

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 4
- 5. Wreckitralph Overall 5 6. 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 18
   The Coronator Overall 19
   The Coronator Overall 20
   Prison Mike Overall 21

- 9. Prison Mike Overall 21 10. Prison Mike Overall 22
- 11. Press Coverage Overall 23
- 12. Unknown 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
  10. The Evil Empire Overall 46
  11. Press Coverage Overall 47
  12. 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 66 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
- BijangWalkerEstates 4\$ 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 The Evil Empire. Overall 82

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

## Round 8

- 1. Pullinfront Overall 85
- Pullimin Overall 85
   BijangWalkerEstates 4\$ Overall 86
   Addison,Flowers,olave,Henry, D Overall 87
   For Sale Overall 88
   Wreckitralph Overall 89
   SquadMe250Mike Overall 90
   Point Million Overall 90

- 7. Prison Mike Overall 91
   8. Unknown Overall 92
   9. Unknown Overall 93

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