

LONE OAK FOOTBALL

2019 Varsity Schedule

| DAY | DATE | OPPONENT | SITE | TIME |
|----------|----------|-----------------------|--------------|------|
| Friday | Aug. 16 | Farmersville (scrim.) | Farmersville | 6:00 |
| Thursday | Aug. 22 | Leonard (scrim.) | Lone Oak | 5:30 |
| Friday | Aug. 30 | Eustace | Eustace | 7:30 |
| Friday | Sept. 6 | Chisum | Chisum | 7:30 |
| Friday | Sept. 13 | Edgewood (HC) | Lone Oak | 7:30 |
| Friday | Sept. 20 | Caddo Mills | Lone Oak | 7:30 |
| Friday | Sept. 27 | OPEN | OPEN | |
| Friday | Oct. 4 | Commerce | Commerce | 7:30 |
| Friday | Oct. 11 | Van Alstyne | Lone Oak | 7:30 |
| Friday | Oct. 18 | Howe | Howe | 7:30 |
| Friday | Oct. 25 | Bonham | Lone Oak | 7:30 |
| Friday | Nov. 1 | Rains | Rains | 7:30 |
| Friday | Nov. 8 | Pottsboro (S) | Lone Oak | 7:30 |

JUNIOR VARSITY SCHEDULE

| Date | Opponent | Site | Time |
|----------|---------------------|------|------|
| Aug. 16 | Farmersville (scr.) | A | 5:30 |
| Aug. 22 | Leonard (scr.) | H | 6:00 |
| Aug. 29 | Eustace | H | 5:30 |
| Sept. 5 | Chisum | H | 7:00 |
| Sept. 12 | Edgewood | A | 7:00 |
| Sept. 19 | Caddo Mills | A | 7:00 |
| Sept. 26 | Open | | |
| Oct. 3 | *COMMERCE | H | 7:00 |
| Oct. 10 | *VAN ALSTYNE | A | 7:00 |
| Oct. 17 | *HOWE | H | 7:00 |
| Oct. 24 | *BONHAM | A | 7:00 |
| Oct. 31 | *RAINS | H | 7:00 |
| Nov. 7 | *POTTSBORO | A | 7:00 |



JUNIOR HIGH SCHEDULE

| Date | Opponent | Site | Time |
|----------|--------------|------|------|
| Sept. 5 | Chisum | H | 5:00 |
| Sept. 12 | Edgewood | A | 4:35 |
| Sept. 19 | Caddo Mills | A | 4:35 |
| Sept. 26 | Open | | |
| Oct. 3 | *COMMERCE | H | 4:35 |
| Oct. 10 | *VAN ALSTYNE | A | 4:35 |
| Oct. 17 | *HOWE | H | 4:35 |
| Oct. 24 | *BONHAM | A | 4:35 |
| Oct. 31 | *RAINS | H | 4:35 |
| Nov. 7 | *POTTSBORO | A | 4:35 |

Head Football Coach – Vince Taylor

vtaylor@loisd.net

Athletic Director – Nate Compton

Phone: (903) 634-5228

Fax: (903) 662.0984

Superintendent: Lance Campbell

Principal: Janee Carter

(HC) Homecoming

(S) Senior Night

Times in Red are subject to Change