



Event Schedule

Day 1 (Saturday) 4/26

- **Registration/Paintsales/Chronographing**.....7:00am
- **Safety & Game Briefing**.....9:00am
 - Overview of the day's objectives and special rules.
 - All players must chrono again at insertion.
- **Game 1 - East Pointe vs. West Pointe**.....10:30am
 - **Objective:See Objective Page**
- *If game one ends between 11:30am & 1pm there will be a 1 hour reset where flags will be inactive.*
- **Game 2 - Highlands vs. Castle Rock**.....**Game 1 end-5:00pm**
 - **Objective:See Objective Page**
- **Dinner Break, Cornhole, giant Jenga, Tiki Bar, & more**.....5:00pm-8:00pm
- **Battle-ready Aesthetics Competition**.....5:00pm-6:00pm
 - Players to showcase their loadouts and markers.
 - Winning pot prize for best loadouts and marker; must enter both categories.
 - Winners picked by a panel of judges.
- **Night Game Re-chrono**.....7:30pm
 - All players must chrono at 280fps or lower.
- **Night Game**8:00pm-10:00pm
 - Sin City Blacklight Game – Standard Elimination
 - Score counts towards overall game score.

Day 2 (Sunday) 4/27

- **Registration Paint Sales & Chronographing**.....7:00am
- **Safety & Game Briefing**.....8:00am
 - Recap of rules and objectives.
 - All players must chrono again at insertion.
- **Game 1 - Tippmann Towers & Highgrounds Assault**.....9:00am-11:30am
 - **Objective:See Objective Page**
- **Lunch Break**.....11:30pm-1:00pm
- **Game 2 - Sin City Domination – Final Battle**.....1:00pm-3:00pm
 - 3 POI Domination battle in Sin City
 - Starting positions are in city corners, focusing on control of three buildings.
- **Awards Ceremony**.....3:30pm-4:00pm
 - Best loadout, best in show marker,MVT,MVP,Young Gun,MOFO, leadership awards,winning team