



FINAL 2016-2017 Mt. Carmel Senior Bocce League Winter Schedule

| | WEDNESDAY | THURSDAY | |
|---|---------------------|-----------------|---|
| 1 | Bocce Rookies | Guys & Dolls | 1 |
| 2 | Come on Man | Rolling Thunder | 2 |
| 3 | Bocce Bees | Nana's & A Pops | 3 |
| 4 | Bocce Ladies | Rock-n-Rollers | 4 |
| 5 | Golden Girls & Guys | Russo | 5 |
| 6 | The Low Rollers | Sandy's Dandy's | 6 |
| 7 | Our Gang | The Stones | 7 |
| 8 | Pat's Pals | Carpani 8 | 8 |

| | | Wednesday & Thursday | | | |
|------|--|-----------------------------------|--------|-------|-------|
| | | 10:00 | 10:00 | 11:30 | 11:30 |
| WEEK | DATES | Ct. #1 | Ct. #2 | Ct #1 | Ct #2 |
| 1 | Wed 11/16 & Thurs 11/17 | 3 - 6 | 1 - 8 | 2 - 7 | 4 - 5 |
| 2 | Tues 11/22 Wed. Plays Wed 11/23 Thurs Plays | 5 - 2 | 7 - 4 | 8 - 3 | 6 - 1 |
| 3 | Wed 11/30 & Thurs 12/1 | 4 - 8 | 2 - 6 | 1 - 7 | 3 - 5 |
| 4 | Wed 12/7 & Thurs 12/8 | 7 - 3 | 5 - 1 | 6 - 4 | 8 - 2 |
| 5 | Wed. 12/14 & Thurs 12/15 | 4 - 1 | 3 - 2 | 5 - 8 | 6 - 7 |
| | Wed 12/21 & Thurs 12/22 | NO BOCCE - Merry Christmas | | | |
| | Wed 12/28 & Thurs 12/29 | NO BOCCE - Happy New Year | | | |
| 6 | Wed 1/4 & Thurs 1/5 | 7 - 5 | 8 - 6 | 1 - 3 | 2 - 4 |
| 7 | Wed 1/11 & Thurs 1/12 | 1 - 2 | 3 - 4 | 5 - 6 | 7 - 8 |
| 8 | Wed 1/18 & Thurs 1/19 | 4 - 5 | 2 - 7 | 1 - 8 | 3 - 6 |
| 9 | Wed 1/25 & Thurs 1/26 | 6 - 1 | 8 - 3 | 7 - 4 | 5 - 2 |
| 10 | Wed 2/1 & Thurs 2/2 | 3 - 5 | 1 - 7 | 2 - 6 | 4 - 8 |
| 11 | Wed 2/8 & Thurs 2/9 | 8 - 2 | 6 - 4 | 5 - 1 | 7 - 3 |
| 12 | Wed 2/15 & Thurs 2/16 | 6 - 7 | 5 - 8 | 3 - 2 | 4 - 1 |
| 13 | Wed 2/22 & Thurs 2/23 | 2 - 4 | 1 - 3 | 8 - 6 | 7 - 5 |
| 14 | Wed 3/1 & Thurs 3/2 | 7 - 8 | 5 - 6 | 3 - 4 | 1 - 2 |

PLAYOFFS –

Senior League – Wednesday, March 8th thru Friday, March 10th.

Evening League – Sunday, Feb. 26th thru Sunday, March 5th.

CHAMPIONSHIP GAMES

SENIOR LEAGUE – Friday, March 10th - EVENING LEAGUE, Sunday, March 5th

BOCCE CONTACTS: Matt Waters-267-678-6799 Jen Sugalski-484-868-6501

Lisa Timinski at 484-716-0213

Enjoy your Day of Bocce !