	Fast/	Slow	Slow		
Round	Time	TC	Time	TC	
1	9:00 AM	G/45;d10	½ Point Bye		
2	10:40 AM	G/45;d10	10:00 AM	G/70;d10	
3	1:00 PM	G/70;d10	← Merge		
4	3:45 PM	G/70;d10			

			Round Schedule				
Option		Byes	Games	1	2	3	4
Four	Two Fast +Two Slow	None	4	9:00 AM	10:40 AM	1:00 PM	3:45 PM
Three	Three Slow	1 <sup>st</sup> (½)	3	½ Bye	10:00 AM	1:00 PM	3:45 PM
Two*	Two Fast	Withdraw	2	9:00 AM	10:40 AM	withdraw	
Late 3	One Fast + Two Slow	1 <sup>st</sup> (½)	3	½ Bye	10:40 AM	1:00 PM	3:45 PM
Long Lunch	One Fast + Two Slow	2 <sup>nd</sup> (½)	3	9:00 AM	⅓ Bye	1:00 PM	3:45 PM
Afternoon	Two Slow	1 <sup>st</sup> & 2 <sup>nd</sup> (1)	2	½ Bye	½ Bye	1:00 PM	3:45 PM

<sup>\*</sup> For morning Two Fast the entry fee is ½ and counts as ½ entry for any based on prizes. Other options are via withdrawal or zero point byes Re-entry possibilities exist

Slow round 1 could be played on night before if enough interest