



ADEPTICON 2010

WARHAMMER 40K NATIONAL TEAM TOURNAMENT

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INAT v3.3 Link Updated

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2010.

FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments at the 40K Judge's Table starting Friday evening at 8PM. In order to register, a representative for the team must present the following:

- A single copy of each Team Member's army list.
- Verification of convention registration. Teams that are fully pre-registered (prior to the March 20th, 2010 cutoff) will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

TERMINOLOGY

Team: The combined forces of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point forces. Teams may also be referred to as "Single Codex Teams" or "Mixed Codex Teams" (see below).

Coalition: The combined forces of two Team Members. A Coalition is treated as a single entity comprised of two individual 1000-point forces.

Team Member: An individual member of a Team and their 1000-point list.

Parent Codex: A Team Member's Parent Codex is the Codex from which his/her 1000-point is primarily purchased from. Example: An Imperial Guard force with allied Daemonhunters uses Codex: Imperial Guard as the Parent Codex.

Single Codex Team: If all four Team Members of a Team use the same codex to build their army lists then the Team is a "Single Codex Team". See the Special/Unique/Named Characters section below for additional details.

Mixed Codex Team: If a Team uses more than one codex (or allied units) in constructing the Team's army lists then the Team is a "Mixed Codex Team". See the Special/Unique/Named Characters section below for additional details.

BASIC RULES

- The Warhammer 40,000 5th Edition Rules will be used.
- The [AdeptiCon INAT FAQ](#) (Updated 03.09.10) and the [AdeptiCon INAT IA/Apoc Appendix](#) (Updated 02.08.10) will be used.
- All 40K Team Tournament army lists must follow the 40K Team Tournament section of the [AdeptiCon 2010 40K Army List rules](#).
- Imperial Armor & Apocalypse units (but not army lists) may be used following the rules and restrictions as noted in the [AdeptiCon 2010 Imperial Armor & Apocalypse Units rules](#) (Updated: 01.31.2010).
- Rules, units and wargear from any source besides the codices listed in the 40K Team Tournament section of the [AdeptiCon 2010 40K Army List rules](#) are **NOT** allowed. This includes but is not limited to:
 - Chapter Approved units, wargear and special characters.
 - Forge World army lists and special characters.
 - Flyers, Super Heavies, Super Heavy Flyers and Gargantuan Creatures
 - Apocalypse Formations and Strategic Assets.
- Individual units that may have multiple rules versions will follow the rules presented in that army's codex. Yes, this means a Black Templar Land Raider will function differently than a standard Space Marine Land Raider. Please take the time to review the relevant GW/AdeptiCon FAQ's for clarifications.
- The models used in your army must follow the [AdeptiCon's Model Policy](#) and must be fully painted (3 colors + primer, minimum).
- Each 4-Player Team **MUST** bring a total of FOUR (4) objective markers based on 40mm circular bases. These objective markers should be themed to match your team.
- The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s).



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- Each Team Member must bring all materials needed to play a game and report the results, including dice, measuring devices, templates, and a writing implement.
- Each 2-Player Coalition must have a Warhammer 40,000 rulebook and the codex (or codices) represented by the Coalition during each game. This includes rules for any Imperial Armor and/or Apocalypse Units your Coalition is fielding. These rules **MUST** be made available to your opponents at all times. You will **NOT** be allowed to field any models or units that you cannot produce the most current set of rules for.
- Each Team Member on a 4-Player Team must provide their opposing Team during each round a copy of their individual 1,000-point army list.
- In order to keep the event on schedule, all players must drop the dice and stop playing when time is called for a round. Because of this, please be aware of the time left in the round and do not start a game turn you cannot finish.
- If illegal units or rules violations are found in a Team Member's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please [contact us](#) to ask any questions you or your team may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.

TEAMS

Teams will consist of 4 Team Members. Each Team Member will be responsible for bringing a 1,000-point army. A Team Member's HQ and one Troops choice must come from the same "parent" codex.

