

Quick presentation

This is a worldwide championship for the game Open Hexagon **v2.1.x**.

It has been created in order to give a chance to the “average” player to entertain everyone and compete in a unique event. There is also an open division for more seasoned players.

It will start on July 16th at 21:00 GMT+2 and end on July 30th at 22:00 GMT+2.

The competition will take place on **8** new levels. The goal will be to get the highest time you can on each individual level, gathering more points than your opponents in the process.

Discord server: <https://discord.gg/wmva5EfUsu>

Tournament's trailer:  [Open Hexagon] OHL5 - Announcement

Important dates

Registration opening	July 9th 2023 at 21:00 (GMT+2)
Deadlines for registration	July 16th 2023 at 20:59 (GMT+2)
Beginning of the competition	July 16th 2023 at 21:00 (GMT+2)
End of the competition	July 30th 2023 at 22:00 (GMT+2)

About registering

In order to submit your registration to the championship, please send a link of your **YouTube channel** (or any broadcasting platform) in the **#Registration** channel on Discord.

If it is your first time joining the competition and we are not sure of your overall level at the game, we will ask for scores or videos to have a more accurate idea.

If you simply want to follow the tournament, you can just send a message in **#Spectators** and we will grant you this specific role.

The Open Division

Like in the OHL4, we will have an “open” division **in place** of the old/regular Division 1.

No registration is needed for the Open Division and **ALL** players are welcome to join.

This division **WON'T** feature a global leaderboard, **ONLY** level-by-level competitions. For submitting PBs, the rules will be the **SAME** as the Division 2. Levels used = **x1.01**

How does the tournament work (Division 1 and 2)

The competition will be 2 weeks long **BUT** at the start of the competition, we will release **ONLY** the 4 first levels. Most of the levels were created by **community members**.

Each and every score is worth a set amount of points, based on the top score (see below).

There will be no first place bonuses this season, as well as no caps and no tiers.

Finally, at the end of each following week, 4 more levels will be available.

Rules above apply to them as well.

First weekly pack	July 16th 2023 at 21:00 (GMT+2)
Second weekly pack	July 23nd 2023 at 21:00 (GMT+2)
End of the competition	July 30th 2023 at 22:00 (GMT+2)

Scoring system (Division 1 and 2)

Contenders will have to gather a maximum of points on the leaderboard by going as far as they can on each of the 8 levels.

Obviously, the farthest you will go, the more points you will get!

Compared to the previous OHL4, there will be no tiers. Instead, the top score on a given level will be the 100pts mark and points for the other scores will be calculated according to that.

This system will make it easier for less advanced players to get a lot of points, while still keeping it competitive as the top of each division. No more crazy points gaps!

This OHL, a **larger spectrum of levels** is to be expected. There will be some speed levels as always, but in smaller quantity than in the previous editions. Brace yourself up!

About the selected levels

We tried to create a fair mix of levels with most types of gameplay being: speed, rotation, blinking, accuracy and so on. They are community made and balanced.

Each level will have two difficulty settings:

- x1 difficulty : for division 2 players
- x1.01 difficulty : for division 1 players and/or the Open Division.

All the levels were made specially for the competition and are **new**.

They will be **fairly difficult**, even in division 2, and will be under two minutes (hopefully).

PBs submission

You must submit your scores in the discord, in the **#scores** channel of your division.

The footage has to be from the live run.

A replay or a recording of a replay **ARE NOT** considered as a valid proof.

Any score uploaded earlier or after the competition won't be counted out.

Official Mode must be **ON**.

Your resolution must **NOT** exceed 16:9, one screen only. 3D must be **ON**.

Music/Sounds **ON**. Videos without sounds or music (or inaudible sounds) will be rejected.

Submit a score only when you feel like it's a good one. No need to spam the leaderboard with filler videos or screenshots that you will improve in the next 5 minutes.

Some (obvious) rules

The following rules apply under ANY circumstance and should NOT be overlooked.

- 1) Cheating is banned from this championship. If there is even the slightest doubt about your performance, you will be removed from it.
- 2) Don't use an alt. We will ban those on sight. If we can, we'll try to have multiple divisions.
- 3) All contenders are expected to respect the basic rules of courtesy between each other.
- 4) Old OHLs had a "too skilled to participate" list. That isn't the case this time around... :)
- 5) The tournament has only one admin: Hunter. If you have any question, you can send a message to him in the **#q-and-a** channel of the Discord Server.
- 6) Communicating in English is highly appreciated.

Keyboard or mouse overlays are authorized.

Live Streaming your attempts is authorized and appreciated.