



Shenendehowa High School

(B) V Winter Track

Coaches:

- Jason Burlingame

DATE	WEEK DAY	TYPE	OPPONENTS	START TIME	END TIME	LOCATION	TRANSPORTATION	LEAGUE / NON-LEAGUE
Dec 7, 2024	Sat	Regular Season (LEAGUE MEET 1B)	@ TBD	3:00 PM		Union College		L
Dec 21, 2024	Sat	Regular Season (LEAGUE MEET 2D)	@ TBD	3:00 PM		Hudson Valley Community College		L
Dec 21, 2024	Sat	Regular Season (BEANTOWN CLASSIC through 12/22)	@ TBD	TBD		The Track at New Balance		L
Dec 27, 2024	Fri	Regular Season (LEAGUE MEET 3D)	@ TBD	3:00 PM		Hudson Valley Community College		L
Dec 28, 2024	Sat	Regular Season (UTI)	@ TBD	9:00 AM		Utica University		L
Jan 4, 2025	Sat	Regular Season (LEAGUE MEET 4A)	@ TBD	8:00 AM		Union College		L
Jan 10, 2025	Fri	Regular Season (HOF INVITATIONAL 1/10-1/11/25)	@ TBD	9:00 AM		The Armory		L
Jan 10, 2025	Fri	Regular Season (YALE CLASSIC through 1/11/25)	@ TBD	9:00 PM		Coxe Cage		L
Jan 18, 2025	Sat	Regular Season (EAST COAST INVITATIONAL - RI)	@ TBD	9:00 AM		TBD		L
Jan 25, 2025	Sat	Regular Season (LEAGUE MEET 5C)	@ TBD	8:00 AM		Union College		L
Feb 1, 2025	Sat	Regular Season (PURPLE CHAMPIONS)	@ TBD	TBD		The Armory		L
Feb 2, 2025	Sun	Regular Season (SC FROSH CHAMPIONSHIPS)	@ TBD	8:00 AM		Union College		L
Feb 8, 2025	Sat	Post-Season (SUBURBAN COUNCIL CHAMPS - THROWS)	TBD	9:00 AM		Koda Middle School White Gym		L
CANCELLED Feb 9, 2025	Sun	Post-Season (SUBURBAN COUNCIL CHAMPIONSHIPS)	@ TBD	9:00 AM		Union College		L
Feb 14, 2025	Fri	Regular Season (NORTH SHORE HS PRENATIONAL INVY)	@ TBD	9:00 AM		The Armory		L
Feb 17, 2025	Mon	Post-Season (SECTIONAL CHAMPS)	@ TBD	8:00 AM		Hudson Valley Community College		L
Feb 22, 2025	Sat	Post-Season (STATE QUALIFIERS)	@ TBD	8:00 AM		Hudson Valley Community College		L
Mar 1, 2025	Sat	Regular Season (Ocean Breeze Elite Invy)	@ TBD	4:00 PM		Ocean Breeze Athletic Complex		L
Mar 7, 2025	Fri	Regular Season (STATE CHAMPIONSHIPS through 3/8/25)	@ TBD	9:00 AM		Ocean Breeze Athletic Complex		L
Mar 13, 2025	Thu	Post-Season (NATIONAL CHAMPIONSHIPS through 3/16/25)	@ TBD	9:00 AM		The Track at New Balance		L

