

End Game Draft Sat., Jul 20 2024 7:00:00 PM Rounds: 10

## Round 1

- 1. Prison Mike Overall 1
- 2. Addison,Flowers,olave,Henry, D Overall 2 3. Addison,Flowers,olave,Henry, D Overall 3

- 4. For Sale Overall 45. Wreckitralph Overall 56. The Coronator Overall 6

- The Coronator Overall 6
  Pullinfront Overall 7
  Pullinfront Overall 8
  Black Overall 9
  The Evil Empire Overall 10
  Press Coverage Overall 11
  The Coronator Overall 12

## Round 2

- 1. Pullinfront Overall 13 2. Sorcerers EG Overall 14 3. Sorcerers EG Overall 15

- 3. Sorcefers EG Overall 15 4. The Coronator Overall 16 5. Wreckitralph Overall 17 6. The Coronator Overall 18 7. The Coronator Overall 19 8. The Coronator Overall 20
- 9. Prison Mike Overall 21 10. Prison Mike Overall 22
- 11. Press Coverage Overall 23
- 12. Unknown Overall 24

#### Round 3

- 1. Sorcerers EG Overall 25
- 2. Addison, Flowers, olave, Henry, D Overall 26
- 3. Addison, Flowers, olave, Henry, D Overall 27

- Addison, Howers, Jave, Jave, Howers, Jave, Jave, Howers, Jave, Howers, Jave, Howers, Jave, Howers, Ja
- Prison Mike Overall 31
  Addison,Flowers,olave,Henry, D Overall 32
  Pullinfront Overall 33
  The Evil Empire Overall 34
  Press Coverage Overall 35
  Plack Overall 20

- 12. Black Overall 36

# Round 4

- 1. Pullinfront Overall 37 2. Black Overall 38
- 3. Addison, Flowers, olave, Henry, D Overall 39
- Unknown Overall 40
  Wreckitralph Overall 41
- 6. Black Overall 42
- 7. Prison Mike Overall 43 8. Unknown Overall 44
- 9. Black Overall 45
- 10. The Evil Empire Overall 46 11. Press Coverage Overall 47
- 12. Addison, Flowers, olave, Henry, D Overall 48
- Round 5
  - 1. Black Overall 49
  - 2. Sorcerers EG Overall 50
  - Addison,Flowers,olave,Henry, D Overall 51
    For Sale Overall 52
    Wreckitralph Overall 53
    Creat Macrophysical Control 54

  - 6. SquadMe250Mike Overall 54

  - 7. Prison Mike Overall 55 8. Unknown Overall 56 9. Addison,Flowers,olave,Henry, D Overall 57
  - 10. The Evil Empire Overall 58 11. Press Coverage Overall 59

  - 12. Black Overall 60

## Round 6

- Pullinfront Overall 61
  Sorcerers EG Overall 62
- Sorcerers EG Overall 62
  Addison,Flowers,olave,Henry, D Overall 63
  Addison,Flowers,olave,Henry, D Overall 63
  Addison,Flowers,olave,Henry, D Overall 64
  Wreckitralph Overall 65
  SquadMe250Mike Overall 66
  Prison Mike Overall 67
  Unknown Overall 68
  Black Overall 69
  Data Evil Empire Overall 70

- 10. The Evil Empire Overall 70 11. Press Coverage Overall 71
- 12. Unknown Overall 72



# Round 7

- 1. Pullinfront Overall 73 2. Sorcerers EG Overall 74
- Sorcerers EG Overall 74
  Addison,Flowers,olave,Henry, D Overall 75
  For Sale Overall 76
  Wreckitralph Overall 77
  SquadMe250Mike Overall 78
  Prison Mike Overall 79
  Unknown Overall 80
  Black Overall 81
  De Evil Empire Overall 82

- 10. The Evil Empire Overall 82 11. Press Coverage Overall 83 12. The Coronator Overall 84

# Round 8

- Pullinfront Overall 85
  Sorcerers EG Overall 86
- 3. Addison, Flowers, olave, Henry, D Overall 87
- Addison, Howers, olave, Henry, D
  For Sale Overall 88
  Wreckitralph Overall 89
  SquadMe250Mike Overall 90
  Prison Mike Overall 91
  Unknown Overall 92
  Unknown Overall 93
  The Suit Paragina Overall 94

- 10. The Evil Empire Overall 94 11. Press Coverage Overall 95 12. The Coronator Overall 96

## Round 9

- 1. Pullinfront Overall 97 2. Sorcerers EG Overall 98
- 3. Addison, Flowers, olave, Henry, D Overall 99
- For Sale Overall 100
  Wreckitralph Overall 101
  SquadMe250Mike Overall 102
- Prison Mike Overall 103
  Unknown Overall 104
  Black Overall 105

- 10. The Evil Empire Overall 106 11. Press Coverage Overall 107 12. The Coronator Overall 108

#### Round 10

- 1. Pullinfront Overall 109 2. Sorcerers EG Overall 110
- Sorcerers EG Overall 110
  Addison,Flowers,olave,Henry, D Overall 111
  For Sale Overall 112
  Wreckitralph Overall 113
  SquadMe250Mike Overall 114
  Prison Mike Overall 115
  Unknown Overall 116
  Black Overall 117
  Description Paylor Overall 118

- 10. The Evil EmpireOverall 11811. Press CoverageOverall 11912. The CoronatorOverall 120