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| **SUB OPTIMAL GAMING PRESENTS…**  Shooter tournament  “redefining optimal” GAME LIST  1. **HALO INFINITE**     1. **TEAM OF 4**        1. **BEST OF 3** 2. **SIEGE**     1. **TEAM OF 5**        1. **BEST OF 3** 3. **COD ZOMBIES**     1. **TEAM OF 4**        1. **LEVELS SURVIVED OVER 2 GAMES** 4. **APEX LEGENDS**     1. **TEAM OF 3**       1. **PLACEMENT OVER 3 GAMES**   **A white brain with text on a black background  Description automatically generated** | |  | | --- | | **PLAYERS** **TEAM 1** PLAYER 1, PLAYER 2, PLAYER 3, PLAYER 4, PLAYER 5 **TEAM 2** PLAYER 1, PLAYER 2, PLAYER 3, PLAYER 4, PLAYER 5 | | GAME ORDER HALO INFINITE  CALL OF DUTY: ZOMBIES  RAINBOW SIX: SIEGE  APEX LEGENDS | |

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| TEAMS | GAME 1 | | GAME 2 | GAME 3 | GAME 4 |
| TEAM 1 | |  |  |  |  |  |
| TEAM 2 | |  |  |  |  |  |

**POINT DISTRIBUTION**

* HALO INFINITE
  + Games will be best of 3. The winner of the series will get **100 points.**
  + The players with the most kills / odd ball time held / flags scored / flags returned will receive **50 points.**
  + Teams can swap team members between games.
* APEX
  + Teams will play 3 games. Points will be distributed based on Placement.
    - 1st – **500 points**
    - 2nd – **400 points**
    - 3rd – **200 points**
    - 4th- **100 points**
    - 5th – **50 points**
    - 6th – **25 points**
    - 7th – **10 points**
  + Points will also be awarded based on # of kills.
    - Each kill will be worth **50 points.**
  + Players can swap team members between games.
* CALL OF DUTY: ZOMBIES
  + Teams will play 2 games; Points will be awarded based on levels survived.
  + Levels 1-9 will be worth **5 points.**
  + Levels 10-19 will be worth **10 points.**
  + Levels 20 and above will be worth **20 points.**
  + Players can swap team members between games.
* RAINBOW SIX: SIEGE

**RULES**

* Disorderly or unsportsmanlike conduct will be heavily punished as decided by the SOG OVERLORD (don’t fuck with me).
* All teams will have a week before the games to practice and review the rules.
* Team trades are not allowed, once teams are selected that will be the team for the tournament.
* Games will be scheduled in advance with rescheduling allowed. If sufficient time passes where a team is unable to participate, they will forfeit the game and the tournament will move on.
  + Halo:
    - Each team will play each other once for a total of 4 Best of 3 games.
    - All five players will participate.
    - Maps will be randomized.
    - Events will include a game of Slayer, Capture the Flag and Odd Ball selected per the Wheel.