ULTIMATE PLAYERS ASSOCIATION
2002 OPEN DIVISION CHAMPIONSHIP

Thursday, October 24

	Pool A Condors Ring of Fire Vicious Cycle Madison						Pool B DoG Johnny Bravo PBR Streetgang Pike					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:30	A1-A3	4	-	A2-A4	5	-	B1-B3	6	-	B2-B4	7	-
12:15-2:15	A1-A4	4	-	A2-A3	5	-	B1-B4	6	-	B2-B3	7	-
3:00-5:00	A1-A2	4	-	A3-A4	5	-	B1-B2	6	-	B3-B4	7	-

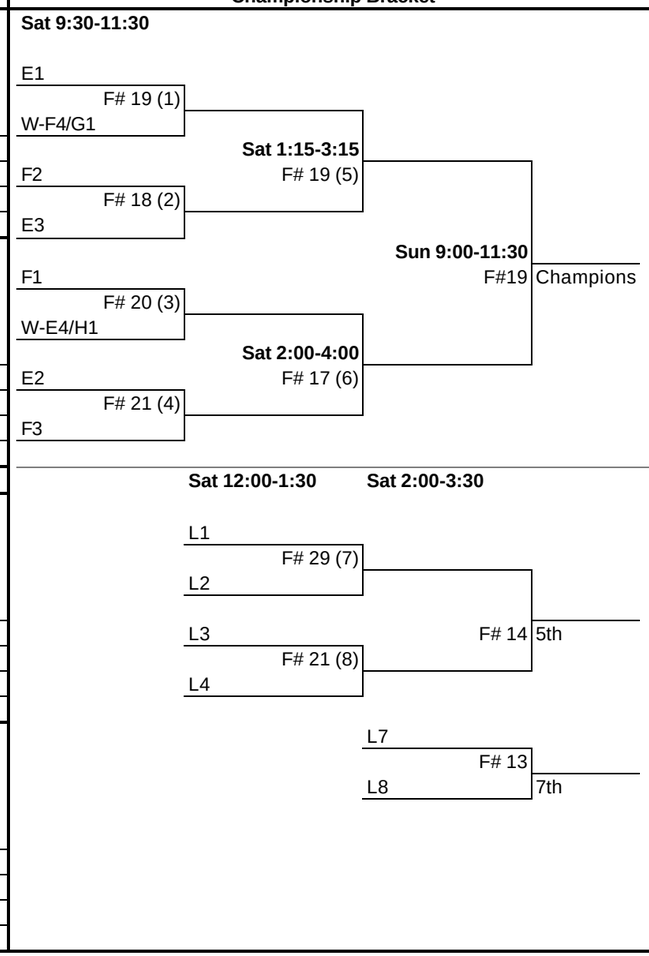
	Pool C Furious George Electric Pig Boss Hogg Machine						Pool D Sub Zero Sockeye New York Chain Lightning					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:30	C1-C3	12	-	C2-C4	13	-	D1-D3	14	-	D2-D4	15	-
12:15-2:15	C1-C4	12	-	C2-C3	13	-	D1-D4	14	-	D2-D3	15	-
3:00-5:00	C1-C2	12	-	C3-C4	13	-	D1-D2	14	-	D3-D4	15	-

Friday, October 25

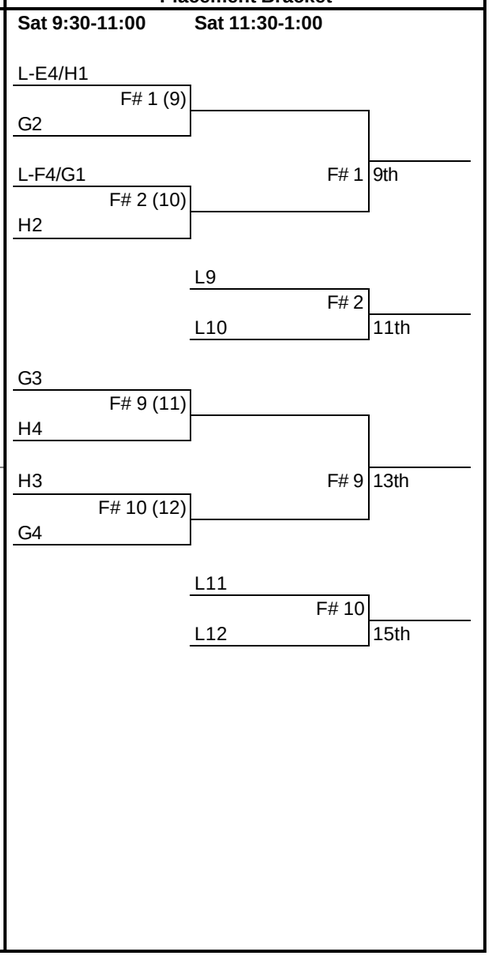
	Pool E A1 D1 D2 A2						Pool F B1 C1 B2 C2					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:30	A1-D2	5	-	D1-A2	6	-	B1-C2	13	-	C1-B2	14	-
12:15-2:15	A1-D1	5	-	A2-D2	6	-	B1-C1	13	-	C2-B2	14	-
3:00-5:00	E4-H1	7		F4-G1	16		E4-H1	7		F4-G1	16	

	Pool G A3 D3 D4 A4						Pool H B3 C3 B4 C4					
		F#	Score		F#	Score		F#	Score		F#	Score
9:30-11:30	A3-D4	7	-	D3-A4	8	-	B3-C4	15	-	C3-B4	16	-
12:15-2:15	A3-D3	7	-	A4-D4	8	-	B3-C3	15	-	B4-C4	16	-
3:00-5:00	E4-H1	7		F4-G1	16		E4-H1	7		F4-G1	16	

Championship Bracket



Placement Bracket



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