**SETS**

N = set of nodes; indexed by I and j, i € {1,…,30}

T = Time; indexed by t, t € {1,…,168}

A = Fully connected (i.e., (i, j) € A ∀ i, j € N)

**Parameters**

Vit = 1 if a game occurs at node I at time t

0 o.w.

dij = distance from i to j

dii = 0

**DVs**

Yijt = 1 if we go from node i to j on day t

0 o.w.

**Assumptions**

Can travel in AM on day t and watch game on day t

Can linger and camp out