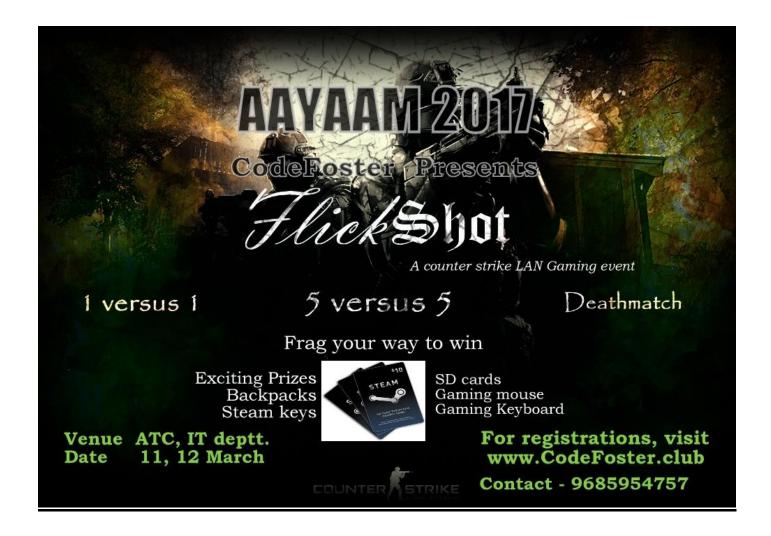
Counter-Strike: An Event proposal



Requirements for the Event

- 1 Lab with about 40-50 personal computers, like ATC 208-209
- Permission to install Windows OS in the aforementioned Lab
- Permission to install game software i.e "Counter strike global Offensive"
- 1 Projector
- Event timings: 09:00 AM 4:30 PM
- Event Dates: 10/03/17 & 11/03/17

Suggested Formats:

- 1. Aim 1 versus 1 tournament
 - Short range maps
 - Easy lookup for spotting enemies
 - Map Pool–
 - 1. Rifles only aim_map3g
 - 2. Pistols only aim_pistol_csgo
 - 3. AWP/Scout only awp_india

- 4. Rifles+ pistols + AWP/Scout aim_map
- Registered players will play in the following bracket:

Qualifier (Optional) -

A Qualifier round can be issued in case the number of players are too high for group stages (more than 4^x, x TBD). Qualifier games would be a single match knock out.

Group stage -

- i. Four players per group
- ii. Total of 6 games to decide winner of each group

Let A, B, C, D be the players. Then the games would be -

- 1. A vs B
- 2. C vs D
- 3. Winner of 1 vs Winner of 2
- 4. Loser of 1 vs Loser of 2
- 5. Loser of 3 vs Winner of 4
- 6. Winner of 3 vs Winner of 5

Winner of 6 advances to Playoffs

Playoffs -

Single match elimination/Knock out system.

- The Game would be played as best of 3 maps (9 rounds each of Map 1, 2, 3) in the group stages and playoffs. But, for qualifiers in case it is issued, each game would last 9 rounds of Map 4 only
- Estimated time for each game would be

1 min/round x 9 round/game x 1 games = 9 min (for Qualifiers)

1 min/round x 9 round/game x 3 games = 27 min (for Group stage)

1 min/round x 9 round/game x 3 games = 27 min (for Playoffs)

2. 5 versus 5 competitive –

- Standard competitive bomb plant scenario
- Map Pool: de_dust2, de_cache, de_mirage
- Registration fee: (tentative) Rs 150 per team
- 30 rounds per match, the team to win first 16 matches wins
- Overtime will be issued in case of a draw.
- All competitive CS rules apply
 - 1. Friendly fire ON
 - 2. Armor Purchasable

- 3. Start Money \$800
- 4. Defuse kit Purchasable
- Registered players will play in the following bracket:

Qualifier (Optional) -

A Qualifier round can be issued in case the number of teams are too high for group stages (more than 4^x, x TBD). Qualifier games would be a single standard competitive 15 rounds knock out.

Group stage -

- iii. Four teams per group
- iv. Total of 6 games to decide winner of each group

Let A, B, C, D be the players. Then the games would be -

- 7. A vs B
- 8. C vs D
- 9. Winner of 1 vs Winner of 2
- 10.Loser of 1 vs Loser of 2
- 11.Loser of 3 vs Winner of 4
- 12. Winner of 3 vs Winner of 5

Winner of 6 advances to Playoffs

Playoffs -

Single match elimination/Knock out system.

• The Game would be played as best of 1 map in the group stage, and Bo3 in the playoffs. But, for qualifiers in case it is issued, each game would last 15 rounds of de_dust2 only.