Rule/Info Doc - Finished

Sign Up Form - Finished

Team Status - Working on this

[Bracket](https://challonge.com/jefxnus/participants)

Backup Servers

**Staff for Event:**

Tickets - All staff members

Scorekeeping - czarchasm

Match Supervisor - czarchasm  
Pug Runners - Existing pug runners run pass time pugs; could give some people ability to run pass time pugs if wanted

Casters: Crutch and CD Cyber Dragon; only for playoffs Partemis + CD Cyber Dragon for Groups; Fireside for everything including playoffs

Casting Coordinator: Colonel Salt

Prize Pool Coordinator: Fish/James

Need:

* Need roles for ringers (can manually assign, nbd)
* Need NoNoeWay to recognize donation of keys to TF2CC account

**Criteria for Signups:**

* Tempus rank and performance, competitive experience
  + Cannot be above Main 6s Playoffs, HL is up to trends.tf experience on those classes
  + T6 soldiers will be class restricted off of Soldier

**Resources for Newbies:**

* PND4 on **Nov. 18th** will be holding a class in TF2CC with [this script](#u0w1cs7lan5k); Announcing it with registration announcement and then another announcement the day before; **@ 7:30 PM EST**
* Coaches from Official 4v4 PASS Time server will answer questions on PASS Time in #pass-time-questions
* Newbie 4v4 PASS Time pugs are available in TF2CC via role selection

**Division Structure:**

* Two divs
  + Div 2: from top of Apprentice (role in P4SS Discord) all the way down
    - Up to below 6s IM Playoffs, T2/3 jumpers
  + Div 1: from top of Journeyman/blue belt (?) (probably Jurgles max)
  + No Master+ div to encourage new players

**Config & Plugin:**

* Configuration will be rgl\_pt\_push.cfg (on serveme)
* CFGs and Plugin are available on [the repository](https://github.com/blakeplusplus/p4sstime)

**Tournament Format:**

* Maps Played:
  + pass\_arena2\_b8, pass\_stadium\_b31, pass\_stoneworks\_a25, pass\_ufo\_a11, pass\_park\_b26\_b, pass\_smallosseum\_test8
* Group Stage:
  + Bo1 map; To win 1 match, you need to win 3 rounds, which each round is won by getting 5 goals.
  + Swiss is preferred, but if low sign ups use Round Robin. Can’t do matches as soon as spots open up :(
    - We’re using 5x Round Robin
  + Day 2: we run arena and stadium again
* Playoffs:
  + Top 4 teams of each div; Bo3 maps; So basically extended group stage
  + Playoffs consist of 4 contenders?
  + Create private threads for pick/bans; if other team stalls pick/bans, let other team decide

**Casting:**

* Colonel Salt is our Casting Coordinator; will coordinate with Jayy on what matches Fireside should cast
* TF2CC is casting playoffs on their channel, Fireside will be casting everything

**Prize Pool:**

* 24 keys split evenly between 2 divs; per Fish; Fish has 20 keys, I have 4 sent to TF2CC Donation Account
  + 2 keys for each player in first place, 1 key for each player in second; for main roster players

**Dates:**

* Open registrations **Nov 14th**
  + Announcement by Colonel Salt on the 14th; Announcement text is written [here](#2cgkpakc3ek)
    - Will feature [tomatotom’s video](https://www.youtube.com/watch?v=2i9VZFonMZw)
    - Will also feature [shelz0r’s SFM art](https://discord.com/channels/727627956058325052/1113196401766187088/1161823163815039077) (finishing up this weekend)
* Two weeks for registration and scrims, **Nov. 18th** **@ 7:30 PM EST:** PND4 does class with [this script](#u0w1cs7lan5k).
* Close registrations **Nov 29th**
* **Dec 2nd:** 4 matches, 5, 6, 7, 8 EST
* **Dec 3rd:** 2 matches, 5, 6 EST, then playoffs right after

Class Script:

For PND4 on Nov. 18th

**RECORD THE CLASS TO BE POSTED TO YOUTUBE**

**This is a stream in Discord that you’ll record and then post to YouTube. Feel free to make it unlisted**

**15 minutes before class starts, tell everyone to be sure to watch both basic and advanced tutorial (at least to the end of defense section)**

Obviously answer any questions that pop up

Obligatory “Yes we tested every weapon, no it doesn’t work, don’t ask”

Start of round, be sure to comm with your teammates; let them know where you’re fighting so you can know for sure if both upper and lower are covered

Go over common callouts for arena; left shelf, right shelf, galactic/satellite, dark, note above goal, etc

Note that passtime goal is a lot more precise than one may think

Note that you can press mouse2 to cancel a pass onto a teammate

Also show the vertical trimp on the side wall immediately outside spawn; not too difficult and good way to get across map fast

