



## Games for Rick Grant Landscaping , Men's D2

Last Updated on May 03, 2024

Date	Time	Away Team	Away Score	Home Team	Home Score	Result
05/15/23	8:15 PM EDT	Rick Grant Landscaping	22	Orillia for sale/ the water store	14	Win
05/17/23	9:30 PM EDT	Accurate Athletics	20	Rick Grant Landscaping	10	Loss
05/22/23	7:00 PM EDT	Point to Point Communications	10	Rick Grant Landscaping	11	Win
05/24/23	7:00 PM EDT	Rick Grant Landscaping	7	Udney Storm	9	Loss
05/31/23	7:00 PM EDT	A/C Plus/Ground Level Contracting	11	Rick Grant Landscaping	18	Win
06/05/23	8:15 PM EDT	Rick Grant Landscaping	7	Barkey Upholstry Cruzers	7	Tie
06/07/23	9:30 PM EDT	Barkey Upholstry Cruzers	19	Rick Grant Landscaping	20	Win
06/14/23	8:15 PM EDT	Rick Grant Landscaping	18	Accurate Athletics	17	Win
06/19/23	9:30 PM EDT	Rick Grant Landscaping	15	Point to Point Communications	7	Win
06/21/23	9:30 PM EDT	Rick Grant Landscaping	30	Udney Storm	16	Win
06/28/23	9:30 PM EDT	Rick Grant Landscaping	20	A/C Plus/Ground Level Contracting	3	Win
07/05/23	9:30 PM EDT	Orillia for sale/ the water store	13	Rick Grant Landscaping	12	Loss
07/10/23	7:00 PM EDT	Accurate Athletics	16	Rick Grant Landscaping	17	Win
07/12/23	8:15 PM EDT	Point to Point Communications	20	Rick Grant Landscaping	14	Loss
07/17/23	8:15 PM EDT	Udney Storm	16	Rick Grant Landscaping	14	Loss
07/24/23	8:15 PM EDT	A/C Plus/Ground Level Contracting	12	Rick Grant Landscaping	16	Win
07/26/23	9:30 PM EDT	Barkey Upholstry Cruzers	9	Rick Grant Landscaping	15	Win
07/31/23	7:00 PM EDT	Rick Grant Landscaping	31	Orillia for sale/ the water store	11	Win
08/02/23	9:30 PM EDT	Rick Grant Landscaping	13	Accurate Athletics	14	Loss
08/07/23	7:00 PM EDT	Rick Grant Landscaping	8	Point to Point Communications	12	Loss
08/09/23	7:00 PM EDT	Udney Storm	16	Rick Grant Landscaping	14	Loss
08/16/23	8:15 PM EDT	Rick Grant Landscaping	21	A/C Plus/Ground Level Contracting	16	Win

08/21/ 23	7:00 PM EDT	Orillia for sale/ the water store	5	Rick Grant Landscaping	19	Win
08/28/ 23	7:00 PM EDT	Rick Grant Landscaping	9	Barkey Upholstry Cruzers	10	Loss