

All players should sign up for the tournament via its challonge page.

<https://challonge.com/events/sgl22>

Tournament information: <https://sglive.speedgaming.org/smb3r-onsite>

Prizes and event information: <https://sglive.speedgaming.org>

Discord server: <https://discord.com/invite/dJFSuxNQ>

Signup deadline: Wednesday, October 26 (11:59 PM Eastern Time)

Bracket stage begins: Thursday, October 27, 8:00 AM Eastern Time

Bracket stage ends: Sunday October 30, 4:00 PM Eastern Time

This is an ON-SITE tournament. To participate, players must attend the event and buy a ticket. The SpeedGaming Live on-site event takes place October 27-30 in Herndon, Virginia. We recommend that people who are flying arrive on Wednesday the 26th and leave on Monday the 31st. Players must be available all day on Thursday through Sunday. Matches begin at 9:00 AM on Thursday October 27, and the final matches will be on Sunday afternoon.

Settings: Double-elimination bracket. Each match will be Bo3. Flags will be 17BAS2LNJ4, which is a variant on our traditional tourney flags 2 style. Here's what they do and don't do:

Locations on the map are randomized, which will force the gamer to improvise and gamble on potential routes in worlds like 1-8. Locks are not in vanilla location and some forts may create bridges, which can be an impediment on the map.

The number of forts will also be randomized for the first seven worlds.

Hammers do not break locks and the N-card game is **NOT** in play.

Format:

This tournament is a double-elimination bracket. Seeding is based on your racetime ranking.

This will be made final as of October 26, the day before SG Live will officially start. If participants do not have a racetime ranking, they will be randomly slotted. Each match will be best 2 out of 3. It is expected you will do all your matches in one sitting (so allocate up to 90 minutes to 2 hours for the race). This is a fast-paced tournament so do be as flexible as possible.

Communication is key here. Be in touch either via text or discord or however. I'll be around the race rooms most of the time so I can be easily reached through most of the event.

NOTE: We are currently planning for double-elimination, but this IS subject to change depending on how many players we get.