



The Singles List

If you wish to be added to the list, your name will be listed at the **very bottom**. They may seem harsh or unfair but if you are as skilled as you profess to be, you will rise up the ladder quickly.

If you wish to increase your status in the List, you must challenge up. **You can challenge any player up to 3 spaces above your name**, and defeating such player will switch yours and your opponents name on the roster. In the top 10, players can only challenge up to **one** space above their name. Losing a challenge results in **you not being able to challenge up for 48 hours**.

Winners can challenge up as often as they please.

To challenge another member of the List, both parties must fill out a (very) short form which details who is fighting, and who wins. An Administrator will post the results within 48 Hours of authentication. This form is located [here](#), and on the [The Single List](#).

If you are challenged and do not reply to this challenge within **THREE DAYS** of your challenger contacting an Administrator, your position will be forfeited.

*a week for the Top 5.

Format:

The categories are split up into the BCL classes, but the **weapons do not have to be defaults**. Competitors must use the customization system in BLR to gain advantage in the 1v1; but Elemental Ammo, Heros, and IR Scopes remain banned.

Each match will be a 1v1 Deathmatch, where the victor is the first to win 2 maps. Every map is played in 2 rounds, each 10 minutes in duration. Any weapon can be picked up at any time during the match. You can also switch between loadouts, but only within the legal gear requirements for the class you have selected.

You do NOT have to record each match, but it will make authentication much easier. If both parties include a video there will be no need for mail authentication. In lieu of both parties recording, it is also acceptable for a spectator to provide an overwatching recording that will serve as a video for both parties.

If each party refrains from submitting a video an administrator will send an IN GAME mail to confirm that the claims are correct.

PLEASE NOTE: It is easy to deny the claims that a player has lost or won, so the recording of a game would be much easier. If a player is found to falsely refuse or claim victory, it will result in an **IMMEDIATE EXPULSION** from the list.

The "Official Kills" section of the List are **kills documented BY VIDEO OR SCREENCAP ONLY**.

The maps below are **RECOMMENDATIONS** based on the class fighting.
You must play on two or three **DIFFERENT** maps in your challenge.

Recommended Maps:

CQC

Metro

Dropzone

Decay

Helodeck

Vertigo

ASSAULT

Deadlock

Dropzone

Offshore

Safehold

Trench

Piledriver

Vertigo

Heavy Metal

RECON

Containment

Seaport

Offshore

Safehold

Trench

Vortex

Classes:

Each match will be fought between two players of the same class.



Server Mutators:

Note (3/23/2015): Ping Limit Raised to 180ms

SERVER OPTIONS					
Time Limit	10:00	▼	Goal Score Multiplier	100%	▼
Ping Limit	150 ms	▼	Maximum Bots	0	▼
Minimum Player Level	1	▼	Maximum Player Level	50	▼
Starting CP	0	X	CP Cap	200	X
CP Multiplier	100%	▼	Health Multiplier	100%	▼
Stamina Multiplier	100%	▼	Number of Rounds	Default	▼
Team Spawn Tickets	Default	▼	Personal Spawn Tickets	Default	▼
Team Swap	Default	▼			

SORT OPTIONS	
<input type="checkbox"/> Team Rebalance	<input checked="" type="checkbox"/> Sort With Parties
<input type="checkbox"/> Sort With Clans	

MUTATORS	
<input checked="" type="checkbox"/> Allow Depots	<input checked="" type="checkbox"/> Allow HRV
<input checked="" type="checkbox"/> Force Ready Up	<input checked="" type="checkbox"/> Allow Datanodes
<input checked="" type="checkbox"/> Allow Headshots	<input type="checkbox"/> Default Loadout
<input checked="" type="checkbox"/> Allow Primaries	<input checked="" type="checkbox"/> Allow Secondaries
<input checked="" type="checkbox"/> Allow Gear	<input checked="" type="checkbox"/> Allow Tactical Gear
<input checked="" type="checkbox"/> Health Regeneration	<input type="checkbox"/> Allow Elemental Ammo
<input type="checkbox"/> Headshots Only	<input checked="" type="checkbox"/> Allow Anticheat
<input type="checkbox"/> Force freeze	<input type="checkbox"/> Disable change teams
<input type="checkbox"/> Disable Join in progress	<input type="checkbox"/> Force CP Reset
<input type="checkbox"/> Cosmetic Armor	<input type="checkbox"/> Cosmetic Weapons

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FUCK EVERYTHING

