

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

#### Round 1

- 1. Prison Mike Overall 1
- 2. BijangWalkerEstates 4\$ 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
- Pullinfront Overall 13
  BijangWalkerEstates 4\$ Overall 14
  Black Overall 15
  The Coronator Overall 16
  Wreckitralph Overall 17
  The Coronator Overall 17
  The Coronator Overall 18
  Unknown Overall 19
  The Coronator Overall 19

- 8. The Coronator Overall 20 9. Prison Mike Overall 21 10. Prison Mike Overall 22
- Press Coverage Overall 23
  The Coronator Overall 24

#### Round 3

- 1. BijangWalkerEstates 4\$ Overall 25
- 2. Addison,Flowers,olave,Henry, D Overall 26 3. Addison,Flowers,olave,Henry, D Overall 27
- 4. For Sale Overall 28

- For Sale Overall 28
  Wreckitralph Overall 29
  Black Overall 30
  Prison Mike Overall 31
  Unknown Overall 32
  Pullinfront Overall 33
  The Evil Empire Overall 33

- 10. The Evil Empire Overall 34 11. Press Coverage Overall 35
- 12. Black Overall 36

# Round 4

- 1. Pullinfront Overall 37
- BijangWalkerEstates 4\$ Overall 38
  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
- The Evil Empire Overall 46
  Press Coverage Overall 47
  Unknown Overall 48

- Round 5 1. Black - Overall 49
  - 2. BijangWalkerEstates 4\$ Overall 50
  - BijangwaikerEstates 4\$ Overall 50
    Addison,Flowers,olave,Henry, D Overall 51
    For Sale Overall 52
    Wreckitralph Overall 53
    Overall 50

  - 6. SquadMe250Mike Overall 54

  - 7. Prison Mike Overall 55 8. Unknown Overall 56 9. Unknown Overall 57

  - 10. The Evil Empire Overall 58 11. Press Coverage Overall 59
  - 12. Black Overall 60

# Round 6

- 1. Pullinfront Overall 61
- 2. BijangWalkerEstates 4\$ Overall 62
- 3. Addison, Flowers, olave, Henry, D Overall 63
- 4. Unknown Overall 64
  5. Wreckitralph Overall 65
- 6. SquadMe250Mike Overall 65 7. Prison Mike Overall 67 8. Unknown Overall 68 9. Black Overall 69

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



### Round 7

- 1. Pullinfront Overall 73 2. BijangWalkerEstates 4\$ Overall 74
- DijarigvvalkerEstates 4\$ Overall 74
  Addison, Flowers, olave, Henry, D Overall 75
  For Sale Overall 76
  Wreckitralph Overall 77
  SquadMe250Mike Overall 78
  Prison Mike Overall 79
  Black Overall 79

- 8. Black Overall 80 9. Black Overall 81
- 10. The Evil Empire Overall 82 11. Press Coverage Overall 83 12. The Coronator Overall 84

# Round 8

- 1. Pullinfront Overall 85
- 2. BijangWalkerEstates 4\$ Overall 86
- BijangWalkerEstates 4\$ Overall 86
  Addison,Flowers,olave,Henry, D Overall 87
  For Sale Overall 88
  Wreckitralph Overall 89
  SquadMe250Mike Overall 90
  Prison Mike Overall 91
  Unknown Overall 91
  Unknown Overall 92
  Black Overall 93
  The Evil Empire Overall 94

- black Overall 93
  The Evil Empire Overall 94
  Press Coverage Overall 95
  The Coronator Overall 96

# Round 9

- Pullinfront Overall 97
  BijangWalkerEstates 4\$ Overall 98
  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. BijangWalkerEstates 4\$ Overall 110
- BijangWalkerEstates 4\$ 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
  Destrict Engine Overall 118

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