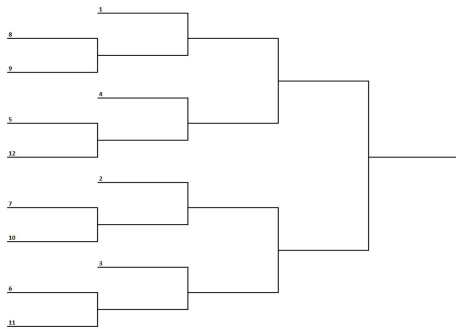


# 10K Tournament

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## Terminology

Bracket:



Stage: A layer/column in the bracket.

Match: The process of two players competing to advance to the next stage in the bracket.

Round: A single 1v1 in a match. A match has 3 or 5 rounds.

Mappool: A list of maps that can be played.

## Registration and Qualification

- Players can register via the registration form in the discord server.
- Players will be asked to play 6 maps in an osu multiplayer lobby.
- Scores with an accuracy equal to or higher than 85% will be counted.
- Depending on the sum of the counted scores, the player will be put into the pro bracket, the intermediate bracket or (depending on the amount of registrations and skill level gaps) disqualified.
- If a player is close to the skill barrier between the pro and intermediate brackets, we will look at their preference.
- Mappool pickers can register without restrictions.

# Mappools

- Mappools consist of 22 maps.
- Both brackets have their own mappool.
- A link with the mappools will be given to the participants.
- The map versions from that link will be used. Even if maps in the mappools have been updated since.

## Tournament Overview

- Matches are 1v1 (no teams, no country separation).
- The losers of the semifinals will compete for 3rd place.
- Stage 1 matches are best out of 3. Everything else is best out of 5.
- ScoreV2 is used as the scoring system.
- Players can't pick the same maps they picked their last match.
- Their opponents can however pick them.

## Match Overview

- Two warmup rounds are played before the match start.
- The red player picks the first map, the blue player the second.
- Each round, one player bans a map and the other picks one.
- The ban will happen before the pick.
- The winner of a !roll will be the picker in the first round. Afterwards the players alternate.
- Players are allowed to use Hidden, FadeIn, Flashlight and Mirror.
- The player with the highest score wins.
- A draw will grant both players a point.
- If a player fails or disconnects during a round for a good reason, the referee can decide to redo the round.
- After each round, players may rest for a maximum of 3 minutes.
- If a tie occurs, rounds will keep being played until a player wins a round.
- If no maps are left to be picked. The bans will be reset.

# Schedule

- Each weekend, a stage will be played.
- These stages will be streamed and recorded.
- Players that don't have time on those dates, can play their matches throughout the following week.
- These matches will only be recorded.
- If a player or referee is absent from a match, the match will get rescheduled. Even if that means falling behind on the stage.
- If a player is absent from the same match for a third time. The other player will win that match.

# After the tournament

- The winner of the pro bracket receives €30,-.
- The winner of the intermediate bracket receives €15,-.
- The money can be retrieved with PayPal, a banking transaction or a gift card.
- Every participant that didn't win but finished at least one match, will receive osu!supporter.
- A video of all the matches will be made.



## More information

Everything you need for the tournament can be found in our discord server:

<https://discord.gg/q5VcTxYvZS>