

WEDNESDAY LEAGUE STANDINGS - Winter 2012

As of April 25th



NEW #	TEAMS	1st Tiered Matches					2nd Tiered Matches					Final Tiered Matches					Points	Placing
		Wins	Loss	Ties	3rd	Points	Wins	Loss	Ties	3rd	Points	Wins	Loss	Ties	3rd	Points		
10	Liquor Pigs	7	3		2	23	10	0			30	12	0			36	1	
2	Set For Failure	5	5		2	17	5	5		2	17	8	3	1	3	29	2	
5	Kumquats	9	1		1	28	8	2		1	25	9	3		1	28	3	
1	Six Pak	5	4	1	2	19	8	2		2	26	8	3	1	1	27	4	
3	Dirty Jays	9	1		1	28	3	7		4	13	5	7		2	17	5	
9	STP	3	7			9	8	2		1	25	4	7	1	3	17	6	
8	Set To Kill	2	7	1	2	10	3	6	1	4	15	4	8		5	17	7	
12	Crazy bolbol	5	3	2	2	21	3	7		1	10	4	6	2		16	8	
7	Towers of Power	3	5	2	3	16	3	7		3	12	4	8		3	15	9	
11	Supers	3	5	2	4	17	8	1	1		26	3	7	2	1	14	10	
4	Juicy	5	5		4	19	7	3		1	22	3	8	1	3	14	11	
6	Casual Sets	5	4	1	3	20	5	5		1	16	4	8			12	12	
22	Absolutely Smashing	9	1		1	28	5	4	1	3	20	10	2			30	13	
18	Pilsner Power	4	6		2	14	4	6		3	15	8	4		2	26	14	
15	The Nubbins	6	2	2		22	2	7	1	2	10	8	4		1	25	15	
14	Diggin' & Swingin''	3	6	1	1	12	2	8		1	7	6	4	2	3	25	16	
17	Floor Play	4	6		2	14	5	3	2	2	21	7	5		2	23	17	
16	Tiger's Blood	5	4	1	2	19	6	3	1	2	22	6	5	1	2	22	18	
13	Romper Room	10	0			30	5	2	3	1	22	5	6	1	1	18	19	
21	Notorious D.I.G.	5	4	1	1	18	10	0			30	3	8	1	1	12	20	
20	The Incredibles	4	4	2	3	19	5	4	1	3	20	3	8	1	1	12	21	
19	Dazed & Konfused	2	6	2	3	13	3	7		4	13	1	11		2	5	22	
25	We Could Carry Less	2	8		3	9	8	2			24	11	1		1	34	23	
24	Forespin	3	4	3	2	17	3	7		2	11	11	1		1	34	24	
30	Nothing But Air	4	6		4	16	6	3	1	2	22	10	2			30	25	
23	Lost in Rotation	6	4		2	20	3	7		3	12	9	3		2	29	26	
28	BAM!	5	5		3	18	5	4	1	1	18	7	4	1	2	25	27	
32	Team Mana	5	4	1	1	18	6	2	2	1	23	5	7		3	18	28	
26	The Other Team	4	5	1	2	16	4	5	1	1	15	5	6	1	1	18	29	
27	Falling Sky	5	5		1	16	4	5	1	2	16	4	8		5	17	30	
31	Six Pack Thunder	3	6	1	1	12	3	7		3	12	4	8		1	13	31	
33	Kiss My Pass	7	3		2	23	0	9	1		2	3	9		2	11	32	
29	Bumpin' Ugliers	0	10		1	1	0	10		1	1	2	10		3	9	33	
34	Net Profit	1	9			3	1	9		2	5	0	12			0	34	

*** underlined ties were unrecorded results

3 pts for win, 2 for tie, 1 for 3rd loss