Note that a decent place to stand as medic when defending is not close to the goal but rather in the open space between the two small walls in front of lower; make sure not to idle and apply pressure to the enemy on defense

Show callouts for stadium and explain how jumppad works

Show callouts for ufo and explain how jumppad works

Spend some time showing basic and medium/advanced bombs for the non-arena2 maps on both demo and soldier, as well as any tips for meds along the way

Recommend hop into a local game and get a feel for the ball and the goal; this will majorly improve your ability immediately just by understanding what tolerances you have

Announcement Blurb:

# The TF2CC 4v4 PASS Time Cup is back!

TF2 Coaching Central is bringing the 4v4 PASS Time Cup back and it’s better than ever. \*\*Now it has a prize pool!\*\*

Throw out everything you know about casual PASS Time; Competitive 4v4 PASS Time is a completely different beast, featuring fast-paced gameplay on custom maps that reward mechanical skill and stylish bombs. Rocket jump, trimp, surf, and pipe jump your way to victory across 4 curated custom maps in a tournament with a prize pool of 24 keys. Classes are restricted to just Soldier, Hybridknight, and Medic with the maps designed around giving players opportunities to show off their advanced movement skills rather than raw DM skills. In this intense gamemode, there’s no hitscan, no stalemates; just a ferocious struggle to get the jack in the enemy’s goal; no matter what.

4v4 PASS Time has been in active development by its community for nearly 5 years, and the result is a gamemode which highlights strategy and blastjumping ability unlike any other!

Registration opens \*\*right now\*\* and closes \*\*<t:1701327540>\*\*.

A basic tutorial for the gamemode is available here: https://www.youtube.com/watch?v=t01sfcj1qPw&t=11s

You can begin the signup process for the Cup and/or sign up for Newbie 4v4 PASS Time pugs by going to #INSERT-REACTION-CHANNEL-HERE!

\*\*You can play pugs without signing up for the cup, if you're just looking to try it out first!\*\*

On \*\*<t:1700361000>\*\*, a class led by PND4, a 4v4 PASS Time Master, will be given to answer any questions and help you through the finer details of 4v4 PASS Time.

You will be signing up with a full team of 4 players (Don't worry, we have channels!). Once you have your full team, we recommend organizing scrims and start practicing (feel free to schedule for as long or as short as you want, or play just a couple rounds)!

Teams must win 3 rounds to win a match, and to win a round your team must score 5 goals. Teams will be placed into two separate divs based on blastjumping ability and competitive history.

The tournament’s match days are on Saturday <t:1701554400:D> at <t:1701554400:t>, <t:1701558000:t>, <t:1701561600:t>, <t:1701565200:t> and Sunday <t:1701640800:D> at <t:1701640800:t> & <t:1701644400:t>. Teams in the playoffs will play after matches on Sunday.

Good luck, and godspeed you magnificent bastards!

Announcement Video Description:

<https://discord.com/servers/tf2-coaching-central-tf2cc-727627956058325052>

TF2CC is running its second Competitive 4v4 PASS Time Cup! Register now in the Discord to compete in a fast-paced game mode where airshots, rocket-jumping, trimping, and pipe-jumping are at the forefront! Forget what you know about casual PASS Time; 4v4 PASS Time is built from the ground up to offer countless possibilities to show off your movement skill. The battle will occur on custom maps such as pass\_arena2, pass\_stadium, and more where the only classes allowed are Soldier, Demoknight (Hybridknight as well), and Medic. No stalemates and waiting for sacs, no hitscan, only two teams fighting constantly for the jack. Now with a prize pool!

Dates: Signups are open NOW and close Nov 29th at 11:59 PM EST. The match dates are December 2nd and December 3rd.

Announcement Partner Blurb:

Hello everyone! I’m tomatotom, and I’m one of the head admins for the 4v4 PASS Time Discord!

4v4 PASS Time is a format based around the casual format PASS Time introduced in 2016. Over the course of 5 years, we’ve taken the original concept and modified it extensively to be more fun and interesting to play as well as competitively viable. We’ve introduced custom maps that focus on creating avenues for skill based movement, such as rocket jumping, pipe jumping, trimping, and jurf/surf. It’s super fast-paced and a total blast to play. Unlike other competitive modes, there’s less of a focus on deathmatch skill and more of a focus on movement, creativity, strategy, and teamwork.

The only classes allowed are Soldier, Hybridknight, and Medic with all hitscan weapons banned. We’ve tested it, and the other classes take away from the fun (and hitscan can neutralize the ball, ruining the flow of gameplay!). The custom maps gameplay occurs on are usually small and arena-like in nature. Here’s an image of pass\_arena2 for example, our most commonly played map.