Note: Inquisitorial allies can be used for other slots by following the "Using Witch Hunters as Allies" and "Using Daemonhunters as Allies" rules.

Each Team Member's 1,000 points must follow the 40K Team Tournament section of the [AdeptiCon 2010 40K Army List rules](#), the [AdeptiCon 2010 Imperial Armor & Apocalypse Units rules](#) (Updated 01.31.2010) and fit the Team Tournament Force Organization chart which is as follows:

- 1 HQ
- 0-1 Elites
- 1-3 Troops
- 0-1 Fast
- 0-1 Heavy

Up to 3 Team Members on a Team are allowed to utilize one "floating" selection if they wish. This "floating" selection may be used for any category except HQ or Troops and **MUST** be from a different category than all of your other teammates. In other words, one Team Member may bring an additional Fast Attack choice in addition to the standard Team Tournament Force Organization restrictions (making it 0-2 possible), but no one else on that same Team may choose Fast Attack as a "floating" selection.

Units from various Codices that **do not** take up a Force Organization slot may be taken in addition to units allowed by the 40K Team Tournament Force Organization chart as long as the unit prerequisites are met (e.g., Dark Angel and Blood Angel Techmarines, Dark Angel Command Squads, Blood Angels Honour Guards count, Chaos Lesser Daemons, Space Marine Command Squads, The Emperor's Champion (see Clarifications below)). This also includes multiple units bought in a single Force Organization slot (e.g., Chaos Daemon Heralds, Space Wolves HQ).

SPECIAL/UNIQUE/NAMED CHARACTERS

The inclusion of Special/Unique/Named Characters is dependent upon the composition of the Team, which is defined as follows:

- **Single Codex Teams:** If all four Team Members of a Team use the same codex to build their army lists then the Team is a "Single Codex Team".
 - Any member of a Single Codex Team may take a single instance of a Special/Unique/Named Character as long as the character would be available to every Team Member of the Team and is normally allowed in games of 2,000 points or less. Note that this allows Single Codex Teams to field multiple, different Special/Unique/Named Characters.
 - Exception: Any Team that uses an allied unit to fill any Force Organization Selection is no longer considered a "Single Codex Team".



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- **Mixed Codex Teams:** If a Team uses more than one codex in constructing the Team's army lists then the Team is a "Mixed Codex Team".
 - One Team Member in a Mixed Codex Team may take a Special/Unique/Named Character that is available to that Team Member and is normally allowed in games of 2,000 points or less. Mixed Codex Teams may never field more than one Special/Unique/Named Character.
 - Any Team that uses an allied unit to fill any Force Organization Selection is considered a "Mixed Codex Team" .
- Special/Unique/Named units that alter an army's Force Organization selections **WILL** affect other Team Member's 1,000-point lists that use the same codex (e.g. Belial or Sammael) - see Clarifications below.
- Special/Unique/Named Characters can only join units from your Coalition Team Member's force if their codex includes said Special/Unique/Named Character in question.
- Special/Unique/Named Character abilities (including psychic powers) that affect your own force do not affect your Coalition Team Member unless their codex includes Special/Unique/Named Character in question.
- Special abilities (other than alterations to the Force Organization) that would affect an entire "army" may affect both Team Members of a 2-Player Coalition (as long as your Coalition partner is normally able to purchase/use the special ability in question – see Games below), but will not affect forces in the other Coalition on a different table.
- Special/Unique/Named Characters that are upgrades to a squad (e.g., Boss Snikrot, Sergeant Telion, the Changeling) must adhere to the above restrictions.

