Week 4: Recruitment Camp Schedule (Ages 15 and Up)

Focus: Advanced gameplay, recruitment readiness, and collegiate-level coaching and strategies exposure. Includes the Combine for potential recruits.

Day 1: Foundations and Assessment

9:00 AM - 9:30 AM: Camper Check-In & Orientation

- Welcome campers and outline camp goals.
- Icebreaker activity: "My Esports Journey" campers share their favorite games and what they hope to achieve in esports.

9:30 AM - 11:00 AM: Skill Assessment Scrimmages

- Gameplay sessions in Overwatch, Counter-Strike 2, Valorant, or Apex Legends.
 - o Games may change based on Recruit's skill in other games.
- Coaches evaluate individual and team performance, focusing on aim, communication, and decision-making.

11:00 AM - 12:00 PM: Workshop: "What Recruiters Look For"

- Topics include:
 - Building a professional online presence.
 - Highlighting skills in gameplay footage.
 - Dos and don'ts when contacting collegiate esports programs.

12:00 PM - 1:00 PM: Lunch Break

1:00 PM - 2:30 PM: Guided Gameplay by Title

- Overwatch: Role-specific mechanics and team coordination.
- Counter-Strike 2: Recoil control and map awareness drills.
- Valorant: Utility usage and positioning.
- Apex Legends: Rotational planning and ability synergy.

2:30 PM - 3:00 PM: Wrap-Up & Goal Setting

Campers set personal improvement goals for the week.

Day 2: Tactical Play and Communication

9:00 AM - 9:15 AM: Morning Warm-Up

Quick aim and reaction drills tailored to each game.

9:15 AM - 11:00 AM: Tactical Play Workshop

- Advanced strategies by title:
 - Overwatch: Coordinating ultimates and counter-picking strategies.
 - o Counter-Strike 2: Site control and post-plant scenarios.
 - Valorant: Executing site takes and clutch plays.
 - Apex Legends: End-game positioning and aggressive pushes.

11:00 AM - 12:00 PM: Workshop: "Effective Team Communication"

- How to lead in a team setting and manage callouts under pressure.
- Practice with live scenarios requiring precise communication.

12:00 PM - 1:00 PM: Lunch Break

1:00 PM - 2:30 PM: Role-Specific Matches

- Gameplay emphasizing individual role mastery:
 - Overwatch: Tanks focus on space-making, DPS on flanking.
 - Counter-Strike 2: Entry fraggers practice opening kills.
 - Valorant: Supports the use of utility to secure objectives.
 - Apex Legends: Coordinated team pushes and rotations.

2:30 PM - 3:00 PM: Feedback & Tactical Takeaways

Day 3: Combine Preparation

9:00 AM - 9:15 AM: Morning Warm-Up

9:15 AM - 11:00 AM: Advanced Mechanics Workshop

- Aim refinement: Flick shots, tracking, and crosshair placement.
- Map awareness: Analyzing rotations and choke points.
- Team synergy: Coordinated strategies like ultimate combos in Overwatch or split-site plays in Valorant.

11:00 AM - 12:00 PM: Workshop: "How to Handle High-Stakes Moments"

Disclaimer: Games can change based on popularity and the Assistant Director's discretion

- Techniques for staying composed during critical gameplay moments:
 - Recognizing tilt and refocusing.
 - Positive self-talk and recovery strategies.

12:00 PM - 1:00 PM: Lunch Break

1:00 PM - 2:30 PM: Mock Combine Drills

- Simulated Combine scenarios:
 - Aim tests: Reaction speed and accuracy.
 - Team scrimmages: Evaluate coordination and strategic adjustments.
 - o Scenario drills: Clutch situations and time-based challenges.

2:30 PM - 3:00 PM: Wrap-Up & Combine Prep Tips

Day 4: Combine Day

9:00 AM - 9:15 AM: Camper Check-In

9:15 AM - 12:00 PM: Combine Evaluations

- Individual Skill Tests:
 - Aim drills, movement mechanics, and decision-making exercises.
- Team Scrimmages:
 - Evaluated 6v6 (Overwatch), 5v5 (Valorant, CS2), or 3v3 (Apex Legends) matches, focusing on strategy, communication, and adaptability.

12:00 PM - 1:00 PM: Lunch Break

1:00 PM - 2:30 PM: Live Showcase Matches

- Campers participate in streamed or observed matches.
- Opportunity to demonstrate individual and team skills to coaches and recruiters.

2:30 PM - 3:00 PM: Closing Ceremony

- Awards for:
 - Best Team Player
 - Best Strategist
 - Best Communicator
 - Most Improved
- Distribution of participation certificates and personalized feedback.

Disclaimer: Games can change based on popularity and the Assistant Director's discretion