

Wedstrijdschema: JM 8 & JM 10 TORNOOI WELTA ---> Zaterdag 29 april 2017

De wedstrijden duren 12 minuten

Start 13u00 ---> Einde 16u00

| Wedstrijdschema: JM 8 & JM 10 TORNOOI WELTA ---> Zaterdag 29 april 2017 | | | | | | | | | | | | | | |
|---|----------|----------|---|-----------|-------|-----------|-----------|-----------|----|-------|---------|----------|----|----|
| JM 8 | | | | | | JM 10 | | | | | | | | |
| | WELTA 1 | | | | | | WELTA 3 | Leuven 2 | | | | | | |
| | WELTA 2 | | | | | | Zandvliet | GBSK 2 | | | | | | |
| | Leuven 1 | | | | | | GBSK 1 | Atomix | | | | | | |
| | Heist 1 | | | | | | UIL 1 | UIL 2 | | | | | | |
| | | | | | | | Heist 2 | | | | | | | |
| Terrein A | | | | Terrein B | | | | Terrein C | | | | | | |
| 13u00 | WELTA 1 | WELTA 2 | 2 | 2 | 13u00 | UIL 1 | Heist 2 | 14 | 4 | 13u00 | GBSK 2 | Leuven 2 | 7 | 7 |
| 13u15 | Leuven 1 | Heist 1 | 4 | 1 | 13u15 | WELTA 3 | Zandvliet | 14 | 5 | 13u15 | UIL 2 | Atomix | 8 | 4 |
| 13u30 | WELTA 2 | Leuven 1 | 1 | 4 | 13u30 | Zandvliet | GBSK 1 | 14 | 4 | 13u30 | GBSK 2 | UIL 2 | 1 | 4 |
| 13u45 | Heist 1 | WELTA 1 | 1 | 6 | 13u45 | UIL 1 | WELTA 3 | 8 | 7 | 13u45 | Atomix | Leuven 2 | 6 | 12 |
| 14u00 | WELTA 2 | Heist 1 | 2 | 2 | 14u00 | Heist 2 | GBSK 1 | 3 | 8 | 14u00 | UIL 2 | Leuven 2 | 13 | 3 |
| 14u15 | Leuven 1 | WELTA 1 | 4 | 3 | 14u15 | WELTA 3 | GBSK 1 | 13 | 5 | 14u15 | Heist 2 | Atomix | 8 | 11 |
| 14u30 | WELTA 2 | Heist 1 | 5 | 2 | 14u30 | Zandvliet | UIL 2 | 6 | 14 | 14u30 | UIL 1 | Leuven 2 | 13 | 9 |
| 14u45 | Leuven 1 | Heist 1 | 7 | 3 | 14u45 | WELTA 3 | Heist 2 | 13 | 3 | 14u45 | GBSK 2 | Atomix | 9 | 5 |
| 15u00 | WELTA 2 | Leuven 1 | 4 | 13 | 15u00 | UIL 1 | GBSK 1 | 13 | 5 | 15u00 | WELTA 3 | GBSK 2 | 7 | 6 |
| 15u15 | Heist 1 | WELTA 1 | 1 | 1 | 15u15 | Heist 2 | Zandvliet | 7 | 8 | 15u15 | GBSK 1 | UIL 2 | 9 | 10 |
| 15u30 | Leuven 1 | WELTA 1 | 8 | 4 | 15u30 | UIL 1 | GBSK 2 | 7 | 3 | 15u30 | Atomix | WELTA 3 | 6 | 13 |
| 15u45 | WELTA 1 | WELTA 2 | 4 | 1 | 15u45 | Leuven 2 | Zandvliet | 10 | 4 | 15u45 | | | | |