TECH HUNT
21st & 22nd December 2017
NEUB
Estd: 2012
NORTH EAST UNIVERSITY BANGLADESH
Education with Innovation

Gaming Contest
"COD 4 – Modern Warfare"

➢ Registration Details:

- ✓ Only Team Registration is allowed.
- ✓ Team members should be undergraduate, college or school students.
- ✓ Team must be formed with **four** members.
- ✓ Members may come from different universities, colleges or schools.
- ✓ Registration Fees: **1220 Taka**.
- ✓ Only **16 team slots** available for registration.[When the slot limits filled up, the registration process will be closed]
- ✓ Each member has to submit his/her Student ID card scan copy and picture during the registration at website.
- ✓ Only payment method is **bkash**.
- ✓ Bkash [Personal] number: **01639500024**. [Payment Demo]
- ✓ Contact Numbers: 01639500022 and 01639500023.

[**Note:** First you have to pay the registration fees using given bkash number from the list and after that go to our official website: www.techhuntbd.org and complete your registration using the bkash Transaction ID and your bkash number. Please make sure that slots are not filled up and then go for the registration. **For checking the availability of slots visits our official page at** www.techhuntbd.org/team.php. For any query, contact with the given contact numbers. Any wrong information in the registration form is not allowed. It may cause the disqualification of the team.]

Registration Deadline: 10th December 2017.

➢ Rules and Regulation:

- ✓ All the participants have to read and understand the rules.
- ✓ Game Mode: 4 vs 4 Team Death Match.
- ✓ Maps: Backlot, City streets, Crash, Crossfire, Strike.
- ✓ Teams can bring their own gaming gadgets. No gadgets will be provided by the organizer (except keyboard and mouse).
- ✓ The matches will be played by knocked out system.
- ✓ Each team will get 5 minutes to set up personal gadgets with referee's notification.
- ✓ If the team is found to be delaying the match for non-technical reasons, the referee may declare the match forfeit.
- ✓ The game will be played in three rounds. The team which wins two rounds will win the match. If a team wins two Rounds in a row then there will be no third round in action.

- ✓ Winning team must take a screen shot after the match.
- ✓ For all matches ModWarFare will be used.
- ✓ Time: 10 minutes each round.
- ✓ PunkBuster will be enabled on every match.
- ✓ If the server crashes during the game, you are to continue from the previous score and remaining match time.
- ✓ Map Selection: A coin will be tossed and the loser team will choose which map of the allotted 5 maps to ban first. The winner of the toss will get to decide the game map from the last two remaining maps.
- ✓ In case of a draw, the game time will be increased by 5 minutes. If the match is not decided within 3 extensions, then there will be a knife round to decide the winner.
- ✓ Once a match has been closed or completed, it cannot be reopened. You must ensure that you either enter the correct result or dispute the match before it is auto accepted.
- ✓ Using any third party software (e.g. nVidia Control Panel or RivaTuner) to tweak graphics settings to give an advantage are NOT allowed. The most common example of this is ambient occlusion.
- ✓ Players caught using illegal scripts and binds including nade scripts and weapon next binds will receive an instant ban from the tournament and the match will be forfeited. His/her team might even get banned.
- ✓ "Glitching" is defined as moving or seeing through or over a physical object and is NOT permitted.
- ✓ Grenade jumps and anything similar are NOT permitted.
- ✓ The use of silent drops is permitted but only in the case of known silent drops.
- ✓ Players are only allowed to bounce to places which can be reached without the use of a bounce. Bouncing to roofs and balconies which are unreachable in a normal way is prohibited.
- ✓ Straight forward jumps and those that do not involve any part of the in-game character moving through a physical object are allowed.
- ✓ Players who are caught using bugs or glitches immediately forfeit the round. If this occurs on more than 2 occasions, then the match will be forfeited. If a player is caught persistently using bugs or glitches after being warned will receive an instant ban.
- ✓ **Referee's decision is final.**

➢ Kits & Prize:

- ✓ Each member will get a **T-shirt, Pad, Pen and TechHunt Souvenir**.
- ✓ Each member will get **Lunch and Breakfast**.
- ✓ Top two teams will be rewarded.
- ✓ Champion team will get (**20000 Taka**) Prize money with **Crest** and **Certificates**.
- ✓ 1st Runner Up team will get (**15000 Taka**) Prize money with **Crest** and **Certificates**.