

*These rules are subject to change.*

## **Section I. Synopsis**

Registration for senior assassin will open on April 2, and close on April 8. To register to play, individuals must be seniors at Owen J. Roberts High School and submit all completed registration items on or before April 8.

The game will begin at 12:00 AM on April 18, and it will end at 6:00 PM on June 10; the game may end before this date if all but one player is eliminated.

Each player's target will be another randomly assigned player. Each week, players will try to eliminate their target. If a player's target is not eliminated by the end of the week, the player who failed to eliminate their target will be eliminated. The targeting system will end on May 23. During and after May 23, any player may eliminate any other player.

Eliminations must be made using a water gun or water balloon. If an elimination is not filmed, both players involved must confirm the elimination. There will be certain conditions wherein players may not be eliminated.

The player or players remaining at 6:00 PM on June 10 will win the game. The winner or winners will receive the prize: the proceeds from the entry fees. If there is more than one winner, the prize will be split evenly between all parties.

## **Section II. Registration**

Registration for senior assassin will open on April 4, and close on April 8. To register to play, individuals must be seniors at Owen J. Roberts High School and submit all completed registration items on or before April 8. If an individual's registration is not submitted on or before the above date, he or she will not participate in the game. The registration items include:

1. \$10.00 cash entry fee.
2. Completed and signed rules.

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### Section III. Schedule

#### Overview

Tentative Schedule of Events				
Week	Start Date	End Date	Weekly Event	Event Date
Registration	4/2/2022	4/8/2022	Accepting registrations	4/2/2022-4/8/2022
Interim	4/9/2022	4/17/2022	Preparing for game	N/A
1	4/18/2022	4/24/2022	Game Begins	4/18/2022
2	4/25/2022	5/1/2022		
3	5/2/2022	5/8/2022	Off Day	5/7/2022
4	5/9/2022	5/15/2022		
5	5/16/2022	5/22/2022	Off Day	5/21/2022
6	5/23/2022	5/29/2022	End Game Begins	5/23/2022
7	5/30/2022	6/5/2022	Off Day	6/4/2022
8	6/6/2022	6/10/2022	Game Ends	6/10/2022

#### Details

Registration will begin on Saturday, April 2, and end on Friday, April 8. In the interim, players will prepare for the game, which will begin on April 18. Players will be assigned a new target every Sunday evening between April 17 and May 15. For more information, see *IV. Targets*. Many weeks will have a specific game event; these events are as follows:

1. Registration: For information regarding registration, see *Section II. Registration*.
2. Interim: Players will prepare for the game to begin between April 9 and April 17.
3. Purge days: Purges may be added when necessary. Players will be given five days notice before a purge. During these days, targets will not apply, and players may eliminate any other player(s). Floaty immunity will not apply on purge days; players may be eliminated regardless of whether they are wearing floaties or not. For more information, see *V. Elimination Rules*.
4. Off days: The game will be temporarily recessed on off days. Players may not be eliminated on these days.
5. End game: Beginning on May 23, targets will no longer be assigned. Players may eliminate any other player. Floaty immunity may apply, but it may be suspended. If suspended, players may be eliminated regardless of whether they are wearing floaties or not. Players will be given five days notice before floaty immunity no longer applies.

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## **Section IV. Targets**

### *Overview*

Person A's weekly target is Person B. Person A must try to eliminate Person B by the end of the week. If Person B is not eliminated by the end of the week, Person A is eliminated.

### *Details*

Each player's target will be another randomly assigned player. Players will be assigned a new target every Sunday evening between April 17 and May 15; this will be communicated to players in secret via email or text. Each week, players will try to eliminate their target. If a player's target is not eliminated by the end of the week, the player who failed to eliminate their target is eliminated.

The targeting system will end on May 23. During and after May 23, any player may eliminate any other player.

## **Section V. Elimination Rules**

### **A. Immunity**

Players will be immune to elimination if they are:

1. Wearing a pool floaty between April 18 and May 22. Floaties must be visible and worn over all clothing. Floaties may not be forcefully removed.
2. Inside of a place of worship.
3. Inside of their place of employment.
4. Inside of an Owen J. Roberts building.
5. Representing Owen J. Roberts in an athletic competition.
6. Operating a motor vehicle.

### **B. Trespassing**

With the purpose of eliminating their target, players may not enter another player's home or garage without permission. If a player is asked to leave the premises of another player's place of residence, employment, or worship, they must leave. Failure to do so will result in elimination.

### **C. Weapons**

Players will only be eliminated if they are struck by:

1. Water from a water gun.
2. Water from a water balloon.

If a player is not struck by water from a water gun or water from a water balloon, they will not be eliminated. If a water balloon hits the target player but fails to pop, that player will not be eliminated. If an assassin uses something other than water to attempt to eliminate a target, the assassin will be eliminated.

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#### **D. Eliminations**

Players must eliminate their target within the assigned week by striking their target with water from a water gun or water balloon. Eliminations may not be made from a motor vehicle, and they must be made on camera. If a player's target is not eliminated by the end of the week, the player who failed to eliminate their target will be eliminated.

When a player eliminates another player, they must send a photo or video of the elimination to the game moderator(s). If the elimination is not on camera, both players – the assassin and target – must confirm the elimination. If this is not done, no player will be eliminated.

Players may recruit help to eliminate their target. Helpers may not eliminate a target, but they may assist in the process.

#### **Section VI. Prize**

The player or players remaining at 6:00 PM on June 10 will win the game. The winner or winners will receive the prize: the proceeds from the entry fees. If there is more than one winner, the prize will be split evenly between all parties. The prize will be distributed on or before June 17.