Table of Contents

Midsummer Melody 2025: Quest for the Throne
PIU Tournament Organizers (TOs):

doctor_oran ([PIU Open Tournament](#))
Discord: @doctor_oran
Shinobee ([PIU Women's & Non-Binary Tournament](#))
Discord: @shinowobee

[Midsummer Melody](#)
[Submit qualifiers](#)
[Keep On Movin' Michigan](#)
[DDR Tools](#)

TABLE OF CONTENTS

BASIC RULES

- Please do not apply baby powder or any wet substances directly on the pads. You can use the carpets near the pad if needed to apply them, but please clean up excess debris. The venue has access to cleaning supplies for the pads if they are too sticky or slippery.
- Sets cannot be played in plain socks or bare feet. Not even for that one chart that's easier in socks --;. Please wear shoes or skinners during the tournament.

- Any inappropriate or unsportsmanlike conduct including harassment, intimidation, threats, violence, racism, transphobia, and bullying will not be tolerated and may result in ban, disqualification, warning, or other action per discretion of the TOs. If any inappropriate conduct happens, please notify a TO and/or security so they may take appropriate action.
- Please follow the rules of Round1 GLC, the important ones (not covered above) being no smoking/vaping in the building, no outside alcohol, and no destruction of property. Failure to adhere to these rules can also lead to disqualification.

- Players are expected to be around for their card draws, as well as on time for their matches and to keep other TOs informed. In the case a player is late, the TO will run other matches with available players in the meantime and notify the late player via method of contact given on the qualifier form. **If the**

player does not respond in under 15 minutes, the TO will pick the choices randomly for their turns in the card draw, and the set begins without them.
If they are not present at the start of the second song, they lose the round.
- Pad calls are only accepted if the error in question can be replicated. Replays can be done on the other side for singles charts if the pad issue cannot be immediately resolved.
- If a player realizes they have incorrect settings for a step chart, retries are only permitted if the player hasn't intentionally stepped on the first arrow of the chart.
- If any event outside of the tournament's control causes an unfair disruption during a song, players are permitted to replay the song again.

THE QUALIFIERS

Select two step charts from the choices below. The qualifiers are valid for both tournaments.

Bluish Rose S12   **Reality S15**
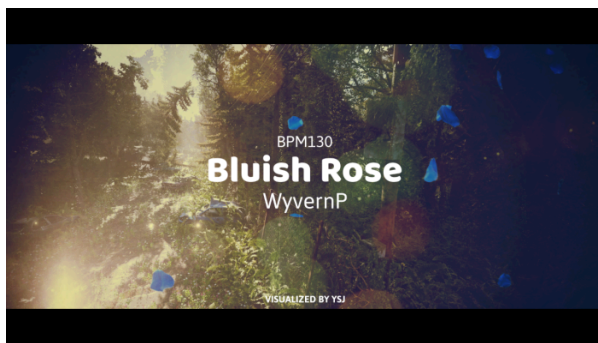
VECTOR S18   **HTTP S21**

Murdoch vs. Otada D21

The following mods are permitted in the qualifiers and tournament:

- Normal Judgment (HJ off)
- All scroll speed mods and AV
- All noteskins
- Judgment Timing (JT) mods
- All Display mods (BGA Dark is enforced in tournament singles unless both players agree to BGA being on)
- Drop (DR) mod. See below for conditions.
- Bar usage is allowed.

- Take clear screenshots of your results.
- Screenshots of your results from the PIU Phoenix website will not be accepted, as some score info is not available there.
- All of the qualifiers are playable on PIU Phoenix. Pumpsanity, StepXX, or any older version of the game that contains the chart may also be used,

however Phoenix is recommended. Chart difficulty levels and step counts are based on their values in PIU Phoenix.
- 'PASS-G' & 'PASS-M' mods are permitted on submissions.
- The qualifiers do not need to be played in the same set.

Photo sample:

- Scores that aren't in the PIU Phoenix scoring formula will be converted to it. Please make sure all judgment and combo numbers are visible in the photo.
- Break On/Off does not matter.
- Any score is permitted for Bluish Rose and Reality. **For the other choices, you will need a minimum of 900,000 points for a valid entry.**
- Conversely, if you submit SSS+ scores on the easier qualifiers, you may be asked to play the harder ones.

Submit qualifiers

- If you have results from previous PIU tournaments in 2024 or 2025, let us know in the submission form as well, to get an accurate seed in the tournament.
- Qualifier scores can also be used for the Women's/Non-Binary Tournament, if you entered. Send your results to @shinowobee on Discord.

- The remote qualifier deadline is Thursday, July 10th at 11:59 PM EDT. If you want/need to play your qualifiers on-site for any reason, notify the TOs in advance anytime before then. We will run on-site qualifiers either Thursday or early Friday before the tournaments begin.

