# $12^{\text {th }}$ Annual Kingman Winter MAYB Tournament Saturday, February 4, 2012 <br> 5 Boys Division 

Round Robin tournament. In case of tie for $1^{\text {st }}, 2^{\text {nd }}$ or $3^{\text {rd }}$, point system will be used to break tie. See point system below. Games played at Kingman Middle School, 607 North Spruce, Kingman 67068. PLEASE BE AT YOUR GAME AT LEAST 30 MINUTES PRIOR TO START TIME LISTED. If we can run ahead of schedule we will.

1) Reno County Rush
2) Dodge City Demons
3) Ulysses Kings
4) Wichita Gamerz

2-1 (2 ${ }^{\text {nd }}$ place)
1-2 ( $3^{\text {rd }}$ place)
$0-3$ ( $4^{\text {th }}$ place)
3-0 ( $1^{\text {st }}$ place)

8 a.m.
9:05 1-2
10:10
11:15 2-3
12:20
1:25 1-4
2:30
3:35 1-3
4:40
5:45 2-4
6:50
7:55 3-4

POINT SYSTEM: Winning team can earn up to 15 points for win. Any win OVER 15 points will count +15 for winner. Points from ALL games count for final point total. If tie still exists, coin flip will be used. Teams involved in flip each flip coin with odd person out determined winner. Remaining two teams use head/head competition to determine higher seed.

# $12^{\text {th }}$ Annual Kingman Winter MAYB Tournament <br> Saturday, February 4, 2012 <br> 6 Boys Division 

Records in pool play will determine tournament pairings. In case of tie in pool play, point system will determine seeding. See point system below. Games played at Kingman High School (Old and New) gymnasiums, 260 West Kansas Avenue, Kingman 67068. PLEASE BE AT YOUR GAME AT LEAST 30 MINUTES PRIOR TO START TIME LISTED. If we can run ahead of schedule we will.

Pool A

1) Wichita Chaos
2) Buhler Crusaders
3) Absolute Roofing

## NEW

8:00 a.m.
9:05
10:10
11:15
12:20 p.m.
1:25
2-3
5-6
2:30
3:35
1-3
4:40 4-5
5:45
G1
6:50
G2
7:55 G4 G5

## OLD

G3

Pool B
4) Wellington Knights
5) Midwest Rebels
6) McPherson J. Pups-White

Pool C
7) Renwick Swish
8) Wichita FightingTigers
9) Pratt Gators

POINT SYSTEM: Winning team can earn up to 15 points for win. Any win OVER 15 points will count +15 for winner. Points from ALL games count for final point total. If tie still exists, coin flip will be used. Teams involved in flip each flip coin with odd person out determined winner. Remaining two teams use head/head competition to determine higher seed.

Kingman
Winter MAYB
6 Boys
Brackets


# 12th Annual Kingman Winter MAYB Tournament 

Saturday, February 4, 2012
5 Girls Division

Round Robin tournament. In case of tie for 1st, 2nd or 3rd, point system will be used to break tie. See point system below. Games played at Kingman Middle School, 607 North Spruce, Kingman 67068. PLEASE BE AT YOUR GAME AT LEAST 30 MINUTES PRIOR TO START TIME LISTED. If we can run ahead of schedule we will.

1) GP Owls

1-2 (3rd place)
2) Pratt Thunder

2-1 (2nd place)
3) Dodge City Sparks 0-3 (4th place)
4) Dream Team 3-0 (1st place)

8 a.m. 1-2
9:05
10:10 2-4
11:15
12:20 3-4
1:25
2:30 2-3
3:35
4:40 1-4
5:45
6:50 1-3
7:55

POINT SYSTEM: Winning team can earn up to 15 points for win. Any win OVER 15 points will count +15 for winner. Points from ALL games count for final point total. If tie still exists, coin flip will be used. Teams involved in flip each flip coin with odd person out determined winner. Remaining two teams use head/head competition to determine higher seed.

# $12^{\text {th }}$ Annual Kingman Winter MAYB Tournament <br> Saturday, February 4, 2012 <br> 6 Girls Division 

Records in pool play will determine tournament pairings. In case of tie in pool play, point system will determine seeding. See point system below. Games played at Kingman High School (Old and New) gymnasiums, 260 West Kansas Avenue, Kingman 67068. PLEASE BE AT YOUR GAME AT LEAST 30 MINUTES PRIOR TO START TIME LISTED. If we can run ahead of schedule we will.

| Pool A |  | $\underline{\text { Pool B }}$ |
| :--- | :--- | :--- |
| 1) Dream Team | 4) | Xpress |
| 2) Kingman Eagles | 5) | Pratt Purple Panthers |
| 3) Winfield | 6) | KS Rebels |


|  | NEW | OLD |
| :---: | :---: | :---: |
| 8:00 a.m. | 1-2 | 5-6 |
| 9:05 |  |  |
| 10:10 | 1-3 | 4-6 |
| 11:15 |  |  |
| 12:20 p.m. | 4-5 | 2-3 |
| 1:25 |  |  |
| 2:30 | G1 | G2 |

POINT SYSTEM: Winning team can earn up to 15 points for win. Any win OVER 15 points will count +15 for winner. Points from ALL games count for final point total. If tie still exists, coin flip will be used. Teams involved in flip each flip coin with odd person out determined winner. Remaining two teams use head/head competition to determine higher seed.


