

March 25th to 27th 2019

# Need for Speed

## ROUND 1:

### Phase 1:

It will be a circuit race of 2 laps. On the basis of time elapsed to complete the race, participants will qualify for the next phase.

**Map:** Country Club

**Car:** Lamborghini Gallardo

### Phase 2:

It will be a circuit race of 3 laps. On the basis of time elapsed to complete the race, participants will qualify for the next round. Top players based on time will qualify for the next round.

**Map:** Omega & Industries

**Car:** Porsche Cayman S

## ROUND 2:

6 players will be selected at random; they have to compete within them in a sprint race. The Top 2 among each 6 players will qualify to the next round.

**Map:** State & Warrent

**Car:** BMW M3 GTR

## FINAL ROUND:

2 maps will be played (1 sprint & 1 circuit). Winners will be selected based on position of finish and time elapsed. In case of a tie, there will be an extra 1v1 tie breaker round.

### Phase 1:

The Sprint race will be played by the total 8 players. Each competes with each other. Top 4 players will be selected from this phase.

### Phase 2:

The Circuit race will be played by the selected 4 players. They compete with each other. From this 1st, 2nd & 3rd will be decided.

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## RULES:

- Collision detection: OFF
- Nitrous: ON
- Performance matching: ON
- Traffic: OFF
- Speed breaker is not allowed.
- Cars will be selected by the coordinators.
- Only keyboard will be supplied during match (Authorities will not be responsible if there is any fault during match with the provided keyboard).
- Participants are allowed to bring their own keyboards (It is advised to bring your own keyboards).
- Before starting players have 1 minutes of setting time.
- Any type of violating the rules will cause disqualification of the player.
- If any unintentional disconnection occurs the match will be restarted.
- Personal save files are not allowed.

