

MILITARY SCENARIO/POKER TOURNAMENT

SCHEDULE

- 7:00 doors open for registration
- 10:30 play begins
- 12:45 lunch begins
- 2:00 play restarts
- 4:30 game ends
- 4:45 game winner announced, prize drawing, poker winners announced
- 5:00 open play begins for those interested
- 6:00 end of open play

GAME PLAY

- This game will be run on the wooded and assault combined to make a square. The square will be divided into four quadrants. There will be a flag station in the center of each quadrant.
- The flip-able blue and red flags will be attached to each flag station. Blue team will start on the left and the quadrant their bases is in will have the blue flag raised. Red team will start at the right side and the quadrants their bases is in will have the red flag raised. The two outer quadrants will have no flags raised.
- Teams must keep their flags raised and attempt to raise their flag in the other three stations in order to control all quadrants by the end of the game.
- There will be props spread throughout the field find these props and return them to your home base to receive more points.
- Guard your bases well thievery is allowed.
- At lunch points will be tallied based on how many flags your team has up and how many additional props are in your home base *only props stored in the home base at the end of the game will be counted*
- After lunch the field will be reset and teams will switch sides of the field to restart.
- At the end of the game points will be tallied and the score of the first and second games will be added together.

POINT VALUES

- per flag station you control 50 points
- Chemical kits worth 15 points
- Ammo boxes marked with skull and cross bones worth 10 points
- Gold bars worth 5 points