

# CLASS 3A GIRLS BASKETBALL CHAMPIONSHIP SERIES 2022-2023

DISTRICTS : FEB 17-18 - REGIONALS : FEB 23-25 - AREA : MAR 2-4 - STATE : MAR 7-11

## DISTRICTS (Feb 17-18)

## AREA III

## REGIONALS (Feb 23-25)

**SPIRO** 39  
@ SPIRO  
**DISTRICT 1**  
Sat, Feb 18 @ 6:00pm  
**HEAVENER** 27

**SPIRO**  
Winner and Runner-up advance to Regionals

**ROLAND** 51  
@ ROLAND  
**DISTRICT 2**  
Sat, Feb 18 @ 6:00pm  
**VIAN** 27

**ROLAND**  
Winner and Runner-up advance to Regionals

**STIGLER** 41  
@ STIGLER  
**DISTRICT 3**  
Fri, Feb 17 @ 6:00pm  
**EUFAULA** 46

**EUFAULA**  
Winner and Runner-up advance to Regionals

**IDABEL** 58  
@ IDABEL  
**DISTRICT 4**  
Fri, Feb 17 @ 6:00pm  
**ANTLERS** 31

**IDABEL**  
Winner and Runner-up advance to Regionals

**MARLOW** 32  
@ MARLOW  
**DISTRICT 5**  
Sat, Feb 18 @ 6:00pm  
**DAVIS** 22

**MARLOW**  
Winner and Runner-up advance to Regionals

**LINDSAY** 28  
@ LINDSAY  
**DISTRICT 6**  
Sat, Feb 18 @ 6:00pm  
**KINGSTON** 39

**KINGSTON**  
Winner and Runner-up advance to Regionals

**VALLIANT** 61  
@ VALLIANT  
**DISTRICT 7**  
Fri, Feb 17 @ 6:00pm  
**ATOKA** 40

**VALLIANT**  
Winner and Runner-up advance to Regionals

**DICKSON** 40  
@ DICKSON  
**DISTRICT 8**  
Fri, Feb 17 @ 6:00pm  
**TISHOMINGO** 21

**DICKSON**  
Winner and Runner-up advance to Regionals

**SPIRO** 33  
Winner District 1  
@ ANTLERS  
GAME 1  
Thur, Feb 23 @ 6:00pm

**IDABEL** 51  
Winner District 4

**ROLAND** 35  
Winner District 2  
@ ROLAND  
GAME 2  
Thur, Feb 23 @ 6:00pm

**EUFAULA** 38  
Winner District 3

**HEAVENER** 49  
Runner-up District 1  
@ ANTLERS  
GAME 3  
Thur, Feb 23 @ 1:30pm

**ANTLERS** 43  
Runner-up District 4

**VIAN** 29  
Runner-up District 2  
@ ROLAND  
GAME 4  
Thur, Feb 23 @ 1:30pm

**STIGLER** 43  
Runner-up District 3

**MARLOW** 34  
Winner District 5  
@ MARLOW  
GAME 1  
Thur, Feb 23 @ 6:00pm

**DICKSON** 23  
Winner District 8

**KINGSTON** 58  
Winner District 6  
@ KINGSTON  
GAME 2  
Thur, Feb 23 @ 6:00pm

**VALLIANT** 30  
Winner District 7

**DAVIS** 40  
Runner-up District 5  
@ MARLOW  
GAME 3  
Thur, Feb 23 @ 1:30pm

**TISHOMINGO** 35  
Runner-up District 8

**LINDSAY** 37  
Runner-up District 6  
@ KINGSTON  
GAME 4  
Thur, Feb 23 @ 1:30pm

**ATOKA** 28  
Runner-up District 7

**WINNERS BRACKET - A**

**IDABEL** 67  
Winner Game 1  
@ ROLAND  
GAME 8- Reg A  
Sat, Feb 25 @ 6:00pm

**IDABEL**  
Winner and Runner-up advance to Area

**CONSOLATION BRACKET - B**

**HEAVENER** 31  
Winner Game 3  
@ ROLAND  
GAME 5  
Fri, Feb 24 @ 1:30pm

**ROLAND** 55  
Winner Game 5  
@ ROLAND  
GAME 7- Reg B  
Sat, Feb 25 @ 1:30pm

**ROLAND**  
Winner advances to Area

**STIGLER** 47  
Winner Game 4  
@ ROLAND  
GAME 6  
Fri, Feb 24 @ 6:00pm

**SPIRO** 31  
Loser Game 1

**STIGLER** 49  
Winner Game 6

**WINNERS BRACKET - C**

**MARLOW** 47  
Winner Game 1  
@ KINGSTON  
GAME 8- Reg C  
Sat, Feb 25 @ 6:00pm

**KINGSTON**  
Winner and Runner-up advance to Area

**CONSOLATION BRACKET - D**

**DAVIS** 41  
Winner Game 3  
@ KINGSTON  
GAME 5  
Fri, Feb 24 @ 1:30pm

**VALLIANT** 27  
Loser Game 2

**DAVIS** 17  
Winner Game 5  
@ KINGSTON  
GAME 7- Reg D  
Sat, Feb 25 @ 1:30pm

**LINDSAY**  
Winner advances to Area

**LINDSAY** 40  
Winner Game 4  
@ KINGSTON  
GAME 6  
Fri, Feb 24 @ 6:00pm

**DICKSON** 35  
Loser Game 1

**LINDSAY** 40  
Winner Game 6

## AREA (Mar 2-4)

**EUFAULA** 44  
RU Reg - A  
@Ada  
GAME 1 Thur, 1:30pm

**LINDSAY** 40  
Cons Reg - D

**ROLAND** 44  
Cons Reg - B  
@Ada  
GAME 2 Thur, 6:00pm

**MARLOW** 38  
RU Reg - C

**IDABEL** 46  
Ch Reg - A  
@Ada  
GAME 4 Fri, 6:00pm

**KINGSTON** 59  
Ch Reg - C

**EUFAULA** 40  
@Ada  
GAME 3  
Fri, Mar 3 @ 1:30pm

**ROLAND** 44  
@Ada  
GAME 5  
Sat, Mar 4 @ 6:00pm

**ROLAND** 45  
Winner Game 3  
@Ada  
GAME 5  
Sat, Mar 4 @ 6:00pm

**IDABEL**  
Winner advances to State

**IDABEL** 57  
Loser Game 4

**KINGSTON**  
Winner advances to State



**NOTE : TEAMS ON THE TOP LINES OF THE BRACKETS SHALL WEAR WHITE COLORED SUITS**

IF YOU NOTICE A TEAM PLACED INCORRECTLY ON THE BRACKET, PLEASE CONTACT THE OSSAA OFFICE