The qualifiers this year are optional. Notify either TO on Discord before the remote qualifier deadline if you are skipping them (you may skip filling out the form in such a case). **Please note that if you have no prior tourney experience, or I cannot find enough information about your skill level, you WILL need to provide qualifiers.**

OPEN TOURNAMENT OVERVIEW

The Format

Three Double Elimination brackets, one after another.

Using: One online LX cab running Pump It Up Phoenix
Player Cap: 28 players

Saturday, July 26th - First round starts at Noon

Prizes

20 players or more - 50/25/15/10%, to the top 4
Otherwise - 50/30/20%, to the top 3

Brackets

There are three Double-Elimination brackets planned for the tournament:
- The Intermediate Division
- The Advanced Division
- The Top 8

Seeding for each bracket will be done manually, with qualifier scores and/or prior tournament results being used as a guide.

The 6 highest seeds will be placed into the Top 8 bracket, the next 6 seeds will be placed into the Advanced Division bracket, and the rest will be placed into the Intermediate Division bracket.
If skill levels differ greatly in a given division, the bracket may be adjusted to give stronger players more byes and to enter the bracket later. The number of matches will not change.

Playing a Set

- All players are allowed to warm up before their set with any 1- or 2-heart step chart. Other rhythm games (DDR, SMX) may also be used for warmups if they are available, but please be courteous to other participants and arcade goers.
- REGARDING THE DROP (DR) MOD - DR players will play their sets solo unless their opponent also agrees to play with the DR mod. Pad choice rules still apply; the other solo player must use the other side on their turn. This is a known limitation of PIU's engine, and is the only workaround I know of. These conditions only apply to singles charts.

- The player with the better machine score wins the chart. Break On/Off does not matter.
- Walking off the pad mid-song is treated as a forfeit, but only for that song.
- Any non-deliberate instance where score cannot be determined (such as an accidental Stage Break via 51+ misses) will also be treated as a 0-point machine score.
- Tied scores are treated as a win for both players.

- In the event that a match is tied after all drawn songs, another song will be played. The TO will pick a step chart from the ones that were vetoed.

Card Draw - Intermediate Division

Card draws in the Intermediate Division will have 9 charts, 3 in each row.

Both players will veto one chart from each row. **Higher seed chooses whether to use the blue or red rows below. Lower seed gets the other color of rows & chooses the pad side.**

Row 1 veto
Row 1 veto, Row 2 veto
Row 2 veto, Row 3 veto
Row 3 veto

Before and after:

- Songs are resolved in drawn order, top-to-bottom. In this case, the songs are Uranium S15, Deca Dance S13, and Set Me Up S14.
- First player to win on two charts advances to the next round. The other player is sent to the Losers Bracket. If the match was already in the Losers Bracket, they are out.

Card Draw - Advanced Division

Card draws in the Advanced Division will have 15 charts, 5 in each row.

Players get: one pack-veto, one protect, and three individual vetoes. A pack-veto is similar to a regular veto, but it affects a whole column of charts rather than a single choice. No exceptions.

Higher seed chooses whether to use the blue or red rows below. Blue rows give players both of the first 'veto' actions. Red rows give players the first 'protect' action. **Lower seed gets the other color of rows & chooses the pad side.**

Pack-veto
Pack-veto, Protect
Protect, Veto
Veto twice
Veto twice
Veto

Sample Advanced Round

- Protected charts are resolved first in the set, left-to-right, up-to-down. The unprotected chart is Stage 3. For the example above, the play order is: 1950 S20, Helix S19, and Napalm S19.