<https://i.imgur.com/qIG8acc.png>

Here’s one of our member’s frag movies to give you a taste of some of the crazy stuff you can do.  
  
<https://www.youtube.com/watch?v=YfpZXxkyQJE>

GitHub: https://github.com/czarchasm00/p4sstime

PASS Time Discord: https://discord.passtime.tf

49 out of 50 dentists agree that it’s good for you and quite fun! Don’t knock it till you try it!

TF2CC Discord FAQ Post:

All players are recommended to watch both Basic and Advanced Tutorial videos at least and examine what is or isn't within their skill range. Be sure to practice privately or with your team on a server.

\*\*Tutorials:\*\*

Basic: https://www.youtube.com/watch?v=t01sfcj1qPw&t=11s

Advanced: https://www.youtube.com/watch?v=tqrfe4NcT0I

Expert (High Level Bomb Catalogue): https://www.youtube.com/watch?v=TGivc75TSQI

Weeabombs (High Level Demo Bombs):

https://www.youtube.com/watch?v=aMXGkh8hrcQ

\*\*\_\_FOR BALL WHISTLE \_\_\*\*

`bind mouse3 "voicemenu 0 8" // mouse3 is your middle mouse button`

Only works when your team has the ball

## \*\_\_How to host a server\_\_\*

> https://www.youtube.com/watch?v=WqMBdATGPyI or https://docs.google.com/presentation/d/1v6u-jXelLOhRJWqni56zoU7TMIx35ykclHgtEwAjORg/edit#slide=id.g108f5442f65\_0\_226 will teach you how to get a server using serveme.

>

> Using serveme for 4v4 PASS Time specifically:

> Playing a pug? Config is pt\_pug.

> Player a match? Config is rgl\_pt\_push. Make sure your server is Chicago.

# FAQ

## \*\_\_Why is hitscan banned?\_\_\* - by Garbo for RGL

> A single hitscan bullet can \*\*neutralize\*\* the ball, making it impossible to score. It also knocks the ball, allowing players to sit in passive positions and influence the objective massively with relatively little risk or skill involved. This, coupled with how easy it is to deal knockback to bombing soldiers and demomen with hitscan makes it a very powerful mechanic that is easier to use than hitting airshots on players and the ball with projectiles. As such, all hitscan is banned.

## \_\_\*Why are 6 classes banned?\*\_\_ - by Garbo for RGL

> Most classes have hitscan weapons at their core, making some classes unplayable without hitscan (such as the heavy), and some classes’ unlock alternatives encourage lower-skilled, less aggressive, or simply unfun gameplay (Jarate, Sentries, Flying Guillotine), and some classes are just plain broken (pyro can easily influence the ball, engineer shuts down all offense). Through plenty of playtesting, the community has determined that Soldier, Demo, and Medic make for the most fun and rewarding gameplay.

## \_\_\*Why are there so many weapon bans?\*\_\_ - by Garbo for RGL

> Some weapons make the game easier (such as the Direct Hit, Loch n Load which make it easier to airshot and kill bombing soldiers and demos), while some weapons encourage passive gameplay or do not fit into the game mode (Banners, Persian Persuader), some weapons encourage or are exclusively used for throwing the game (Rocket/Sticky Jumper which prevent picking up the jack), and some weapons are so good they break the game (Loose Cannon, Vaccinator, Tide Turner). The current whitelist came about after years of playtesting and pugs to ensure fun, balanced, skillful gameplay.

## \_\_\*How do I learn the basics/get better at this game mode?\*\_\_

> Watch the tutorials above and practice, practice, practice! Feel free to play pugs as well!  
  
## \_\_\*Where can I play more advanced pugs with high level players?\*\_\_

> Join TF2CC's partnered Discord here: <https://discord.gg/rpeEDP6zXE>

## \*\_\_Where are the configs, maps, and the plugin available at for servers?\_\_\*

> https://github.com/blakeplusplus/p4sstime

## \*\_\_How can I practice bombs?\_\_\*

> Simply create a local server with your map of choice, then enter in console `tf\_passtime\_scores\_per\_round 999`. Make sure the round timer is running, as the PASS Time ball spawn depends on the round timer going. You're good to go!

> Optionally, you can do the following:

``` alias addtime "ent\_fire team\_round\_timer addtime 900"

setinfo addtime "- Add time to round timer."

```

> in your autoexec. Then type in `addtime` when the timer gets low to add time to the timer again.

> If you practice online on a serveme server, you can turn on `sm\_pt\_practice 1` via rcon to automatically add time to the round timer (provided that Arie updates the plugin in time for this message to be accurate; if the command is not recognized then you'll just have to let the round restart each time).