

2024 24th Magic of Basketball AAU Basketball Tournament

Presented by the Yakima Valley Sports Authority

6th Grade Boys

Go to www.ieaaau.org on your Mobile Device or computer, Quickest Way to see Results and Schedule. AAU Results are online, updated after each game in the Tournament.

Final results are posted with names of players and coaches, Certificates Awards for each participant will be mailed to the Coaches on Wednesday.

Look for Historical results from previous years to see all the results.

Place	No	Team Name	Win	Loss
	1	509 Insanity - Tsubota	0	0
	2	Cascade Kodiaks	0	0
	3	Grandview Greyhounds	0	0
	4	Grandview Ballers	0	0
	5	Sunnyside – Take Over	0	0

Friday March 22, 2024

1	#4 Grandview Ballers	5 Sunnyside – Take Over	Selah Intermediate School	6:45pm
2	1 509 Insanity - Tsubota	#4 Grandview Ballers	Selah Intermediate School	9:15pm

Team Number 4 plays two games on Friday

Saturday March 23, 2024

3	5 Sunnyside – Take Over	3 Grandview Greyhounds	Selah High School Main	11:30am
4	2 Cascade Kodiaks	4 Grandview Ballers	East Valley Central Auxiliary	2:00pm
5	1 509 Insanity - Tsubota	5 Sunnyside – Take Over	Union Gap Middle School	2:00pm
7	1 509 Insanity - Tsubota	2 Cascade Kodiaks	East Valley Central Auxiliary	4:30pm
6	3 Grandview Greyhounds	4 Grandview Ballers	Union Gap Middle School	5:45pm

Sunday March 24, 2024

8	2 Cascade Kodiaks	3 Grandview Greyhounds	Selah High School Main	9:00am	
9	3 Grandview Greyhounds	1 509 Insanity - Tsubota	Selah High School Auxiliary	11:30am	
10	2 Cascade Kodiaks	5 Sunnyside – Take Over	Selah High School Main	11:30am	
11	1st in Pool	1st / 2nd Place	2nd in Pool	Selah High School Auxiliary	2:00pm

24th Annual Magic of Basketball Gym Locations

East Valley Central Aux	2010 Beaudry Rd.	Yakima
East Valley Elementary	1951 Beaudry Rd.	Yakima
Union Gap School	3201 S 4 th St	Union Gap
Selah High School Main & Aux	801 N. 1st Street	Selah
Selah Intermediate School	1401 W Fremont Ave	Selah
Fast Twitch Gym #1 & #2	181 Lateral A Rd	Wapato
Fast Twitch Gym # 1 in the back #2 is the first one		