**Additions to the initial documents:**

**Surf only pre-hop blocker:**   
Limit the number of sequential jumps a player can perform to three. Essentially, it would allow the player to bhop three times, and then when they try to jump the fourth time it would stop their speed.  
  
**MiniGames timer:**   
In addition to running the timer on Surf and Bunnyhop, we would like to run it on MiniGames. This timer will be the simplest of the three. It can be based on the Bunnyhop version, however there are many things from that version that it will not require. It does not need the sideways and w-only info and commands, it does not need to record hops, and the commands from the second page of the Bunnyhop document can be left out. One thing that I would like to have in this version is the ability to specifically set which maps this is enabled on. For example, a file where we list the 'course' maps. If the running map is not on this list, the timer will become disabled and all features and commands will be turned off.  
  
**Questions:**   
How do you think you will be going about this? Are you planning on making it all one timer and having a cvar where we choose the version? I'm just curious and trust whatever you decide completely  
  
One last thing, even though CS:GO is a few months away, we would very much like to run this timer on it. There are other competitor servers out there, which is why we asked for so much on this one. If I can hire you again once CS:GO is released to port it over, that would be excellent. We will be the only ones running a great timer. I'm sure there will be incompatibilities.  
  
**Test server:**   
Our current host was recently bought out, so I'm waiting for the move to take place before I give you the info (the domain will be changing). If you could give me your desired username and password for the CP/FTP though, I will start setting it up with the maps, sourcemod, etc.  
  
Thanks!