

MJT 2007 Open Division Saturday Schedule

Round	India		Kilo		Oscar		November		Quebec		Papa		Romeo		Sierra	
9:00-10:30	A1-3	10-13	B1-3	11-13	A2-4	13-8	B2-4	13-12	C1-4	10-12	D1-4	13-4	E1-4	7-13	F1-4	13-5
10:40-12:10	A1-4	10-11	B1-4	10-11	C2-4	13-6	D2-4	12-10	C1-3	1-13	D1-3	13-8	E2-3	2-13	F2-3	10-13
12:20-1:50	A2-3	6-13	B2-3	10-13	C2-3	11-13	D2-3	5-13	E1-3	3-13	F1-3	8-13	E2-4	8-13	F2-4	13-3
2:00-3:30	A1-2	13-7	B1-2	13-12	A3-4	13-10	B3-4	9-13	E1-2	13-6	F1-2	6-12	E3-4	13-4	F3-4	13-2
	Re-rank a and b pools						Re-rank e and f pools									
3:40-5:10	a1-b2	13-7	b1-a2	11-10	C1-2	10-13	D1-2	13-8	C3-4	13-5	D3-4	13-5	e3-f4	13-6	f3-e4	10-13
	Colt .45 v BS		GLUM v Q		Re-rank c and d pools						BDU v MUFF		VQ v Swass			
5:30-7:00	a3-c2	8-13	b3-d2	10-13	a4-c1	4-13	b4-d1	9-13	c3-e2	10-13	d3-f2	13-8	c4-e1	F-W	d4-f1	7-13
	Omen 7 v Love		FNM v Torontula		RSRD v PF		Magma v GF		RT v Roy		TC v Opus		Scotch v Sherb		7-10 v Moose	

A	B	C	D	E	F
Q (a2)	Far North Melbourne (b3)	Scotch (c4)	Good Fellas (d1)	BDU (e3)	VQ (f3)
Run Silent Run Deep (a1)	Magma (b4)	LOVE (c2)	Sherbrooke (d3)	Swass (e4)	Opus (f2)
Colt.45 (a1)	Big Science (b2)	Participation Fish (c1)	Torontula (d2)	Team Canada (e1)	Moosekewitzers (f1)
Omen 7 (a3)	GLUM (b1)	Red Tide (c3)	7 - 10 Split (d4)	Roy (e2)	MUFF (f4)

Games are to 13 (win by two). Hard time cap at horn.

Bricks are taken at the brick mark. 1 time out per half plus 1 floater. Exactly 1 in overtime.

