

**2005 ASICS BIG SOUTH NATIONAL QUALIFIER
TOURNAMENT MASTER SCHEDULE - SATURDAY MARCH 26**

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21-Mar 07:50 PM

TIME SATURDAY 3/26/2005	COURT 40 CONV. CENTER	COURT 41 CONV. CENTER	COURT 42 CONV. CENTER	COURT 43 CONV. CENTER	COURT 44 CONV. CENTER	COURT 45 CONV. CENTER	COURT 46 CONV. CENTER	COURT 47 CONV. CENTER	COURT 48 CONV. CENTER	COURT 49 CONV. CENTER	COURT 50 CONV. CENTER	COURT 51 CONV. CENTER	COURT 52 CONV. CENTER
POOL #	POOL 16CD2P12	POOL 16CD2P13			POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4		POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
TEAM 1	16CP12-3	16CP13-3			16OP1-3	16OP2-3	16OP3-3	16OP4-3		17CP1-3	17CP2-3	17CP3-3	17CP4-3
TEAM 2	16CP15-3	16CP14-3			16OP7-3	16OP8-3	16OP5-3	16OP6-3		17CP23-4	17CP23-3	17CP22-3	17CP21-3
TEAM 3	16CP13-4	16CP12-4			16OP5-4	16OP6-4	16OP7-4	16OP8-4		17CP22-4	17CP21-4	17CP20-4	17CP19-4
TEAM 4	16CP25-5				16OP3-4	16OP4-4	16OP1-4	16OP2-4		17CP2-4	17CP1-4	17CP4-4	17CP3-4
3:00 PM	POOL 16CD2P12	POOL 16CD2P13	16CCHM1	16CCHM2	POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4		POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
PLAY=	16CP12-3	16CP13-3	16CD1P7-1	16CD1P8-1	16OP1-3	16OP2-3	16OP3-3	16OP4-3		17CP1-3	17CP2-3	17CP3-3	17CP4-3
PLAY=	16CP13-4	16CP12-4	16CD1P2-2	16CD1P1-2	16OP5-4	16OP6-4	16OP7-4	16OP8-4		17CP22-4	17CP21-4	17CP20-4	17CP19-4
REF=	16CP15-3	16CP14-3	16CD1P9-1	16CD1P10-1	16OP7-3	16OP8-3	16OP5-3	16OP6-3		17CP23-4	17CP23-3	17CP22-3	17CP21-3
4:00 PM	POOL 16CD2P12	POOL 16CD2P13	16CCHM3	16CCHM4	POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4	POOL 16OGDP1	POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
PLAY=	16CP15-3	16CP14-3	16CD1P9-1	16CD1P10-1	16OP7-3	16OP8-3	16OP5-3	16OP6-3	16OD1P1-1	17CP23-4	17CP23-3	17CP22-3	17CP21-3
PLAY=	16CP25-5	16CP12-4	16CD1P4-2	16CD1P3-2	16OP3-4	16OP4-4	16OP1-4	16OP2-4	16OD1P3-2	17CP2-4	17CP1-4	17CP4-4	17CP3-4
REF=	16CP12-3	16CP13-3	LOSER	LOSER	16OP1-3	16OP2-3	16OP3-3	16OP4-3	16OD1P4-1	17CP1-3	17CP2-3	17CP3-3	17CP4-3
5:00 PM	POOL 16CD2P12	POOL 16CD2P13	16CCHM5	16CCHM6	POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4	POOL 16OGDP1	POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
PLAY=	16CP12-3	16CP13-3	16CD1P11-1	16CD1P12-1	16OP1-3	16OP2-3	16OP3-3	16OP4-3	16OD1P4-1	17CP1-3	17CP2-3	17CP3-3	17CP4-3
PLAY=	16CP25-5	16CP14-3	16CD1P6-2	16CD1P5-2	16OP3-4	16OP4-4	16OP1-4	16OP2-4	16OD1P2-2	17CP2-4	17CP1-4	17CP4-4	17CP3-4
REF=	16CP13-4	16CP12-4	LOSER	LOSER	16OP5-4	16OP6-4	16OP7-4	16OP8-4	16OD1P1-1	17CP22-4	17CP21-4	17CP20-4	17CP19-4
6:00 PM	POOL 16CD2P12	This pool plays three games to 25 points	16CCHM7	16CCHM8	POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4	POOL 16OGDP2	POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
PLAY=	16CP15-3		16CD1P13-1	16CD1P13-2	16OP7-3	16OP8-3	16OP5-3	16OP6-3	16OD1P2-1	17CP23-4	17CP23-3	17CP22-3	17CP21-3
PLAY=	16CP13-4		16CD1P8-2	16CD1P7-2	16OP5-4	16OP6-4	16OP7-4	16OP8-4	16OD1P4-2	17CP22-4	17CP21-4	17CP20-4	17CP19-4
REF=	16CP12-3		LOSER	LOSER	16OP1-3	16OP2-3	16OP3-3	16OP4-3	16OD1P3-1	17CP1-3	17CP2-3	17CP3-3	17CP4-3
7:00 PM	POOL 16CD2P12	All three games will count	16CCHM9	16CCHM10	POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4	POOL 16OGDP2	POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
PLAY=	16CP13-4		16CD1P12-2	16CD1P11-2	16OP5-4	16OP6-4	16OP7-4	16OP8-4	16OD1P3-1	17CP22-4	17CP21-4	17CP20-4	17CP19-4
PLAY=	16CP25-5		16CD1P9-2	16CD1P10-2	16OP3-4	16OP4-4	16OP1-4	16OP2-4	16OD1P1-2	17CP2-4	17CP1-4	17CP4-4	17CP3-4
REF=	16CP15-3		LOSER	LOSER	16OP7-3	16OP8-3	16OP5-3	16OP6-3	16OD1P2-1	17CP23-4	17CP23-3	17CP22-3	17CP21-3
8:00 PM	POOL 16CD2P12				POOL 16OD2P1	POOL 16OD2P2	POOL 16OD2P3	POOL 16OD2P4		POOL 17CD2P1	POOL 17CD2P2	POOL 17CD2P3	POOL 17CD2P4
PLAY=	16CP12-3				16OP1-3	16OP2-3	16OP3-3	16OP4-3		17CP1-3	17CP2-3	17CP3-3	17CP4-3
PLAY=	16CP15-3				16OP7-3	16OP8-3	16OP5-3	16OP6-3		17CP23-4	17CP23-3	17CP22-3	17CP21-3
REF=	16CP25-5				16OP3-4	16OP4-4	16OP1-4	16OP2-4		17CP2-4	17CP1-4	17CP4-4	17CP3-4

1. TIMES SHOWN ARE APPROXIMATE, MATCHES MAY START UP TO 15 MINUTES EARLY.
2. YOUR OFFICIAL WARMUPS WILL BEGIN AT THE CONCLUSION OF THE PREVIOUS MATCH.
3. OFFICIATING TEAMS WHICH ARE NOT READY WILL HAVE THE "ONE POINT PER MINUTE" PENALTY APPLIED TO THEIR NEXT MATCH. (SEE TOURNAMENT INFORMATION SECTION.)
4. "LOSER" MEANS THAT LOSING TEAM FROM THE PREVIOUS MATCH MUST STAY AND OFFICIATE THE NEXT MATCH ON THEIR COURT.