

# SSUSA's Top Gun Championships 2011 San Diego, California <br> February 22-24, 2011 

Rev. 02/24/2011

## Men's 65+ and 70+ Divisions - 6 Teams

| $\frac{2}{\text { Win }}$ | Loss |  |  |
| :---: | :---: | :--- | :--- |
| 1 | 2 |  | 65-Men |
| 3 | Paul Tone Agency (AZ) |  |  |
| 3 | 0 | 2 | Top Gun 65 Silver (CA) |
| 0 | 3 | 3 | Git-R-Done (CA) |


| Win | Loss | 70-Men |
| :---: | :---: | :---: |
| 1 | 2 | Top Gun 70's (CA) |
| 3 | 0 | Last Call (CA) |
| 1 | 2 | Top Gun 70 II (CA) |

## Tuesday•February 22, 2011 •SportsPlex USA•Santee

| Time | \# | Runs | Team Name | Field | \# | Runs | Team Name |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 10:00 AM | 1 | 12 | Paul Tone Agency (AZ) | 1 | 2 | 16 | Top Gun 65 Silver (CA) |
| 10:00 AM | 4 | 9 | Top Gun 70's (CA) | 2 | 5 | 10 | ๆ Last Call (CA) |
| 11:30 AM | 2 | 25 | Top Gun 65 Silver (CA) | 1 | 3 | 18 | § Git-R-Done (CA) |
| 11:30 AM | 5 | 11 | Last Call (CA) | 2 | 6 | 10 | Top Gun 70 II (CA) |
| 1:00 PM | 3 | 17 | Git-R-Done (CA) | 1 | 1 | 18 | Paul Tone Agency (AZ) |
| 1:00 PM | 6 | 16 | Top Gun 70 II (CA) | 2 | 4 | 23 | Top Gun 70's (CA) |

Seeding for Double Elimination Brackets commencing Wednesday afternoon - See Brackets for details

## Wednesday • February 23, 2011 •SportsPlex USA•Santee

| Time | \# | Runs |  | Team Name | Field | \# | Runs |  | Team Name |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 9:00 AM | 1 | 22 |  | Paul Tone Agency (AZ) | 1 | 5 | 28 |  | Last Call (CA) |
| 9:00 AM | 3 | 23 | § | Git-R-Done (CA) | 2 | 6 | 24 |  | Top Gun 70 II (CA) |
| 10:30 AM | 4 | 6 |  | Top Gun 70's (CA) | 2 | 2 | 21 |  | Top Gun 65 Silver (CA) |

§ Team noted RECEIVES 5-Run OR 11-Defensive Player Equalizer in stated game
\| Team noted RECEIVES 5-Run Equalizer in stated game

Format: Mixed Round Robin to seed 65+ and 70+ Division Double Elimination Brackets
Teams \#1-3 Play Double Elimination Bracket for Men's 65+ Division Championship Seeding based on 65+ games on Tuesday ONLY - Crossover games excluded Teams \#4-6 Play Double Elimination Bracket for Men's 70+ Division Championship Seeding based on 70+ games on Tuesday ONLY - Crossover games excluded Home Runs - Home Run rule of LOWER rated team in game Major Rule = 5 per team per game, Outs AAA Rule $=3$ per team per game, Outs $\quad$ AA Rule $=1$ per team per game, Outs Time Limits - RR = $65+$ open inn. $\cdot$ Bracket $=70+$ open inn. $\cdot$ Championship game(s) $=7$ innings full Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss

Schedule Subject to Change at Discretion of Tournament and Field Directors

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## Men's 65+ Division - 3 Teams

## Championship Bracket

| WEDNESDAY | THURSDAY |  |  |
| :---: | :---: | :---: | :---: |
| Top Gun 65 (18) |  |  |  |
| \#1 Seed | NOTE: |  |  |
|  |  | Git-R-D | RECEIVE |
| Gir-R-Done (12) (2) | Top Gun 65 (16) | 11-Defensive Player equalizer in |  |
| \#3 Seed $\quad$ 2:30 PM - \#2 | ALL bracket games |  |  |
| (1) Paul Tone (16) |  |  |  |
| 1:00 PM - \#2 |  |  |  |
| Paul Tone (18) |  |  |  |
| \#2 Seed |  |  |  |
|  | 11:30 AM - \#1 | TOP GUN 65 SILVER |  |
|  |  | WINNER |  |
| Elimination Bracket |  | or Winner Game 4 |  |
| Git-R-Done (16) | Paul Tone (15) | (5) |  |
| Loser Game 1 |  | 1:00 PM - \#1 | WINNER |
| (3) |  |  |  |
| 10:00 AM - \#1 | Loser Game 4, only <br> if 1st loss in Bracket |  |  |
| Paul Tone (20) |  |  |  |

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## Men's 70+ Division - 3 Teams

## Championship Bracket



