CANADIAN ULTIMATE PLAYERS ASSOCIATION
CUUC 2004 OPEN DIVISION CHAMPIONSHIP

Friday, October 15

	Pool A UBC Waterloo MUT B Saskatchewan						Pool B Queen's A Guelph Carleton Nippissing					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:10	A1-A3	9	-	A2-A4	10	-	B1-B3	11	-	B2-B4	12	-
11:30-1:10	A1-A4	9	-	A2-A3	10	-	B1-B4	11	-	B2-B3	12	-
1:30-3:10	A1-A2	9	-	A3-A4	10	-	B1-B2	11	-	B3-B4	12	-
	RE-RANK A POOL						RE-RANK B POOL					
3:30-5:10	A1-D2	7	-	D1-A2	8	-	B1-C2	9	-	C1-B2	10	-

	Pool C Alberta MUT A McMaster B Lakehead						Pool D McMaster A Toronto Waterloo Queen's B					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:10	C1-C3	13	-	C2-C4	14	-	D1-D3	7	-	D2-D4	8	-
11:30-1:10	C1-C4	13	-	C2-C3	14	-	D1-D4	7	-	D2-D3	8	-
1:30-3:10	C1-C2	13	-	C3-C4	14	-	D1-D2	7	-	D3-D4	8	-
	RE-RANK C POOL						RE-RANK D POOL					
3:30-5:10	A3-D4	11	-	D3-A4	12	-	B3-C4	13	-	C3-B4	14	-

Saturday, October 16

	Pool E A1 D1 D2 A2						Pool F B1 C1 B2 C2					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:10	A1-D1	7	-	A2-D2	8	-	B1-C1	9	-	C2-B2	10	-
	RE-RANK E POOL						RE-RANK f POOL					
11:30-1:10	E4-H1	7	-	F4-G1	8	-	E4-H1	9	-	F4-G1	10	-
1:30-3:10												

	Pool G A3 D3 D4 A4						Pool H B3 C3 B4 C4					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:10	A3-D3	11	-	A4-D4D	12	-	B3-C3	13	-	B4-C4	14	-
	RE-RANK G POOL						RE-RANK H POOL					
11:30-1:10	A3-D3	11	-	A4-D4	12	-	B3-C3	13	-	B4-C4	14	-
1:30-3:10												

Championship Bracket

Sat 1:30-3:10

E1 / F# 7 (1) / W-F4/G1

F2 / F# 8 (2) / E3

Sun 9:30-11:10 F# 10 (5)

F1 / F# 9 (3) / W-E4/H1

E2 / F# 10 (4) / F3

Sun 9:30-11:10 F# 11 (6)

Sun 1:30-3:10 F# 7 (19) Champions

Sun 9:30-11:10

L1 / F# 9 (7) / L2

L3 / F# 8 (8) / L4

Sun 1:30-3:10

L7 / F# 8 (18) / L8 — 7th

Sun 1:30-3:10 F# 9 (17) 5th

Placement Bracket

Sun 9:30-11:10

L-E4/H1 / F# 11 (9) / G2

L-F4/G1 / F# 12 (10) / H2

F# 10 (13) 9th

G3 / F# 13 (11) / H4

H3 / F# 14 (12) / G4

F# 13 (15) 13th

Sun 11:30-1:10

L9 / F# 12 (14) / L10 — 11th

L11 / F# 14 (16) / L12 — 15th

All games to 15/17. Listed game end time is cap time (complete point and add two)
Each team has two timeouts per half. The number of timeouts are not affected by the cap.
Overtime: A game is in overtime at 14-14 unless the game is capped so that the winning score is 15.
Regardless of how many timeouts a team has used before overtime, during overtime each team has one timeout.