

Games for Ground Level Contracting/MFM , D1 Last Updated on May 03, 2024

Date	Time	Away Team	Away Scor e	Home Team	Hom e Scor e	Resul t
05/14/ 18	7:45 PM EDT	Ground Level Contracting/MFM	9	Davey Gravel	7	Win
05/16/ 18	7:45 PM EDT	Ground Level Contracting/MFM	22	Happy Hour	22	Tie
05/21/ 18	9:00 PM EDT	Ground Level Contracting/MFM	36	Off-Season Renegades	9	Win
05/23/ 18	6:30 PM EDT	Orillia Smile Centre	12	Ground Level Contracting/MFM	4	Loss
05/28/ 18	7:45 PM EDT	Diamond Divas	3	Ground Level Contracting/MFM	21	Win
05/30/ 18	9:00 PM EDT	Davey Gravel	9	Ground Level Contracting/MFM	17	Win
06/04/ 18	9:00 PM EDT	Happy Hour	9	Ground Level Contracting/MFM	12	Win
06/06/ 18	6:30 PM EDT	Off-Season Renegades	12	Ground Level Contracting/MFM	10	Loss
06/11/ 18	7:45 PM EDT	Ground Level Contracting/MFM	22	Orillia Smile Centre	6	Win
06/13/ 18	9:00 PM EDT	Diamond Divas	9	Ground Level Contracting/MFM	10	Win
06/18/ 18	6:30 PM EDT	Ground Level Contracting/MFM	10	Happy Hour	7	Win
06/20/ 18	7:45 PM EDT	Off-Season Renegades	6	Ground Level Contracting/MFM	10	Win
06/25/ 18	9:00 PM EDT	Orillia Smile Centre	11	Ground Level Contracting/MFM	12	Win
06/27/ 18	6:30 PM EDT	Ground Level Contracting/MFM	18	Diamond Divas	6	Win
07/02/ 18	7:45 PM EDT	Davey Gravel	17	Ground Level Contracting/MFM	13	Loss
07/04/ 18	7:45 PM EDT	Happy Hour	15	Ground Level Contracting/MFM	9	Loss
07/09/ 18	9:00 PM EDT	Ground Level Contracting/MFM	11	Off-Season Renegades	8	Win
07/11/ 18	6:30 PM EDT	Ground Level Contracting/MFM	18	Orillia Smile Centre	18	Tie
07/18/ 18	6:30 PM EDT	Ground Level Contracting/MFM	23	Davey Gravel	8	Win
07/23/ 18	6:30 PM EDT	Davey Gravel	2	Ground Level Contracting/MFM	10	Win
07/25/ 18	7:45 PM EDT	Ground Level Contracting/MFM	10	Happy Hour	11	Loss
07/30/ 18	7:45 PM EDT	Ground Level Contracting/MFM	12	Diamond Divas	14	Loss

08/01/ 18	6:30 PM EDT	Orillia Smile Centre	9	Ground Level Contracting/MFM	16	Win
08/08/ 18	9:00 PM EDT	Off-Season Renegades	2	Ground Level Contracting/MFM	16	Win
08/13/ 18	6:30 PM EDT	Ground Level Contracting/MFM	20	Diamond Divas	7	Win