



# 2024 Nebraska American Legion Class A Junior State Tournament

<b>27-Jul</b>		<b>Kearney, NE / Memorial Field Troy DeHaven / 712-330-6196 Adults: \$7 / Seniors: \$5 Veterans: Free / Students: Free</b>	<b>Game 12</b>	Winner game 9 vs loser game 11 (Note 1)		
<b>A1 Omaha Junior Bluejays Post 1</b>	<b>28-Jul</b>		<b>Game 13</b>	Winner game 10 vs winner game 11 (Note 1)		
Game 1 10:00 AM	A1 Omaha Junior Bluejays Post 1	<b>29-Jul</b>	<b>Game 14</b>	Winner game 12 vs winner game 13 (Note 2)		
<b>A6 Vermeer Highplains Post 3</b>	Game 7 4:00 PM	Junior Bluejays Post 1	<b>Game 15</b>	(if necessary) fifteen games will be needed if winner game 11 loses game 13 or winner game 12 wins game 14		
<b>A2 Bennington Post 266</b>	A5 Schaefers Post 3		<b>Note 1</b>	Pairing for game 12 and 13 will not match previous opponents against each other unless absolutely necessary.		
Game 2 1:00 PM		<b>30-Jul</b>	<b>Note 2</b>	If three teams remain after game 13, the winner of game 11 goes to game 15		
<b>A5 Schaefers Post 3</b>		Game 11 7:00 PM	<b>2024 State Tournament Class A Juniors</b>			
<b>A4 402 Training Center Post 32</b>	A4 402 Training Center Post 32	Junior Bluejays Post 1				
Game 3 4:00 PM		<b>31-Jul</b>				
<b>A7 Johnson Imperial Homes Post 11</b>	Game 8 7:00 PM	402 Training Center Post 32			Junior Bluejays Post 1	
<b>Host Pinnacle Bank Post 52</b>	Pinnacle Bank Post 52				Game 13 7:00 PM	
Game 4 7:00 PM		Pinnacle Post 52				
<b>A3 SportClips Post 374</b>	A6 Vermeer Highplains Post 3	Game 10 4:00 PM			Vermeer Highplains Post 3	Game 14 4:00 PM
A1 Creighton Prep L8 A2 Bennington A3 Millard West A4 Papillion South A5 Lincoln East A6 Lincoln Southeast A7 Hastings Host Kearney	Game 5 10:00 AM	Vermeer Highplains Post 3			402 Training Center Post 32	Game 15 Champion
	A2 Bennington Post 266	SportClips Post 374			Game 12 4:00 PM	Schaefers Post 3
	A7 Johnson Imperial Homes Post 11	Game 9 1:00 PM			Schaefers Post 3	L13/14 - 1st Loss
	Game 6 1:00PM	Schaefers Post 3				
	A3 SportClips Post 374					