



April 10, 2022

Dear Coaches and Team Reps,

We are pleased to inform you the applications for the 2022 Nikkei Games 3-on-3 and 4-on-4 Basketball tournament are available. We have attached them for your convenience. You can also print them from our website at www.nikkeigames.org.

We are pleased to announce the tournament is back after a two-year hiatus and will once again be at the beautiful CSULB Pyramid on August 13-14, 2022. However, the player fee will now be \$40 due to increasing costs. The good news is as in previous years we are able to continue with no entrance fee. Understand the parking permit will increase to \$12.00 per day.

The application due date is June 20, 2022. As a reminder, even though the tournament is two days, almost all divisions were closed in June in 2019 and we turned away over 40 teams. We are expecting to close all divisions by mid-June this year, so please get your applications in early.

In 2019, we had 504 teams, nearly 2,000 participants and presented more than 1,600 medals and awards. We are expecting this year's tournament to continue to be two days and still be the largest single-location Nikkei basketball tournament in the country.

As always, thank you so much for your continued participation and support. We are able to have the tournament because of you and we are celebrating our 86th year of the "Nikkei Games," dating back to 1928 and the original "Junior Olympics" and its successor in 1952, the "Nisei Relays."

Please join us in continuing the legacy of our forefathers, *"enjoying healthy competition and building life-long friendships."*

Remember our motto, "The Nikkei Games: Games for the Generations!"

In 2019 the players ranged from 4 to 68 years old, truly representing the *"Games for the Generations."* You can also go to our website for 2019 results and over 600 pictures from the tournament.

Looking forward to you joining us again this year and bringing back and embracing the Spirit of the Nikkei Games!

Sincerely,

2022 Nikkei Games
Basketball@NikkeiGames.org