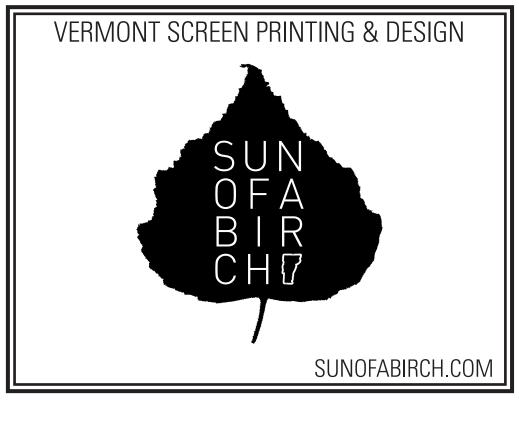
Common Penalties

Blocking with forearms, hands, elbows, or a helmet
Tripping, kicking, or blocking with feet or legs
Blocking while 20 feet ahead of or behind the pack ("out of play")
Intentionally destroying the pack, such as by taking a knee or leaving the track in a way
which rendering the remaining players ineligible to block
Blocking a skater in her back or head
Blocking while out of bounds, or blocking a skater who is out of bounds
Skating out of bounds to get around other skaters ("cutting the track")

The Penalty Box

Illegal procedures: false starts, too many skaters on the track

A penalty costs 30 seconds of jam time in the box, served immediately so long as a seat is available in the box. Refs gesture skaters to the box with a swooping motion of one finger to\direct the skater off the track. A jammer in the box is released immediately if the other jammer also lands in the box. skaters and a small number of leagues train for both styles of play.





Manufacturing Solutions, Inc.

is Pleased to Sponsor Green Mountain Roller Derby's 2019 Season

Do You Make Something?



Public Transportation

Aerospace



Fitness, Recreation & Sporting Goods



Defense &

Defense & Personal Protection

Specialty Material Cutting



What Can MSI Do for YOU?

- 250 Manufacturing Techs On-Demand
- Immediate Space for Production
- Lean Process Expertise
- Consistent High Quality
- Stable Fixed Per-Unit Pricing
- Meeting Expedited Customer Schedule
- 100% Zero-Defect Guarantee

Solutions is our Middle Name





