



2016-17 Bison Club Basketball Fan Bus Trips



Take Advantage of this Easy and Carefree Way to
Travel to Bison Games this Season!

The Bison Club will once again sponsor fan buses to select men's basketball games throughout the 2016-17 season. Buses are open to all comers, and will fill on a first-come, first-served basis. They will depart on game day in front of the Kenneth Langone Athletics & Recreation Center according to the schedule listed below. Bus tickets alone can be purchased, or you may purchase a combo ticket to include the bus, game ticket and pregame reception (offered at select contests).

BUSES WILL NOT RUN UNLESS ALL SEATS ARE FULL!!

SPECIAL OFFER TO BISON BACKERS & BUCKNELL STUDENTS

Registered members of the Bucknell student spirit group, the Bison Backers, can ride any fan bus free of charge. Passengers are still responsible for game or tailgate/reception tickets. Bucknell students who are not members of Bison Backers can ride the bus for half price.



Name: _____ Bison Backer BU Student (non-Bison Backer)
E-Mail Address: _____ Cell Phone Number: _____

BASKETBALL ROAD TRIPS

Opponent	Date	Departure	Bus Price	Number Bus Tix	*Bus & Game Combo Price	Number Combo Tix	Additional Reception Price	Number/ Receipt Tix	Total Order Price
Siena	12/17	7:00 a.m.	\$23.00	_____	TBA	_____	NA	NA	_____
Navy	12/30	2:30 p.m.	\$23.00	_____	\$33.00	_____	NA	NA	_____
Lafayette	1/25	4:00 p.m.	\$18.00	_____	\$23.00	_____	NA	NA	_____
Army	1/28	9:00 a.m.	\$27.00	_____	\$36.00	_____	\$20adult /\$10 child	_____	_____
Lehigh	2/8	4:00 p.m.	\$18.00	_____	\$28.00	_____	NA	NA	_____

* - ticket prices subject to change

Passengers should check-in for the bus inside the KLARC lobby. All buses will depart promptly, so please arrive early.

Send your check, payable to Bucknell University, to Bison Club, c/o Todd Newcomb,

One Dent Drive, Bucknell University, Lewisburg PA 17837, or fax your form to 570-577-3081.

Once you reserve a seat you are responsible for payment, even if you do not show on the day of the trip.

