DOUGLAS PATRIOTS VOLLEYBALL GAME DAY INFORMATION



34th Annual Douglas Varsity Volleyball Invitational

Saturday October 14th, 2023

General Tournament Information:

- 9:00am start – 4 courts (3 in HS; 1 in MS)

Visiting Fans/Admission

- The high school parking lot will be used as the main parking lot for the contest
- Adults \$5 Students \$3

Live Stream:

- Main Gym (Courts 1 & 2)
 - o https://www.youtube.com/results?search_query=douglas+patriots+live
- Aux Gym (Court 3)
 - o https://www.facebook.com/profile.php?id=61550120517082
- Middle School Gym (Court 4)
 - https://www.youtube.com/@DouglasMSPatriotsLive/streams

Concessions

- Concessions will be available at the high school
- There will be NO CONCESSIONS at the middle school

Local Food Stops:

- Dairy Queen (605)-923-9700
- Hardees (605)-923-4306
- McDonalds (605)-791-1510
- Pizza Hut (605)-981-2843
- Domino's (605)-923-1491
- Love's Travel Stop (605)-923-4293

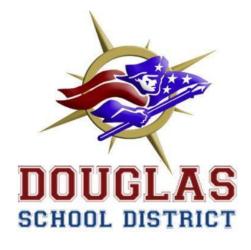
Pool Play Schedule

Time	Main Gym (Court 1)	Main Gym (Court 2)	Aux Gym (Court 3)	MS Gym (Court 4)
9:00am	Pine Ridge vs. Bennett	Douglas vs. Little	Lemmon vs. Red	Harding County vs.
	County	Wound	Cloud	Bison
10:00am	Faith vs. St. Francis	Kadoka vs. Todd	Wall vs. New	Belle Fourche vs.
		County	Underwood	Jones County
11:00am	Pine Ridge vs. St.	Douglas vs. Todd	Lemmon vs. New	Harding County vs.
	Francis	County	Underwood	Jones County
12:00pm	Faith vs. Bennett	Kadoka vs. Little	Wall vs. Red Cloud	Belle Fourche vs.
	County	Wound		Bison
1:00pm	Bennett County vs. St.	Little Wound vs. Todd	Red Cloud vs. New	Bison vs. Jones
	Francis	County	Underwood	County
2:00pm	Faith vs. Pine Ridge	Kadoka vs. Douglas	Wall vs. Lemmon	Belle Fourche vs.
				Harding County

3:00pm – 3:20pm Break for Re-seeding from pool play (Below matchups are after re-seeding)

3:30pm	#3 vs. #6	#4 vs. #5	#7 vs. #8	Open	
4:30pm	#2 vs. Winner (3/6)	#1 vs. Winner (4/5)	Open	Open	
5:30pm	Championship Match Winners of 3:30pm games. Will be played on Main Gym Court 1				

^{*}A<mark>ll times are</mark> approximate; we will continue with a rolling schedule when able



^{*}Bracket Play*