CLARIFICATIONS

- Any unit designated as a "required" choice (designated by a "1" or "1+" in the codex) becomes an "optional" choice for the Team Tournament (e.g., Emperor's Champion, Fire Warriors, etc.). Note: Each army must include a single HQ and Troops choice from the selected "parent" codex.
- For the purposes of Commander's Heads, your most expensive (points value) Special/Unique/Named Character HQ model **must always** be chosen as the Commander first. If you are fielding an HQ selection without a Special/Unique/Named Character HQ model, then the most expensive (points value) **model** in the unit counts as your Commander. In the case of units containing no Special/Unique/Named Character(s) and multiple models with identical point values, nominate one specific model as your Commander and make this choice known to your opponents at the beginning of the game.
- Per the [Imperial Guard FAQ](#), only Imperial Guard units may be issued Orders.
- The Blood Angels Death Company unit does not take up an Elites Force Organization slot.
- If both Team Members of a 2-Player Coalition are using the Blood Angels codex, then all Death Company models will form a single unit.
- The Emperor's Champion is not considered a mandatory/required choice for a Black Templar army in the Team Tournament. Furthermore, as a selection that does not use a Force Organization slot, the Emperor's Champion may fulfill the mandatory HQ choice in a Team Members Force Organization or he may be fielded as an additional HQ choice. No single 1000-point Team Member list may include more than 1 Emperor's Champion.
- If two Black Templar forces form a Coalition during a game and both field Emperor's Champions as their HQ choices, then the Coalition must choose **ONE** (and only one) vow that they have already purchased that will affect both of their Black Templar forces during that particular game.
- An'ggrath the Unbound and Zarakynel, Bringer of Torments and Scabeiathrax the Bloated are now classified as Gargantuan creatures and by default are not allowed.
- Non-special/Unique/Named units that alter an army's Force Organization selections **WILL** affect other Team Member's 1,000-point lists that use the same codex, for example a Space Marines Master of the Forge allows all members of the team (whose armies also come from the Space Marine codex) to take Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts as Heavy Support choices as well as Elites choices.
- Icons of Chaos (from Codex: CSM) and the Chaos Icon (from Codex: Chaos Daemons) can be used to summon daemons from either codex. They technically work exactly the same. Daemonic Gifts (from Codex: Chaos Daemons) are the daemon version of Wargear and should be treated as such in regards as to how they affect your Coalition partner. Keep in mind that Icons **MUST** be on the table at the beginning of the turn and that only Daemons from Codex: CSM (Greater/Lesser) can assault the turn they are summoned (as per Codex: CSM).



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GAMES

The Team Tournament consists of four rounds of play. During each round, two Team Members will be paired together in a Coalition and they will play their own game. Thus, each team will be playing 2 separate games each round. The pairing of Team Members will be determined by the table assignments posted before every round.

Important Notes: A Coalition fights as a single entity during the course of the game. This means that each Coalition will perform all of their movement, shooting, and assaults simultaneously. The following restrictions and guidelines govern a Coalition:

- Wargear and abilities that affect enemy forces are cumulative.
- Wargear and abilities (including Psychic powers and Special/Unique/Named Characters abilities) that affect your own force are not cumulative with your Coalition player unless he/she is able to normally purchase/use the Special/Unique/Named Character, wargear or ability in question. Examples:
 - An all-Eldar Coalition Team Member "Doomed" an enemy squad then both Team Members would get re-rolls with their Howling Banshees to wound against that unit).
 - Teleport Homers and Locator Beacons may be shared amongst Imperial (e.g., Space Marines, Witch Hunters, Daemonhunters and Imperial Guard armies) Team Members in the same Coalition.
- Wargear and abilities that affect your Coalition's forces do NOT stack. (e.g. two Inquistors with Emperor's Tarots do not potentially add +2 to the die roll to go first).

Vehicles with the transport capability **CANNOT** be used to transport troops from another codex (e.g. a Black Templar Land Raider Crusader brought as a Heavy Choice for one Team Member cannot transport a squad of Khorne Berzerkers from another Team Member).

SCORING

Since this is a team event, points will be earned as a Team. The total number of points available to be scored is 489 points, divided up as follows:

Possible Points	% of Total Points	Points Category
240 points	48%	Battle
32 points	6%	Commander's Heads
32 points	6%	Command Tokens
56 points	11%	Sportsmanship (Opponent Judged)
24 points	5%	Composition (Opponent Judged)
45 points	9%	Theme
60 points	12%	Appearance
10 points	2%	Team Tournament Quiz
Special	0%	Team Spirit
499 points	100%	TOTAL POSSIBLE TEAM POINTS

Team Battle Points (240 points): During each game of the Team Tournament, up to 30 total battle points are up for grabs.

