

# LTAA Basketball 2010 Practice Schedule

Revised 1/2/10

| Rookie League |  | Monday      | Tuesday          | Wednesday       | Thursday       | Friday       |
|---------------|--|-------------|------------------|-----------------|----------------|--------------|
| Valley View   |  |             |                  |                 |                |              |
| 6:15 – 7:30   |  | no practice | Bulls<br>Hornets | Celtics<br>Heat | Lakers<br>Jazz | <b>GAMES</b> |
| 7:30 – 8:45   |  |             | Knicks<br>Sixers | Nets<br>Bucks   |                | <b>GAMES</b> |

\* "blackout" dates – no practice at V.V.: 1/20/10, 2/17/10, 3/17/10

Please respect that VV has requested that players and coaches do NOT show up until 6:15 pm for practices!

| College League |  | Monday                    | Tuesday          | Wednesday           | Thursday             | Friday      |
|----------------|--|---------------------------|------------------|---------------------|----------------------|-------------|
| Califon        |  |                           |                  |                     |                      |             |
| 6:00 – 7:15    |  | no practice<br>volleyball | Syracuse<br>UCLA | Carolina<br>Indiana | Rutgera<br>Villanova | no practice |
| 7:15 – 8:30    |  |                           |                  |                     |                      |             |

\* "blackout" dates – no practice at Califon: 1/21/10, 2/25/10, 3/20/10, 3/25/10

| Pro League  |  | Monday      | Tuesday           | Wednesday       | Thursday           | Friday       |
|-------------|--|-------------|-------------------|-----------------|--------------------|--------------|
| Woodglen    |  |             |                   |                 |                    |              |
| 6:00 – 7:15 |  | no practice | Bulls<br>Sixers   | Celtics<br>Nets | Sparks *<br>Lakers | <b>GAMES</b> |
| 7:15 – 8:30 |  |             | Knicks *<br>Dream | LTAAA           | Mercury<br>Liberty | <b>GAMES</b> |

\* change from original schedule