Z1R RoutleMania

Organizers: Kingdahl, Shton, and Dunlo

Each week, the seed info will be released via Discord on Monday morning.

The competition will be eight weeks long.

The first seven weeks will be a round robin format. Everyone will get a head-to-head matchup, so eventually you will play each of the other seven players. (We'll do a wheel or something similar... people like the wheel.)

We'll all use the same flags each week, but every head-to-head matchup will get a seed unique to those two players. (The flagset will change each week, trying to showcase a variety of the different options in Z1R.)

The time will be achieved by running a one hour "chase" session to try to get their best time possible. Your final attempt does not have to finish before the end of the hour, but it must be started prior to the end of the sixty minute timeframe. Timing begins upon pressing start on the file select screen (i.e. start your timer at 0.0) All runs must begin from a reset or power cycle.

You can stream/record your chase at any time, but the final deadline to start your chase is midnight Sunday. (Note: we can be a little flexible on this if you want to run after the SG Weekly and that race goes long. Basically, you just need to submit the time so it's turned in when Dunlo wakes up Monday morning in the eastern time zone.)

Before you do your chase hour you must announce the time for when you plan to do it. This is because otherwise you could just call it a practice session and redo it.

***Note: For optimal hype, feel free to schedule a live chase with your opponent. This is encouraged but not required.

If you and your opponent stream at different times, don't watch your opponent if they're going first. It's way more fun to run your own route and not know how the opponent did.

We're operating on the "everybody be cool" system. (Being cool also includes not checking your opponent's stream if they do a playthrough/routing session.)

Submit best time and a VOD link to:

https://forms.gle/CecrjjCPXN3jxyaN7

——————————————————————————————————————
Scoring system for the first 7 weeks:

2 points for a head-to-head win
1 point for a close loss
0 points for a "not so close" loss

*A "close loss" is defined as having your best time finish within 10% of your opponent's winning time.

Example: if the winner finishes in 20:00 and the loser finishes between 20:01 – 22:00, the loser would earn one point.
The impetus for this rule is so everybody tries to crush it each week regardless of your opponent, or if you think the chase is going bad you can still compete to salvage a point.

——————————————————————————————————————
The last week (week 8) will be a championship/classification week.

The top three players (in weeks 1 through 7, standings based off points earned in those weeks) will all run the same seed and compete for first through third place.

The fourth through sixth place players (in weeks 1 through 7, standings based off points earned in those weeks) will all run the same seed and compete for fourth through sixth place (and those sweet, sweet BR points).

——

Runners can complete more than one run during each chase, but only the best time will count as their finishing time.

Tiebreakers:

1. Win/loss record vs. the player(s) involved in the tie
2. Time differential in races where the tied players played each other. (If all players in a multi-way tie played each other.)
3. Win/loss record vs. common opponents
4. Time differential in races involving common opponents

*Note: see the bottom of this doc for examples of how the tiebreakers would work.
*Note 2: In the tiebreakers, close losses don't matter. Win/loss record just means wins and losses.

Please contact either of the organizers with any questions. We hope you join us!

Tiebreaker examples (for the benefit of transparency and "crossing the bridge before we get there")

Two-way tie examples

Example 1:
Player A and B are tied in final points standings.
If Player A beat Player B (tiebreaker 1), then Player A would finish ahead of B (based on tiebreaker 1)

Example 2:
Player A and B are tied in final points standings.
If Player A and Player B didn't play each other then tiebreakers 1 & 2 won't work, so it goes to record vs. common opponents (tiebreaker 3).
If they have 5 common opponents, and Player B was 3-2 vs those opponents and Player A was 2-3, then Player B would finish ahead of A (based on tiebreaker 3).

Example 3:
Player A and B are tied in final points standings.
If Player A and Player B didn't play each other then tiebreakers 1 & 2 won't work, so it goes to record vs. common opponents (tiebreaker 3).
If they have 5 common opponents, and Player A was 4-1 vs those opponents and Player B was also 4-1, they're still tied based on tiebreaker 3... so we'd move to tiebreaker 4.

So, tiebreaker 4 would involve calculating the margin of victory/defeat in those 5 races against common opponents. Whoever has the best margin of victory (or the smallest margin of defeat, if that's the case) would finish ahead of the other player involved in the tie.

Three-way tie examples

Example 1:
If three players finish with the same number of points, and Player A beat both Player B & C, they'd be ranked like this (based on tiebreaker 1):

1. Player A
2. Winner of Player B vs Player C
3. Loser of Player B vs Player C

Example 2:
If three players all had the same number of points, and Player A beat Player B, Player B beat Player C, and Player C beat Player A, the head-to-head would be tied, as they'd all be 1-1 against each other, so we'd move to tiebreaker 2.

So, let's say A beat B by one minute, B beat C by two minutes, and C beat A by one minute. They'd finish like this:

1. Player B (one minute differential to the good)
2. Player A (neutral differential)
3. Player C (negative one minute differential)

Example 3:
If three players all had the same number of points, and Player A beat Player B, Player B beat Player C, but Player A & C didn't play each other, then we can't do tiebreakers 1 or 2 since they didn't all play head-to-head.

So at that point, we'd do tiebreaker 3 to figure out who ranks first out of these 3 players....

Then when you're down to two players tied for the second and third spot in these rankings, you revert back to tiebreaker 1 and would follow the examples above for a two player tie.

Four-way tie example:

Four players all have the same number of points. The results were...

Player A beat Player B.
Player A beat Player C.
Player D beat Player A.
Player B beat Player C.
Player D beat Player B.
Player C beat Player D.

Their records against each other would be:

Player A: 2–1
Player B: 1–2
Player C: 1–2
Player D: 2–1

So, at that point, Players A and D would be tied for the top two spots amongst these four players. Players B & C would be tied for the bottom two spots. We'd use head to head to break these new ties, and the final rankings would be:

1. Player D (2–1, beat Player A)
2. Player A (2–1, lost to Player D)
3. Player B (1–2, beat Player C)
4. Player C (1–2, lost to Player B)

(Note from Dunlo: this is an extreme example, but I threw it in there to illustrate how the tiebreakers would be used.)
(Another note: If we have to cross bridges, we'll make sure it's all on point once we get there.)