Commander's Heads (32 points): During the AdeptiCon 40K Team Tournament, your HQ choice (e.g. a single model commander if joined by a retinue) represents a vital portion of your army. As such, bonus points can be achieved by keeping your Commander alive while eliminating your opponent's Commanders. (Remember, each coalition will always start the game with 2 Commanders taking part in the battle). If during the course of a Team Tournament game one of your Commanders is killed by the enemy side, your opponent's will claim your Commander's "head". This rule also affects your opponents. Therefore, if you kill an enemy Commander during the course of the game, you will claim your opponent's Commander's "head". These results are recorded as part of the game results sheets that each coalition turns in at the conclusion of each game.

If your Commander is not on the table at the conclusion of a game (e.g. Saint Celestine), your Commander counts as being killed for Commander's Head purposes. In addition, if an Independent Character is part of a squad that has fallen off the table or is fleeing when the game ends, he/she will count as having lost their Commander's Head.



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For the purposes of Commander's Heads, your most expensive (points value) Special/Unique/Named Character HQ model **must always** be chosen as the Commander first. If you are fielding an HQ selection without a Special/Unique/Named Character HQ model, then the most expensive (points value) **model** in the unit counts as your Commander. In the case of units containing no Special/Unique/Named Character(s) and multiple models with identical point values, nominate one specific model as your Commander and make this choice known to your opponents at the beginning of the game.

During the course of a single game, it is possible to lose a maximum of 2 Commander's Heads and gain a maximum of 2 Commander's Heads (1 for each player participating in the game) leaving a minimum of 0 and a maximum of 4 Commander's Head points to be scored during each game.

Command Tokens (32 points): Each Team Member receives one Command Token each game which he may apply only to his own units (see below).

A Team Member uses a command token by designating it at the beginning of the game but before the first turn is played. The token is placed in coherency on the table with any eligible unit listed within that Team Member's army list. The Team Member placing the token must **CLEARLY** state which unit is carrying the token and make sure that the opposing Coalition is aware of it. The token may not be placed with Swarms. Again, be absolutely sure that you know which of your units and your opponents' units are carrying command tokens (if any). Write it down on scratch paper if you need to. It is the responsibility of the Team Members to read each scenario carefully to ensure they're using their command tokens wisely.

Each mission will specify something special that the token-carrying units can do. For example:

- "A non-vehicle unit carrying a command token counts as scoring even if it is not a Troops unit"
- "A unit carrying a command token is worth zero kill points"
- "A unit carrying a command token may roll two dice and pick the highest when rolling for run distance"

Command Token Scoring If a Team Member uses a token and the unit carrying it is destroyed then the opposing Team gets one Command Token point. If a Team Member chooses **NOT** to use the token then his own Team gets one Command Token point.

If a Team Member uses a token and the unit carrying it is alive at the end of the game then his own Team gets one point. Therefore a Team Member can "protect" the point by not using the token at all. Alternatively he can risk the point to make the unit more useful toward completing the scenario objectives.

So if in every tournament round all 4 Team Members on a Team decided not to use their tokens the Team would have scored 16 points (4 Team Members x 4 rounds.) If all of that same Team's opposing players used a token and the carrying units were all destroyed then an additional 16 points could be earned for a total of 32.

