

LEVEL - WOMEN'S COMP
W COMP A

	GAME 1			GAME 2			GAME 3			POINTS	RUNS	RUNS	TRUE
	P	RF	RA	P	RF	RA	P	RF	RA	2/4/6	FOR	AGAINST	+/-
BAD NEWS BROADS													
BASES LOADED													
DIRTY DIAMONDS													
MIKEN SOURCE FOR SPORTS													
PLEH GIRLZ													
SHE DEVILS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING		
FRIDAY	TURNER PARK 11	4:00 p.m.	BAD NEWS BROADS	MIKEN SOURCE FOR SPORTS	1st W COMP A
FRIDAY	MOHAWK 1	4:00 p.m.	BASES LOADED	PLEH GIRLZ	2nd W COMP A
FRIDAY	MOHAWK 3	5:20 p.m.	DIRTY DIAMONDS	SHE DEVILS	3rd W COMP A
FRIDAY	TURNER PARK 11	8:00 p.m.	BAD NEWS BROADS	SHE DEVILS	4th W COMP A
FRIDAY	MOHAWK 1	8:00 p.m.	BASES LOADED	MIKEN SOURCE FOR SPORTS	5th W COMP A
SATURDAY	TURNER PARK 6	8:00 a.m.	DIRTY DIAMONDS	PLEH GIRLZ	6th W COMP A
SATURDAY	TURNER PARK 7	8:00 a.m.	BASES LOADED	SHE DEVILS	
SATURDAY	TURNER PARK 6	9:20 a.m.	BAD NEWS BROADS	PLEH GIRLZ	
SATURDAY	TURNER PARK 7	9:20 a.m.	DIRTY DIAMONDS	MIKEN SOURCE FOR SPORTS	



LEVEL - WOMEN'S COMP
W COMP B

	GAME 1			GAME 2			GAME 3			POINTS 2/4/6	RUNS FOR	RUNS AGAINST	TRUE +/-
	P	RF	RA	P	RF	RA	P	RF	RA				
BALL BREAKERS													
BAT HIT CRAZY													
GIRLS WEEKEND OUT													
OVER AND OUT													
PROVE IT													
MISO													
KYMS HAIR DESIGN													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING		
FRIDAY	TURNER PARK 11	5:20 p.m.	BALL BREAKERS	BAT HIT CRAZY	1st W COMP B
FRIDAY	MOHAWK 1	5:20 p.m.	GIRLS WEEKEND OUT	OVER AND OUT	2nd W COMP B
FRIDAY	TURNER PARK 11	6:40 p.m.	BALL BREAKERS	KYMS HAIR DESIGN	3rd W COMP B
FRIDAY	MOHAWK 1	6:40 p.m.	PROVE IT	MISO	4th W COMP B
FRIDAY	TURNER PARK 11	9:20 p.m.	BAT HIT CRAZY	GIRLS WEEKEND OUT	5th W COMP B
FRIDAY	TURNER PARK 6	10:40 p.m.	OVER AND OUT	PROVE IT	6th W COMP B
FRIDAY	TURNER PARK 11	10:40 p.m.	MISO	KYMS HAIR DESIGN	7th W COMP B
SATURDAY	TURNER PARK 11	8:00 a.m.	BALL BREAKERS	GIRLS WEEKEND OUT	TO FIGURE OUT THE "GAME 3 RESULT" FOR THE TEAM THAT PLAYS 4 ROUND ROBIN GAMES YOU TAKE THE SCORE FROM GAMES 3 & 4, ADD THEM TOGETHER, THEN DIVIDE BY 2. IF THE SCORE IS A POSITIVE THEN THEY GET 2 FOR A WIN, IF IT'S A NEGATIVE THEY GET 0 FOR A LOSS, IF IT IS EVEN THEN A 1 FOR A TIE. REPEAT THE PROCESS FOR THE ACTUAL PLUS MINUS. HEAD TO HEAD STILL APPLIES IN THE CASE OF A TIE-BREAKER.
SATURDAY	TURNER PARK 11	9:20 a.m.	BALL BREAKERS	MISO	
SATURDAY	MOHAWK 3	8:00 a.m.	BAT HIT CRAZY	OVER AND OUT	
SATURDAY	MOHAWK 3	9:20 a.m.	KYMS HAIR DESIGN	PROVE IT	

