

4B1	9:30	10:30	11:30	12:30	1:30	2:30	3:30	4:30	5:30	6:30
Court 1		Boom	Cuck Norris	Boom	Winner GM 3		Winner GM 13	Loser GM 15		
		Smack Down	SmackDown	Loser GM 5	Winner GM 5		Winner GM 14	Winner GM 16		
Court 2			That's What she Set		Loser GM 5	Loser GM 12				
			Gumbies		Loser GM 3	Winner GM 9				
Court 3					Loser GM 4	Winner GM 10				
					Winner GM 8	Loser GM 11				
Court 4										
Court 5										
Court 6										
Court 7										
Court 8										
Court 9			Fireballs							
			Hopslam							
Court 10		I'd Hit That	Winner GM 1	Loser GM 1	Winner GM 6		Winner GM 11		Winner GM 15	Winner GM 18
		Naughty Net Ninjas	Smash	Loser GM 6	Winner GM 4		Winner GM 12		Winner GM 17	Loser GM 18

All games are best 2 out of 3. Only play third game if after 2 you are tied. Points do not count towards overall score. First two games to 21, cap 23. Third Game (If needed) first to 15.
6:30 timeslot is only if needed