Sportsmanship and Composition (80 combined points): After each game, each Coalition will be responsible for rating their opponents' sportsmanship and army composition from the chart below:

Sportsmanship (choose all that apply)		Army Composition (choose one)	
Score	Description	Score	Description
1	Our opponents were prompt to report for the start of the round.	3	Our opponents' armies were a representation of a competitive tournament force.
1	Our opponents came prepared to play and brought all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)	0	Our opponents' armies were abusive and totally over the top. We needed a full bottle of Listerine after the game to rinse the bad taste out of our mouths...
1	Our opponents appeared to measure movement and assault distances accurately		
1	Our opponents put forward a good faith effort to play at a timely pace and complete the game in the allotted time.		
1	Rules issues that may have arisen during the game were handled amicably by our opponents.		
1	We had fun playing our opponents.		
1	We would voluntarily play this team again.		



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Team Theme (45 points): During the Team Tournament, a Theme Judge will rate each Team's theme based on observing the Team's combined armies and speaking with a designated representative for that Team about their Theme efforts based on the following checklist:

Individual Army Contributions (7 possible points per Team Member)		
<input type="checkbox"/>	Army is visually tied to the overall theme of the Team.	1 point
<input type="checkbox"/>	Army details (basing, banners, unit markings, etc.) reinforce the overall theme of the Team.	2 points
<input type="checkbox"/>	Army unit selections have been made with overall theme of Team in mind.	1 point
<input type="checkbox"/>	Army would logically ally with all other Team Member's forces in the 40K universe, OR works within the scope of the theme being presented.	3 points
Overall Clarity/Judge's Discretion (check all that apply)		
<input type="checkbox"/>	Team Theme is immediately understandable when viewing all four individual forces together.	5 points
<input type="checkbox"/>	Judge's discretionary points. This is a representation of one of the top 5% of Themes present at the tournament.	1-2 points
Depth of Theme (choose one)		
<input type="checkbox"/>	No depth. Team has four different armies with no discernable Theme.	0 points
<input type="checkbox"/>	Minor depth. Allied armies make sense in the 40K universe, but no additional effort has been made to link the forces beyond the standard alliances.	1-2 points
<input type="checkbox"/>	Major depth. Army theme is fluid and easily recognized/explained. Examples might include allied forces at the Battle for Armageddon, Ultramarines Scout Company, etc.	3-4 points
<input type="checkbox"/>	Extreme depth. Army is specifically and undeniably thematic. All four armies have been modeled in accordance with the intended theme. Examples might include a pre-Heresy force in dropods that have dropped behind Loyalist line to cut off their retreat.	5 points
Display Base (choose one)		
<input type="checkbox"/>	No display base presented.	0 points
<input type="checkbox"/>	The Army is presented on individual or unifying display bases that reinforce the overall theme of the Team.	3 points
<input type="checkbox"/>	The Army is presented on a highly artistic and involved unifying display base that reinforces the overall theme of the Team. Qualifies your Team for the Best Display Base Award.	5 points

Best Display Base: Teams that receive 5 points in the Display Base section during Team Theme judging are eligible to win the Best Team Display Base award. Aside from the 5 points awarded to your Team in the Team Theme category above, this award has no bearing on, nor is it influenced by, your overall score. The Judge's will vote on eligible Team Displays to determine the winner.



110 Teams (440 players!!!) will clash across a multitude of battlefields at AdeptiCon 2010!



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Team Appearance (max 60 points per Team, max 15 points per Team Member): Each Team Member of a Team will have his or her army judged by a painting judge during the course of the Team Tournament. The individual Team Member's appearance scores will be added together to get the final Team Appearance Score. A Team Member's individual appearance score will be calculated using the checklist below (note there are more than 15 possible points available):

