## BASKETBALL SCHEDULE 2018-2019

Date	Opponent	Location	Teams	Time
Nov. 12 <sup>th</sup>	First Allowable Practice			
Nov. 20th	Stratton/Liberty	Idalia	JH	4:00
Nov. 27 <sup>th</sup>	Lone Star	Lone Star	JH	4:00
Nov. 30 <sup>th</sup>	Idalia Tournament	Idalia	V	4:00
Dec. 1st	Idalia Tournament	Idalia	$\mathbf{V}$	11:00
Dec. 3 <sup>rd</sup>	Otis	Idalia	JH	4:00
Dec. 7 <sup>th</sup>	Genoa-Hugo	Idalia	JV, V	4:00
Dec. 8 <sup>th</sup>	Kit Carson	Kit Carson	JH, JV, V	1:00
Dec. 10 <sup>th</sup>	Bethune	Bethune	JH	4:00
Dec. 14 <sup>th</sup>	Cheyenne Wells	Chey. Wells	JV, V	4:00
Dec. 15 <sup>th</sup>	Caliche	Idalia	JV, V	2:00
Dec. 17 <sup>th</sup>	Yuma-Boys	Yuma	C-Team	4:00
Dec. 18 <sup>th</sup>	Cheylin	McDonald, KS	JV, V	3:30 MT
Jan. 4 <sup>th</sup>	St. Francis	St. Francis	JV, V	3:00 MT
Jan. 5 <sup>th</sup>	Flagler/HP	Idalia	JH, JV, V	1:00
Jan. 8 <sup>th</sup>	Lone Star	Lone Star	V	5:00
Jan. 11 <sup>th</sup>	Eads	Idalia	JV, V	4:00
Jan. 15 <sup>th</sup>	Arickaree/Woodlin	Idalia	JH	4:00
Jan. 17 <sup>th</sup>	Wray	Wray	JV, V	4:00
Jan. 18 <sup>th</sup>	Fleming	Idalia	$\mathbf{V}$	5:30
Jan. 21st	Yuma	Idalia	JV	4:00
Jan. 25 <sup>th</sup>	Arickaree/Woodlin	Idalia	JV, V	4:00
Jan. 26 <sup>th</sup>	JH Tournament	Bethune	JHG, JHB	9:00
Jan. 29 <sup>th</sup>	JH Championship	Arickaree	Qualifiers	5:00/6:30
Feb. 1st	Bethune	Idalia	V	5:00
Feb. 8 <sup>th</sup>	Otis	Otis	JV, V	4:00
Feb. 9 <sup>th</sup>	Burlington	Burlington	C, JV,V	2:00
Feb. 12 <sup>th</sup>	Arickaree/Woodlin	Arickaree	JV, V	4:00
Feb. 14 <sup>th</sup>	Stratton/Liberty	Idalia	JV, V	4:00
Feb. 19 <sup>th</sup>	Districts – Girls Rnd 1	#1/#2 Sites	V	6:00/7:30
Feb. 20 <sup>th</sup>	Districts – Boys Rnd 1	#1/#2 Sites	V	6:00/7:30
Feb. 22 <sup>nd</sup>	Districts – Semifinals	Wray	V	4:00
Feb. 23 <sup>rd</sup>	Districts – Championship	•	V	2:00
Mar. $1^{st} - 2^{nd}$	Regionals	TBA	Qualifiers	
Mar. $7^{th} - 9^{th}$	State Tournament	Pueblo	Qualifiers	
Mar. 26 <sup>th</sup>	Senior Games	Otis	Seniors	4:30 P/5:30 C

<sup>\*\*\*</sup> Please note that all dates, games, and times are subject to change.