

RED SPECTRE

TRAINING GROUP

HALLOWEEN AFTERMATH SCHEDULE

Date : November 1, 2026
Event : Halloween Aftermath Charity Tournament
Beneficiary : The Veteran's Advocacy Group
Location : Palm Beach Airsoft
6275 Old Congress Rd
Lake Worth, FL 33462

Schedule

HALLOWEEN AFTERMATH CHARITY TOURNAMENT NOVEMBER 1ST, 2026 PALM BEACH AIRSOFT

- 1000 : FACILITY OPENS
 - REGISTRATION OPENS
 - WEAPONS CHECK OPENS
 - STORE OPENS
 - STAGING AREA OPENS
 - RANGE OPENS
 - FUEL DEPOT OPENS
 - CONSESSIONS OPENS
 - P-TOP CLASSROOM OPEN
 - ARENA CLOSED
- 1100 : PBA STAFF - MAIN FIELD FINAL CHECK
 - PBA STAFF - SPEED FIELD FINAL CHECK
- 1130 : ANNOUNCEMENT FOR ALL PLAYERS TO MEET ON FIELD AT 1200
- 1140 : ANNOUNCEMENT FOR ALL PLAYERS TO MEET ON FIELD AT 1200
- 1150 : ANNOUNCEMENT FOR ALL PLAYERS TO MEET ON FIELD AT 1200
- 1200 : HOSTS SPEAK TO ALL PLAYERS IN MAIN FIELD
 - EXPLAIN THE BASIC RULES OF GAME MODES
 - ZERO TOLERANCE UNSPORTSMANLIKE CONDUCT
- 1220 : NATIONAL ANTHEM - GAMES START AT 1300
- 1225 : ALL PLAYERS RETURN TO STAGING AREA
- 1230 : TOURNAMENT BRACKET IS POSTED
- 1245 : ANNOUNCE FIRST ROUND TO PREPARE
- 1300 : 1.1 MILSIM MATCH
 - 1.1 SPEED MATCH
- 1320 : 1.2 MILSIM MATCH
 - 1.2 SPEED MATCH
- 1340 : 1.3 MILSIM MATCH
 - 1.3 SPEED MATCH
- 1400 : 1.4 MILSIM MATCH
 - 1.4 SPEED MATCH
- 1420 : 1.5 MILSIM MATCH
 - 1.5 SPEED MATCH
- 1440 : 1.6 MILSIM MATCH
 - 1.6 SPEED MATCH
- 1500 : 1.7 MILSIM MATCH
 - 1.7 SPEED MATCH
- 1520 : 1.8 MILSIM MATCH
 - 1.8 SPEED MATCH

1540 : 2.1 MILSIM MATCH
2.1 SPEED MATCH
1600 : 2.2 MILSIM MATCH
2.2 SPEED MATCH
1620 : 2.3 MILSIM MATCH
2.3 SPEED MATCH
1640 : 2.4 MILSIM MATCH
2.4 SPEED MATCH
1700 : 3.1 MILSIM MATCH > SEM-FINAL
3.1 SPEED MATCH > SEMI-FINAL
1720 : 3.2 MILSIM MATCH > SEMI-FINAL
3.2 SPEED MATCH > SEMI-FINAL
1740 : RAFFLE ANNOUNCEMENT
1750 : SPEAKERS PRESENT ABOUT MENTAL HEALTH
1830 : 4.1 MILSIM CHAMPIONSHIP MATCH
1900 : 4.1 SPEED CHAMPIONSHIP MATCH
1930 : ANNOUNCE AND CONGRATULATE THE WINNERS
TROPHY CEREMONY
ANNOUNCE THE JUGGERNAUT HALLOWEEN AFTERMATH GAME
2000 : JUGGERNAUT HALLOWEEN AFTERMATH GAME STARTS
2020 : JUGGERNAUT HALLOWEEN AFTERMATH GAME ENDS
2045 : FIELD CLOSES
2100 : THANK EVERYONE FOR COMING
VENDORS START SHUTTING DOWN
PLAYERS START TO LEAVE
CLEAN UP
2200 : TECHNICAL CLOSING OF FACILITY
2300 : CLOSING OF FACILITY