

# SJAI 2009: Girls Division

## SATURDAY

Start	SC	HC	Field 1	Field 2	Field 3	Field 4	Field 5
8:30	9:45	10:00	X1 v X3	X4 v X5	Y1 v Y5	Y2 v Y4	Open
10:15	11:30	11:45	X1 v X5	X2 v X4	Y1 v Y3	Y4 v Y5	Open
12:00	1:15	1:30	X2 v X5	X3 v X4	Y2 v Y5	Y3 v Y4	Open
1:45	3:00	3:15	X1 v X2	X3 v X5	Y1 v Y2	Y3 v Y5	Open

## SUNDAY

Start	SC	HC	Field 1	Field 2	Field 3	Field 4	Field 5
9:00	10:15	10:30	X1 v X4	X2 v X3	Y1 v Y4	Y2 v Y3	Open
10:45	12:00	12:15	X1 v Y4 [A]	Y2 v X3 [B]	Y1 v X4 [C]	X2 v Y3 [D]	Open
12:30	1:45	2:00	WA v WB [E]	WC v WD [F]	LA v LB [G]	LC v LD [H]	X5 v Y5 [9/10]
2:15	None	None	WE v WF [1/2]	LE v LF [3/4]	WG v WH [5/6]	LG v LH [7/8]	Open

### All boys games are at Lyndon Institute

Any letter in a bracket is the game label, W means winner and L means loser.

Example: WV means "winner of game V"

Reranking occurs after the first round on Sunday morning.

**Points:** All games to 15, hard point cap at 17

**Time Caps:** Soft cap: add 2 to highest score, hard cap at scheduled end time

No time caps for last round games on Sunday.

Half at 20 minutes before soft cap if neither team has reached 8 points.

**Time outs:** 2 per half, no time outs after soft cap or after score of 14-14 is reached

**Awards:** Trophies, including spirit of the game will be awarded after the Finals

**Please report all of your scores by calling  
them into Morgan McDonnell at 802.535.8590**

### Girls Division

#### Pool X

- 1) NMH
- 2) St. Johnsbury
- 3) Columbia
- 4) Miss Porters
- 5) PVPA

#### Pool Y

- 1) Longmeadow
- 2) Four Rivers
- 3) Beacon
- 4) Watchung
- 5) NE Pickup

### DINNER/DANCE/TRADE NIGHT SCHEDULE

4-8pm: Showers in the SJA lockers (SJA)

6-10pm: Bouncy Castles, Stowe Green

6-8pm: Dinner on Stowe Green

6-10pm: Video games outside The Black Box

7-10pm: Dance in The Black Box

7:30pm: All tournament picture, Stowe Green

7:30 to 8pm: Players vs. Coaches, Stowe Green

8pm: Coaches and Parents social, Morse Lobby

All dinner/dance/trade night locations are in the center of the St. Johnsbury Academy campus.