



# Billard-Verband Berlin 49/76 e.V. (BVB)

<https://www.billardverband-berlin.de>

## Kreisklasse 2020/2022 (Pool: Mannschaft)

### Mannschaftsspielplan: Billard Club Berlin 5

| ST | Datum      | Uhr   | Heim                     | Erg. | Gast                     | P |
|----|------------|-------|--------------------------|------|--------------------------|---|
| 1  | 17.10.2020 | 15:30 | Billard Club Berlin 5    | 8:0  | Billard Club Berlin 6    | 3 |
| 2  | 24.10.2020 | 15:30 | BFC Fortuna Berlin 4     | 1:7  | Billard Club Berlin 5    | 3 |
| 3  | 28.08.2021 | 15:30 | Billard Club Berlin 5    | 6:2  | 1.PBC Wedding 6          | 3 |
| 4  | 04.09.2021 | 15:30 | 1.Friesacker BC 2        | 1:7  | Billard Club Berlin 5    | 3 |
| 5  | 18.09.2021 | 15:30 | Billard Club Berlin 5    | 6:2  | SV Motor Babelsberg 6    | 3 |
| 6  | 09.10.2021 | 15:30 | Billard Club Berlin 7    | 2:6  | Billard Club Berlin 5    | 3 |
| 7  | 16.10.2021 | 15:30 | PBC Buffalos 5           | 2:6  | Billard Club Berlin 5    | 3 |
| 8  | 13.11.2021 | 15:30 | Billard Club Berlin 5    | 5:3  | Billard Freunde Berlin 3 | 3 |
| 9  | 29.01.2022 | 15:30 | SPIELFREI                |      | Billard Club Berlin 5    |   |
| 10 | 05.02.2022 | 15:30 | Billard Club Berlin 6    | 3:5  | Billard Club Berlin 5    | 3 |
| 11 | 12.02.2022 | 15:30 | Billard Club Berlin 5    | 7:1  | BFC Fortuna Berlin 4     | 3 |
| 12 | 26.02.2022 | 15:30 | 1.PBC Wedding 6          | 3:5  | Billard Club Berlin 5    | 3 |
| 13 | 12.03.2022 | 15:30 | Billard Club Berlin 5    | 8:0  | 1.Friesacker BC 2        | 3 |
| 14 | 26.03.2022 | 15:30 | SV Motor Babelsberg 6    | 2:6  | Billard Club Berlin 5    | 3 |
| 15 | 02.04.2022 | 15:30 | Billard Club Berlin 5    | 3:5  | Billard Club Berlin 7    | 0 |
| 16 | 23.04.2022 | 15:30 | Billard Club Berlin 5    | 6:2  | PBC Buffalos 5           | 3 |
| 17 | 07.05.2022 | 15:30 | Billard Freunde Berlin 3 | 3:5  | Billard Club Berlin 5    | 3 |
| 18 | 21.05.2022 | 15:30 | SPIELFREI                |      | Billard Club Berlin 5    |   |