

COGNIZANCE 2K24

Faculty of Technology & Engineering

Chandubhai S Patel Institute of Technology

**Department – Computer Science & Engineering/Artificial Intelligence and
Machine Learning**

Title of Non-Technical Event: Counter-Strike 2(CS2)

Event Coordinators:

Faculty Coordinators

1. Avani Vijaybhai Khokhariya, 8394, 9409060575
2. Brinda Pankajbhai Patel, 8384, 7405281125

Student Coordinators

1. Parv Vashi ,22CS090, 7434906979
2. Rahul Mistry ,22CS042, 9558353148

Event Description:

The CS2 Tournament is an exciting gaming event organized as part of Cognizance 23, the annual techfest of our esteemed institution. This tournament aims to bring together gaming enthusiasts, showcase their skills, and promote a spirit of healthy competition within the gaming community.

Team Specification:

No. of Participants per entry/ Team: 5

Participants must bring their own gaming peripherals, including keyboards, mice, headphones, etc.

Task:

- The tournament will consist of a double-elimination bracket.
- Series of competitive games of CS2 will be played between two teams, likewise for every participant team

General Rules and Regulations:

Structure:

- The tournament will consist of a double-elimination bracket.
- Matches will be played in a best-of-three format, with the grand finals as a best-of-five series.
- The teams will compete until a champion is determined.

Registration Process:

Eligibility: The tournament is open to all students of a college or university.

Registration: Interested participants need to complete the online registration form available on the Cognizance 23 website. The form will require the following information:

Full name

Institution/college name

Contact details (email address, phone number)

Team name (if applicable)

Team members' names and IDs (if applicable)

General Rules:

- All matches will be played on the designated CS2 game server.
- The latest official CS2 rules and regulations will be followed, with any specific modifications or additions mentioned prior to the start of the tournament.

Gameplay Rules:

- Match settings (round time, bomb timer, etc.) will be specified before each match.
- Teams must adhere to the in-game settings and map rotations communicated by the tournament organizers.
- Any use of cheats, hacks, or unauthorized software will result in immediate disqualification.

Rounds:

Depends on entry.

Event Rules: