

Mercer County Ultimate Disc League 2003 Schedule

MAY

May 19	May 20	May 21	May 22	May 23
	2-4 6-3 5-1		12-13 11-14 8-7 10-15 9-16	
May 26	May 27	May 28	May 29	May 30
OFF MEMO- RIAL DAY	6-5 3-2 1-4		12-14 10-16 11-15 13-8 7-9	

JUNE

June 2	June 3	June 4	June 5	June 6
9-8 14-13 7-10 15-12 16-11		1-3 6-2 5-4	13-15 12-16 8-11 14-7 10-9	
June 9	June 10	June 11	June 12	June 13
	9-12 7-11 16-13 8-10 15-14	4-6 1-2 3-5		14-16 13-9 15-7 11-10 12-8
June 16	June 17	June 18	June 19	June 20
5-2 4-3 6-1		10-12 16-15 9-11 8-14 7-13		1-5 4-2 3-6
June 23	June 24	June 25	June 26	June 27
9-14 10-13 8-15 7-16 11-12		2-3 4-1 5-6	16-8 15-9 14-10 13-11 12-7	

1. Blaze **A Division**
Walt Kalicki (732) 816-9530

2. Love The Bomb
Pete Gyori (c) (856)425-7611 w (856) 608-6461

3. H.U.K.
Drew Kieffer (h) 581-1943 (w) 860-6961

4. Mudsharks
Jason May (h) 581-2338 (w) 987-1144

5. Rayguns
Jon Tamari (w)732-565-7347 (h)732-208-2008

4. Roots of Rhythm
Scott Fort

7. Zen Fascists **Draft Division**
Brian Kalmus 883-7068 w
Sean Burns – h 452-1399 w 497-7630

8.
Nancy Scheraga c:(732)407-7136 w723-1100
Billy Kieffer 581-0076

9. Fighting Chris Lows
Jeff Quallick (215) 493-9817 w
John Porrazza (215) 579-4643 w

10. S'Lime
Chris Knigge 497-2343 w 497-7646
Tim Bonn h(732) 422-2230 w 987-8787

11. Mesonychoteuthis Hamiltoni
Pete Gyori
Jenn Freeman

12. Red Rum
Linda Casill (908) 281-5501 w 419-4515
Pete Reavey

13. Palookaville
Johnny Kroschwitz 585-4436 w 631-4733

14. Ship of Fools
Dan Kirshner (732)246-3995,w(732)828-8340
Steve Lahet (732)729-1970 steve@lahet.com

15. Bears
Joe Studholme 921-8566 w 4307400
Roger Grillo (732)297-1045 w (732)932-8165

16. Disc Buffet
Mike Buriani h 890-6841 w 633-1425

July and August schedules to be posted ASAP

Home team is listed **last** and provides **cones (and clock, if nec)**. Fields are 1 - 5, with 1 listed first on schedule and closest to Quakerbridge Road. Field 5 is perpendicular to the other four, "out back".

Make-Up Games may be rescheduled by captains to any day they agree on, as long as there is a field available. Schedule is tight, so don't change unless you have to and then play it ASAP. If game cannot be made up, the **team who postpones takes the loss**. If neither can play, it's a tie.

Please - keep Spirit of the Game in Mind and remember the safety of your Fellow Players. Now, PULL!