| DEBDEN TOURNAMENT JAN. 26-28 | | | | | | | | |
|------------------------------|-----------|----------|---------|------------|----|------------|----|-----|
| GAME# | CATEGORY | DAY | TIME | VISITOR | DR | HOME | DR | |
| 1 | U16 Girls | Friday | 5:00pm | Aberdeen | 1 | Debden | 3 | 0-4 |
| 2 | U16 Girls | Friday | 6:00pm | Big River | 2 | Bruno | 4 | 0-0 |
| 3 | U16 Girls | Friday | 7:30pm | Bruno | 4 | Debden | 3 | 0-1 |
| 4 | U16 Girls | Friday | 8:30pm | Aberdeen | 1 | Big River | 2 | 1-3 |
| 5 | U16 Girls | Saturday | 9:00am | Debden | 3 | Odessa | 2 | 3-0 |
| 6 | U16 Girls | Saturday | 10:00am | Bruno | 4 | Aberdeen | 1 | 2-0 |
| 7 | U16 Girls | Saturday | 11:00am | Odessa | 2 | Big River | 3 | 0-2 |
| 8 | U20 Girls | Saturday | 12:00pm | Aberdeen | 1 | Speedballs | 4 | 0-2 |
| 9 | U14 Girls | Saturday | 1:00pm | Big River | 2 | Debden | 3 | 1-0 |
| 10 | U16 Girls | Saturday | 2:00pm | Odessa | 1 | Bruno | 4 | 0-1 |
| 11 | U20 Girls | Saturday | 3:00pm | Aberdeen | 2 | Debden | 3 | 0-4 |
| 12 | U14 Girls | Saturday | 4:00pm | Big River | 1 | Debden | 4 | 1-0 |
| 13 | U20 Girls | Saturday | 5:00pm | Speedballs | 3 | BR/Odessa | 2 | 3-1 |
| 14 | U20 Boys | Saturday | 6:00pm | Odessa | 1 | Bruno | 4 | 0-2 |
| 15 | U20 Girls | Saturday | 7:00pm | Speedballs | 3 | Debden | 2 | 2-1 |
| 16 | U20 Girls | Saturday | 8:00pm | BR/Odessa | 1 | Aberdeen | 4 | 2-1 |
| 17 | U20 Boys | Saturday | 9:00pm | Bruno | 2 | Debden | 3 | 2-0 |
| 18 | U20 Boys | Sunday | 10:00am | Odessa | 1 | Debden | 3 | 2-2 |
| 19 | U20 Girls | Sunday | 11:00am | Debden | 4 | BR/Odessa | 2 | 0-0 |
| 20 | U14 Boys | Sunday | 12:00pm | Bruno | 1 | Debden | 3 | 5-0 |
| 21 | U20 Boys | Sunday | 1:00pm | 2nd Debden | 4 | 3rd odessa | 2 | 3-1 |
| 22 | U14 Boys | Sunday | 2:00pm | Bruno | 1 | Debden | 3 | 3-0 |
| 23 | U20 Boys | Sunday | 3:00pm | Winner #21 | | 1st Caro | 2 | 0-2 |

*DR in schedule = Dressing Room

ochden

Ascenses

^{*}Every player in U16 & U20 will play minimum 3 games and maximum 6 games if they play 2 categories

^{*}Split categories as much as possible so lobby isn't packed