- First player to win on two charts advances to the next round. The other player is sent to the Losers Bracket. If the match was already in the Losers Bracket, they are out.
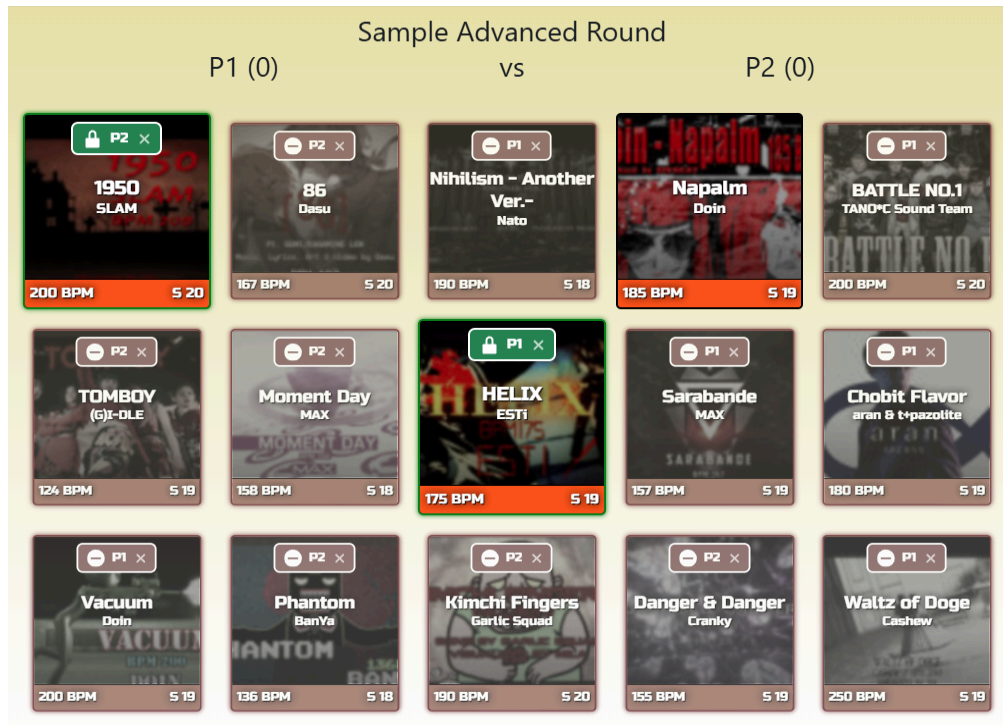
Card Draw - Top 8

Card draws in the Top 8 will have 15 charts, 5 in each row. **The difficulty range will use a weighted distribution** (see below).

Doubles charts are selectable in the Top 8. However, the top row of each card draw is always guaranteed to be singles charts.

Players get: one pack-veto, two protects, and two individual vetoes. A pack-veto is similar to a regular veto, but it affects a whole column of charts rather than a single choice. No exceptions.

Higher seed chooses whether to use the blue or red rows below. Blue rows give players both of the first 'veto' actions. Red rows give players the first 'protect' action, and they can select either 'pad side' or 'doubles order' first.

Pack-veto
Pack-veto, Protect
Protect twice
Protect
Veto
Veto twice
Veto
Choice of pad side/double order
Other choice of pad side/double order

Sample Top 8 Round

P1 (0)   vs   P2 (0)

- Protected charts are resolved first in the set, left-to-right, up-to-down. The unprotected chart is Stage 5. For the example above, the play order is: Canon D S20, Heart Attack D21, Tantanmen D20, Just Hold On D22, and ESP S22.
- First player to win on three charts advances to the next round. The other player is sent to the Losers Bracket. If the match was already in the Losers Bracket, they are out.

Card Draw - Finals

A total of 21 charts will be drawn, 7 in each row.

The difficulty range is a different weighted distribution in each row (see below). The top row is guaranteed to be all singles, and the bottom row is guaranteed to be all doubles.

Finalists get: two pack-vetoes, two protects, and two individual vetoes. Player 1 (Winner's Finalist) gets the option of taking the blue or red rows below. Blue rows give players both of the first 'veto' actions. Red rows give players the first 'protect' action, and they can select either 'pad side' or 'doubles order' first.

Pack-veto
Two pack-vetoes
Pack-veto
Protect
Protect twice
Protect
Veto
Veto twice
Veto
Choice of pad side/double order
Other choice of pad side/double order

Sample Grand Finals

P1 (0)   vs   P2 (0)

Protected charts are resolved first, left-to-right, up-to-down. The unprotected chart is Stage 5. In this example the play order is: VVV S23, Kugutsu S23, Brain Power D24, Break Through Myself D25, and Super Akuma Emperor S24.

The Grand Finals is a Best-Of-5 match, with winners of each chart determined by machine score. If the Loser's Finalist wins the first match, the bracket is reset, and the TO will set up another card draw. The turn order on the second card draw is reversed.

The last player standing wins Midsummer Melody 2025!
Best of luck to all Pumpers!

Difficulty Ranges

Intermediate Division - Best-Of-3	Ranges

	Ranges
1st Round	**S12-14**
Losers Quarterfinal	**S13-15**
2nd Round	**S14-16**

Advanced Division - Best-Of-3	Ranges
1st Round	**S16-18**
2nd Round	**S17-19**
3rd Round	**S18-20**
4th Round	**S/D19-21**

The Top 8 will use a weighted distribution in the card draw, forcing a certain number of each difficulty to appear. The first row is all singles charts. The other rows are a mix of singles & doubles charts (except for the last row in the Grand Finals draw, which is all doubles).

