

2011 Roller Hockey Spring Puck Schedule

Week 1 - Tuesday, April 5th					
Home			Visitors		
7:30	Cougar Catchers	7	v	Characters	4
8:30	Rolling Thunder	2	v	Red Army	14
9:30	Skidmarks	5	v	Hide-a-Way	15

Week 8 - Tuesday, May 24th					
Home			Visitors		
7:30	Cougar Catchers	10	v	Rolling Thunder	3
8:30	Red Army	13	v	Skidmarks	3
9:30	Characters	0	v	Hide-a-Way	1

Week 2 - Tuesday, April 12th					
Home			Visitors		
7:30	Skidmarks	8	v	Cougar Catchers	11
8:30	Rolling Thunder	7	v	Characters	8
9:30	Hide-a-Way	11	v	Red Army	10

Week 9 - Tuesday, May 31					
Home			Visitors		
7:30	Skidmarks	4	v	Characters	15
8:30	Cougar Catchers	3	v	Red Army	14
9:30	Rolling Thunder	2	v	Hide-a-Way	14

Week 3 - Tuesday, April 19th					
Home			Visitors		
7:30	Rolling Thunder	4	v	Cougar Catchers	11
8:30	Skidmarks	3	v	Red Army	13
9:30	Hide-a-Way	14	v	Characters	6

Week 10 - Tuesday, June 7th					
Home			Visitors		
7:30	Characters	6	v	Skidmarks	2
8:30	Hide-a-Way	11	v	Rolling Thunder	5
9:30	Red Army	8	v	Cougar Catchers	4

Week 4 - Tuesday, April 26th					
Home			Visitors		
7:30	Characters	3	v	Cougar Catchers	10
8:30	Hide-a-Way	13	v	Skidmarks	10
9:30	Red Army	13	v	Rolling Thunder	1

Week 11 - Tuesday, June 14th					
Home			Visitors		
7:30	Skidmarks	10	v	Rolling Thunder	14
8:30	Cougar Catchers	8	v	Characters	4
9:30	Red Army	11	v	Hide-a-Way	4

Week 5 - Tuesday, May 3rd					
Home			Visitors		
7:30	Rolling Thunder	6	v	Skidmarks	9
8:30	Hide-a-Way	3	v	Cougar Catchers	11
9:30	Characters	3	v	Red Army	11

Week 12 - Tuesday, June 21th					
Home			Visitors		
7:30	Cougar Catchers	14	v	Rolling Thunder	0
8:30	Red Army	9	v	Characters	7
9:30	Hide-a-Way	12	v	Skidmarks	10

Week 6 - Tuesday, May 10th					
Home			Visitors		
7:30	Characters	6	v	Rolling Thunder	5
8:30	Cougar Catchers	9	v	Skidmarks	6
9:30	Red Army	8	v	Hide-a-Way	6

(* Shoot Out Win)

Playoffs

Week 1 - Tues. June 28th

No games July 5th

Week 2 - Tues. July 12th

Week 7 - Tuesday, May 17th					
Home			Visitors		
7:30	Skidmarks	6	v	Rolling Thunder	4
8:30	Hide-a-Way	8	v	Cougar Catchers	4
9:30	Red Army	12	v	Characters	0