$13^{\text {th }}$ Annual Kingman Winter MAYB Tournament Saturday, February 2, 2012 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 High School "NEW" gymnasium, 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.

1) Liberal Bulls
2) Goddard Panthers
3) Team Elite
4) Barton Blazers

3-0 1st
1-2 3rd
0-3 4th
2-1 2nd

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

# $13^{\text {th }}$ Annual Kingman Winter MAYB Tournament <br> Saturday, February 2, 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, and at Kingman Middle School (KMS), 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.

| Pool A $\stackrel{\text { Pool B Pol C }}{\text { Po }}$ <br> 1) Wichita Gamerz 4) McPherson Pups | 7) Liberal Bulls |  |
| :--- | :--- | :--- |
| 2) Pratt Gators | 5) BP Dragons | 8) Thunder |
| 3) Reno County Rush | 6) Wichita Panthers | 9) Kingman Eagles |

NEW
OLD
KMS
8:00 a.m. 1-2
9:05 5-6
10:10
7-8
11:15
12:20 p.m.
1:25 8-9
2:30
3:35
4:40
4-6
5:45
6:50
G1
G2
G3
7:55
9:00
G4
G5
G6
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.

2013
Kingman
Winter MAYB
6 Boys
Brackets


| Wichita | Panthers | Pratt | Pratt |
| :---: | :---: | :---: | :---: |
|  |  | A3 |  |
|  |  | G6 |  |
| B3 |  |  | 7th |
|  | G3 | Eagles |  |
| Kingman | Eagles |  |  |
| C3 |  |  |  |

Saturday, February 2, 2013 5 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 Middle School (KMS), 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.

## Pool A

1) Winfield Vikings
2) Slammers $B$
3) X-plosion

## Pool B

4) Cunningham Lady Wildcats
5) Slammers $A$
6) Liberal Lady Red

KMS
8:00 a.m.
4-5
9:05
1-3
10:10
11:15
4-6
12:20 p.m. 1-2
1:25 5-6
2:30 2-3
3:35
4:40 G1
5:45 G2
6:50
7:55
G3
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.


Saturday, February 2, 2013 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 in "OLD" gymnasium, 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.


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.