Overall Painting (choose one)		
<input type="checkbox"/>	Army is fully painted, but only to the three-color standard of basecoating.	1 point
<input type="checkbox"/>	Army is beyond fully painted, additional steps beyond the three-color standard.	2 points
Detailed Painting (choose all that apply)		
<input type="checkbox"/>	Painting is Uniform: Not a mix of schemes, styles, and looks.	1 point
<input type="checkbox"/>	Basic Details: Details are painted such as eyes, buckles, and jewelry.	1 point
<input type="checkbox"/>	Hand-Painted Details: Details (that are well executed) have been added such as unit markings, banner artwork, blood marks, dirt on cloaks, etc.	2 points
<input type="checkbox"/>	Basic Highlighting: Lines are neat, drybrushing is appropriate; inking is controlled and not sloppy.	1 point
<input type="checkbox"/>	Masterful Highlighting/Blending: Highlights have been masterfully blended, shaded, or layered.	2 points
<input type="checkbox"/>	Overall Appearance: Overall appearance is amazing! Everything works great together to create an awesome scene.	2 points
Basing (choose one)		
<input type="checkbox"/>	Based/Detailed: Models are cleanly based and have basing materials (flock/sand/tiles) or painted on details.	1 point
<input type="checkbox"/>	Extra Basing: The bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (eg. rolling desert dunes).	2 points
Conversions (choose one)		
<input type="checkbox"/>	Minimal: The army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps.	1 point
<input type="checkbox"/>	Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2 points
<input type="checkbox"/>	Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions.	4 points

Team Spirit Team Spirit is a measure of everything outside the scope of the tournament, including such things as costumes, team shirts, banners, and all the other fun stuff we have seen in the past. Team Spirit points do **NOT** count towards a Team's overall points total - although Team Spirit will be used to break ties in regards to Best Team Theme and Presentation and will have an award category all unto itself. During the Team Tournament, a Theme Judge will rate each Team's Spirit based on the following checklist:

Team Spirit (check all that apply)		
<input type="checkbox"/>	Team has at unifying appearance elements (t-shirts, pants, costumes, etc). 1 point per element.	1-6 points
<input type="checkbox"/>	Team appearance elements are related to Army Theme.	4 points
<input type="checkbox"/>	Team banner or equivalent.	4 points
<input type="checkbox"/>	Team handout, booklet, or some other form of handout. 1 point per element.	1-4 points
<input type="checkbox"/>	Additional Team Spirit elements (non-appearance elements not covered above - team song, team movie, team shot glasses....you get the idea). 1 point per element.	1-4 points
<input type="checkbox"/>	Over and Above! Judge's discretion.	1-4 points



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AWARDS

- AdeptiCon National Team Tournament Champions: Highest Overall Score. Battle Points for tie breaker.
- Best Team Tacticians: Highest Battle Points. Commander's Heads for tie breaker.
- Best Team Theme and Presentation: Highest combined Theme, Composition, and Appearance Score. Team Spirit for tie breaker.
- Best Team Sports: Highest Sportsmanship Score. Battle Points for tie breaker.
- Best Team Appearance: Highest Appearance Score. Theme for tie breaker.
- Best Team Display Base: Judge's Discretion.
- Best Team Spirit: Highest Team Spirit Score. Team Theme for tie breaker.
- Best Imperial Team: Highest combined Appearance and Theme for an all-Imperial team. Team Spirit for tie breaker.
- Best Xenos Team: Highest combined Appearance and Theme for an all-Xenos team. Team Spirit for tie breaker.
- Best Heretical Team: Highest combined Appearance and Theme for an all-Chaos team. Team Spirit for tie breaker.
- Best Hybrid Team: Highest combined Appearance and Theme for a mixed team. Team Spirit for tie breaker.
- Da Headhunters: Most Commander Heads. Battle Points for tie breaker.
- Team Tournament Scholars: Highest Team Tournament Quiz score. Sudden Death round for tie breaker.

SCHEDULE

FRIDAY EVENING	
8:00PM – 10:00PM	Team Check-in & Table Assignments*
SATURDAY	
7:00AM - 8:00AM	Registration and Table Assignments
7:00AM - 9:30AM	Paint and Theme Judging
9:00AM	Team Tournament Quiz
9:30AM - 12:00PM	Game #1
12:00PM - 1:00PM	Lunch / Paint and Theme Judging
1:00PM - 3:30PM	Game #2
3:30PM - 4:15PM	Break
4:15PM - 6:45PM	Game #3
6:45PM - 7:30PM	Break
7:30PM - 10:00PM	Game #4