

GWSC Academy Nights - All sessions are held at Walla Walla Park field #1

40 games

	Mon Sept 9	Mon Sept 9	Tues Sept 10	Sat Sept 14	Sat Sept 14	Sat Sept 14	Sat Sept 14		Wed Sept 18	Wed Sept 18		Mon Sept 23	Mon Sept 23	Tues Sept 24
Fields	5:30	6:45	5:30	9:00	10:15	11:30	12:45		5:30	6:45		5:30	6:45	5:30
Walla Walla 2A	2v3	4v10		1v5	3v7	6v4	N/A		4v1	X		4v7	1v10	
Walla Walla 2B	1v7	5v9					N/A		5v3	7v10		3v8	9v2	
Clovis MS - Upper	6v8	X							6v2	N/A		5v6	N/A	
	6:00								6:00					
Sterling MS - Upper		N/A								N/A		X	N/A	
Cashmere MS -Football	N/A	N/A			8v2	X	X		N/A	N/A		N/A	N/A	
Icicle River MS	X	N/A			X	10v9	X		9v8	N/A		X	N/A	

bye

	Sat Sept 28	Sat Sept 28	Sat Sept 28	Sat Sept 28		Wed Oct 2	Wed Oct 2		Mon Oct 7	Mon Oct 7	Tues Oct 8	Sat Oct 12	Sat Oct 12	Sat Oct 12	Sat Oct 12		Wed Oct 16	Wed Oct 16
Fields	9:00	10:15	11:30	12:45		5:30	6:45		5:30	6:45	5:30	9:00	10:15	11:30	12:45		5:30	6:45
Walla Walla 2A	X	3v1	4v2	N/A		4v3	7v9		4v9	X		5v4	3v6	9v1				
Walla Walla 2B				N/A		1v8	X		2v1	3v10							9v6	10v5
Clovis MS - Upper						X	N/A		6v7	N/A								N/A
									6:00									
Sterling MS - Upper						2v5	N/A		5v8	N/A								N/A
						6:00											6:00	
Cashmere MS -Football	X	7v8				N/A	N/A		N/A	N/A		X		8v10	7v2		N/A	N/A
Icicle River MS						10v6	N/A		X	N/A		X					N/A	N/A

bye

Leavenworth Autumn Leaf  
Move to Oct 16

Team	Club	double	schedule	Coach	Phone
1	GWSC			James Adams	669-1188
2	GWSC	B14	Thurs	Garrett Babst	699-9552
3	GWSC	B6	Wed1/10:15	Jeff Blackney	360 319-7069
4	GWSC			Shane Lamb	860-1915
5	GWSC			Jon Orendor	E.Wen 885-6941
6	GWSC			Larry Russell	E.Wen 679-2710
7	CYSA			Matt Dowling	307 630-2255
8	CYSA			Stacy Speer	433-4677
9	LSC			Jamie Krecji	780-0329
10	LSC			Shanda Holm	393-8823
				Kristen Ward	630-3221

**PICTURE DATES**

GWSC	September 7
Leavenworth	September 14
Cashmere	September 21

**COACHES - IMPORTANT !**

Reschedules are done for emergencies only. Please first contact your opposing coach, then contact Wenatcheesoccer@gmail.com about your emergency and a reschedule request date.