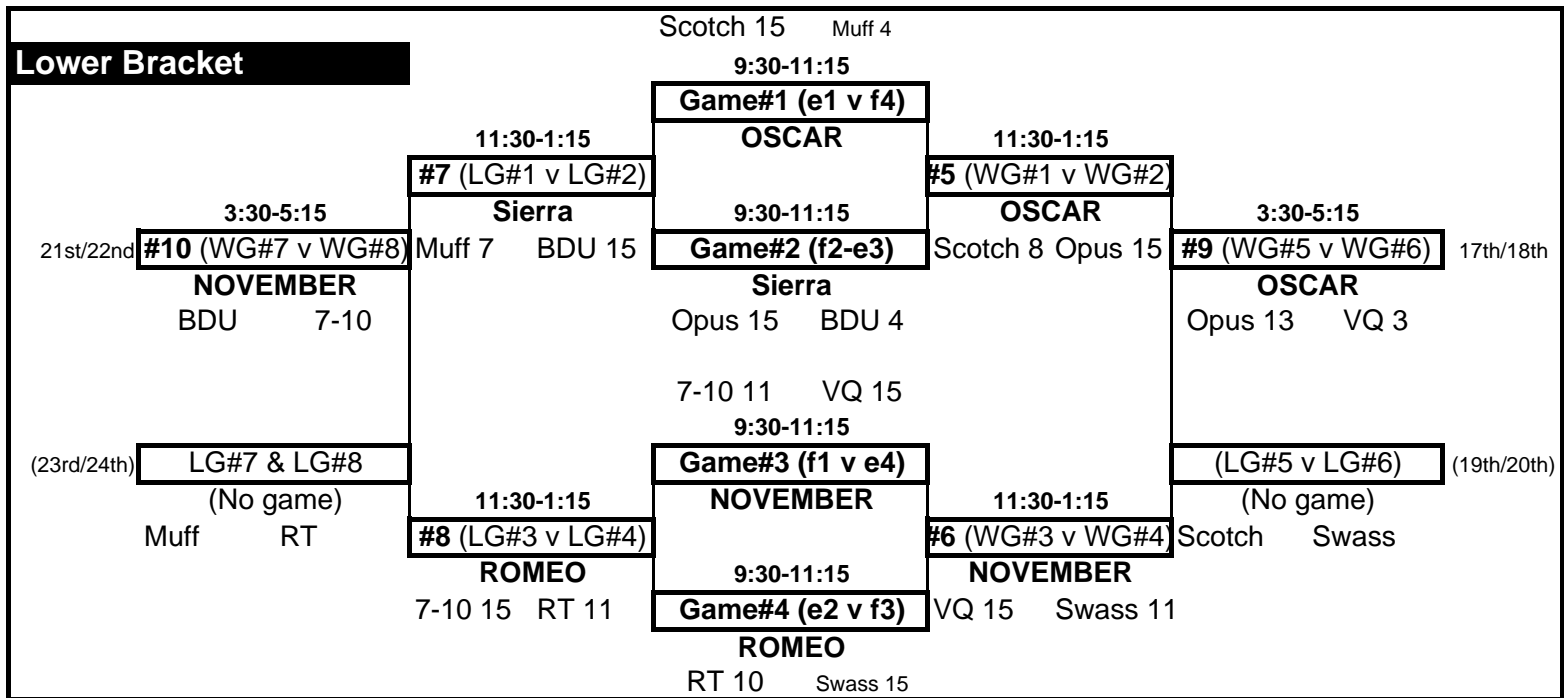
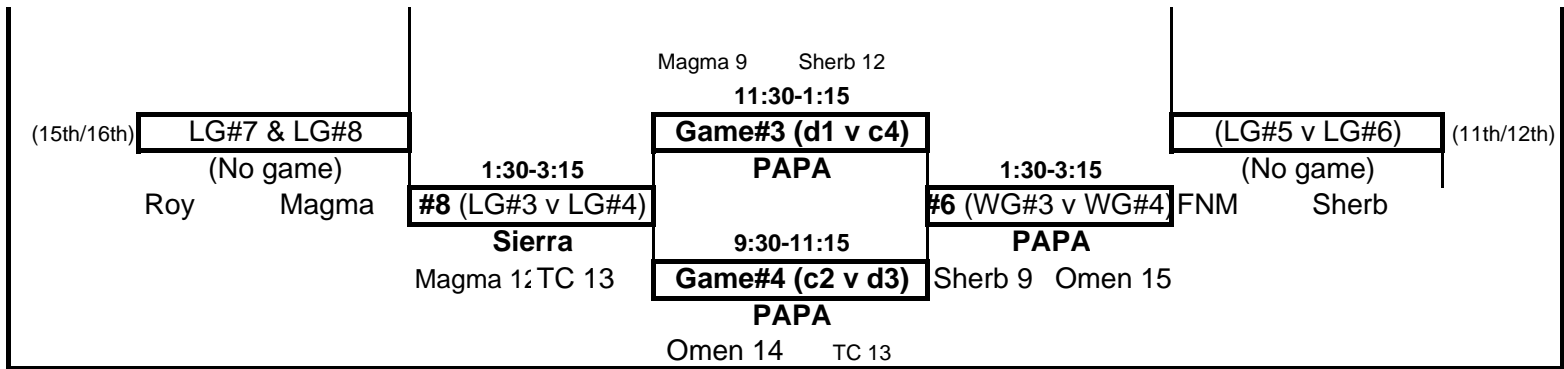
Crossover games are in lowercase. Winning team inherits higher rank for first Sunday round. (a is higher than b, etc; 1 is higher than 2, etc.)

Consult full rules for more information.

MJT 2007 Open Division Official Sunday Schedule

Championship Bracket				Colt .45 12 GF 13			
				11:30-1:15			
				Game#1 (a1 v b4)			
				INDIA			
		1:30-3:15	#7 (LG#1 v LG#2)	1:30-3:15	#5 (WG#1 v WG#2)		
		OSCAR			INDIA		
5th/6th	3:30-5:15	C. 45 15 BS 10	9:30-11:15	GF 15 Love 8	4:00-6:00	#9 (WG#5 v WG#6)	1st/2nd
				Game#2 (b2-a3)			
				INDIA			
				BS 11 Love 13			
				GLUM 15 PF 13			
				11:30-1:15			
				Game#3 (b1 v a4)			
				KILO			
		1:30-3:15	#8 (LG#3 v LG#4)	1:30-3:15	#6 (WG#3 v WG#4)	(LG#5 & LG#6)	(3rd/4th)
		NOVEMBER			(No game)		
(7th/8th)	(No game)	PF 5 Q 9	9:30-11:15	Love GLUM			
				Game#4 (a2 v b3)			
				KILO			
				Q 5 Torontula 15			

Consolation Bracket				RARD 8 Moose 15			
				11:30-1:15			
				Game#1 (c1 v d4)			
				QUEBEC			
		1:30-3:15	#7 (LG#1 v LG#2)	1:30-3:15	#5 (WG#1 v WG#2)		
		ROMEO			QUEBEC		
13th/14th	3:30-5:15	RSRD 15 Roy 9	9:30-11:15	Moose 1! FNM 8	3:30-5:15	#9 (WG#5 v WG#6)	9th/10th
				Game#2 (d2-c3)			
				QUEBEC			
				FNM 15 Roy 4			
				Moose 11 Omen 6			



All games are to 15 (win by 2). Hard point cap at 17. Hard time cap at horn.
 (Finals time cap TBD on captains' and TD's agreement.)
 1 timeout per half plus 1 floater. Exactly 1 timeout in overtime. (Timeouts in cap OK.)
 Teams are urged to play out all Sunday games, unless both captains agree otherwise.