

# RMMLA Tyke Game Schedule (2017) *(as of April 5, 2017)*



## WEEK 1

RM Game Time Slot	Start Time	End Time	Rink	Home	Away	Game #	Notes
Saturday, April 15, 2017	915	1015	PM - Chrysler	RM1 - Hunter/Bonner	RM2 - Andre		
	1015	1115	PM - Chrysler	RM3 - Horton	RM4 - Christiansen		
	1115	1215	PM - Chrysler	RM5 - Johnson	RM6 - Craiggs		

## WEEK 2

RM Game Time Slot	Start Time	End Time	Rink	Home	Away	Game #	Notes
Saturday, April 22, 2017	1000	1100	PM - Fiat	RM6 - Craiggs	RM3 - Horton		Arena Closure - NO Chrysler this date
	1100	1200	PM - Fiat	RM4 - Christiansen	RM1 - Hunter/Bonner		Arena Closure - NO Chrysler this date
	1200	1300	PM - Fiat	RM2 - Andre	RM5 - Johnson		Arena Closure - NO Chrysler this date

## WEEK 3

RM Game Time Slot	Start Time	End Time	Rink	Home	Away	Game #	Notes
Saturday, April 29, 2017	915	1015	PM - Chrysler	RM3 - Horton	RM2 - Andre		
	1015	1115	PM - Chrysler	RM5 - Johnson	RM4 - Christiansen		
	1115	1215	PM - Chrysler	RM1 - Hunter/Bonner	RM6 - Craiggs		

## WEEK 4

RM Game Time Slot	Start Time	End Time	Rink	Home	Away	Game #	Notes
Saturday, May 06, 2017	900	1000	PM - Chrysler	RM3 - Horton	RM1 - Hunter/Bonner		Please note start times
	1000	1100	PM - Chrysler	RM2 - Andre	RM4 - Christiansen		Please note start times
	1100	1200	PM - Chrysler	RM6 - Craiggs	RM5 - Johnson		Please note start times

## WEEK 5 - Tiering Break for Novice and Above; Barn Burner Tournament - NO Chrysler (Fri - Sun)

RM Game Time Slot	Start Time	End Time	Rink	Home	Away	Game #	Notes
Saturday, May 13, 2017	1000	1100	PM - Fiat	RM5 - Johnson	RM3 - Horton		Arena Closure - NO Chrysler this date
	1100	1200	PM - Fiat	RM4 - Christiansen	RM6 - Craiggs		Arena Closure - NO Chrysler this date
	1200	1300	PM - Fiat	RM1 - Hunter/Bonner	RM2 - Andre		Arena Closure - NO Chrysler this date

## WEEK 6 - May Long Weekend - JAMBOREE - No Regular Games Scheduled

RM Game Time Slot	Start Time	End Time	Rink	Home	Away	Game #	Notes	
Saturday, May 20, 2017	900	1300	PM - Chrysler	<b>JAMBOREE - Details to come</b>				

WEEK 7 onwards - will be issued after the tiering break