

## Programme Day 2 - Saturday 12 November

Time	Game field A				Game field B			
	N°	White	Blue	N°	White	Blue	Format	Duration
09.30	1	Recchill 1st Group 1	Recchill 4th Group 2	2	Recchill 1st Group 2	Recchill 4th Group 1	2*8	20
09.50	3	Recchill 2nd Group 1	Recchill 3rd Group 2	4	Recchill 2nd Group 2	Recchill 3rd Group 1	2*8	20
10.10	5	Reccomp 1st Group 1	Reccomp 3rd Group 2	6	Reccomp 1st Group 2	Reccomp 3rd Group 1	2*8	20
10.30	7	Reccomp 2nd Group 1	Reccomp 2nd Group 2	8	Newbies 1st	Newbies 4th	2*8	20
10.50	9	Reccomp 4th Group 1	Reccomp 5th Group 2	10	Reccomp 4th Group 2	Reccomp 5th Group 1	2*8	20
11.10	11	Competitive 2nd	Competitive 3rd	12	Competitive 4th	Competitive 5th	4*6	35
11.45	13	Newbies 2nd	Newbies 3rd		<i>Penalty time for games 8, 11 and 12</i>		2*8	20
12.05	14	Recreachill 1st	Recreachill 4th	15	Recreachill 2nd	Recreachill 3rd	2*8	20
12.25		<i>Penalty time for games 13 and 14</i>			<i>Penalty time for game 15</i>			10
12.35	16	Reccomp 1st	Reccomp 4th	17	Reccomp 2nd	Reccomp 3rd	2*10	25
13.00		<i>Penalty time for game 16</i>			<i>Penalty time for game 17</i>			10
13.10		<i>MannekenSquid Game Challenge 2</i>			<i>MannekenSquid Game Challenge 2</i>			30
13.40	18	Recreachill 5th	Recreachill 6th	19	Recreachill 7th	Recreachill 8th	2*8	20
14.00	20	Reccomp 5th	Reccomp 6th	21	Competitive 1st	Loser Game 12	2*8	20
14.20	22	Winner Game 9	Winner Game 10	23	Loser Game 9	Loser Game 10	2*8	20
14.40	Gold	Winner Game 8	Winner Game 13	Bronze	Loser Game 8	Loser Game 13	2*8	20 + 5
15.05	Gold	Winner Game 14	Winner Game 15	Bronze	Loser Game 14	Loser Game 15	2*10	25 + 5
15.35	Gold	Winner Game 16	Winner Game 17	Bronze	Loser Game 16	Loser Game 17	4*6	35 + 5
16.15	Gold	Winner Game 21	Winner Game 11	Bronze	Loser Game 11	Winner Game 12	4*8	40
16.55		<i>Démo natation synchro</i>			<i>Démo natation synchro</i>			10
17.05		<i>MannekenSquid Game Challenge 3</i>			<i>MannekenSquid Game Challenge 3</i>			25
17.30		<i>Medal Ceremony</i>			<i>Medal Ceremony</i>			15
17.45		End	End		End	End		

Newbies	Recchill
---------	----------

Reccomp	Competitive
---------	-------------