Top 8 - Best-of-5	Ranges & Distribution	
1st Round	**Lv. 20-22 (5, 5, 5)**	**S20-22 (3, 1, 1)** **S/D20-22 (2, 4, 4)**
2nd Round & Losers Semifinals	**Lv. 21-23 (5, 5, 5)**	**S21-23 (3, 1, 1)** **S/D21-23 (2, 4, 4)**
Winners & Losers Finals	**Lv. 21-24 (3, 5, 5, 2)**	**S21-23 (3, 1, 1)** **S/D22-24 (4, 4, 2)**
Grand Finals	**Lv. 22-25 (4, 7, 7, 3)**	**S22-24 (3, 3, 1)** **S/D22-24 (1, 3, 3)** **D23-25 (1, 3, 3)**

WOMEN'S & NON-BINARY PUMP IT UP

Welcome to the Midsummer Melody Women's & Non-binary Pump It Up Tournament!!

Women's & Non-binary PIU TO: Shinobee
                                          (@shinowobee on discord!)
Player Cap: 20 entrants

Placement/Qualifiers

Players will be manually seeded, guided by information provided by optional qualifiers (the same qualifiers as the Midsummer Melody Pump It Up Open Tournament) as well as recent scores and achievements, tournament experience, etc.

If you choose to play the qualifying songs, please choose two of the following charts and submit them to your TO on discord (@ shinowobee). If you do not choose to play the charts and the TO is unfamiliar with your relative skill range or play history, you may be reached out to and asked to play the qualifiers as well.

Qualifiers will be accepted anytime until July 10th, 2025 at 11:59pm EDT. Please feel free to reach out with any questions!

The Format

Tournament format will be Round Robin waterfall style, which will lead into a Top 4 double-elimination bracket. The tournament will be singles-only until grand finals. Card draw will then include both singles and doubles Matches leading up to Grand Finals will all be Best-of-3. Grand Finals will be Best-of-5. At the current entrant count of 6 players, the lower 3 seeds will compete in a round robin pool. The top placing player will progress onto a top 4 double elimination bracket, joining pre-seeds #1-3.

Card Draw

The following table showcases the card draw format for both Best-of-3 Matches as well as Best-of-5:

Best-of-3 Card Draw: *11 songs are drawn*				Best-of-5 Card Draw: *17 songs are drawn*			
Player	**Action**	**Player**	**Action**	**Player**	**Action**	**Player**	**Action**
Lower Seed	Ban	Lower Seed	Ban	Lower Seed	Ban	Higher Seed	Ban
Higher Seed	Ban	Higher Seed	Ban	Higher Seed	Ban	Lower Seed	Ban
Higher Seed	Ban			Higher Seed	Ban	Lower Seed	Protect
Lower Seed	Ban			Lower Seed	Ban	Higher Seed	Protect
Lower Seed	Protect			Lower Seed	Protect	Higher Seed	Ban
Higher Seed	Protect			Higher Seed	Protect	Lower Seed	Ban
Higher Seed	Ban			Higher Seed	Ban	Lower Seed	Ban
Lower Seed	Ban			Lower Seed	Ban	Higher Seed	Ban

11 songs, including arcade length, short cuts, remixes, and full songs, will be drawn per match, with both players, beginning with the lower seed, vetoing a song of their choice. After two vetoes are made by each player, both players

beginning with the lower seed will then protect a song of their choice, and continue to veto until a third chart is remaining as their tie breaker song.
The player with the higher seed will have first choice over pad side. The player with the lower seed, if applicable, may choose the play order under the circumstance of a doubles chart having been drawn.

Difficulty Ranges

With this 6 player format, the initial round robin pool will include charts levels S12-S15. Matches in round 1 of the top 4 bracket will be S16-S18. Winners finals will be S19-S20, with grand finals including S/D20-S/D22
<u>These level ranges are subject to changes as needed.</u>

Prizes

Top 4 will receive 50%/25%/15%/10% of the payout.

BAN LIST & PREMIUM SONGS

All Arcade-cut songs as of version 2.09.1 of PIU Phoenix will be considered for play, including premium songs. DDR Tools is currently using v2.09.0.

- You may use your profile during the tournament, but if neither player has an AM-PASS card during a set, we can provide one to make premium songs available, and to prevent songs being cut short from Stage Break.
- Should the PIU cabinet be offline for any reason, the cab will be switched to Event Mode to prevent Stage Breaks instead. Premium songs cannot be selected while the cab is offline, and will be omitted or replaced in card draws for the duration of the outage.

- Event Mode may also be used to move through doubles charts quicker, regardless of the cab's online/offline status.
- No Shortcuts, Remixes, or Full Songs will appear in the Open Tournament card draws this year.

This is a list of songs in PIU Phoenix that are designated as Premium Songs. **These songs are not banned from the tournament**, however they only appear if an AM-PASS card is in use, and cannot be selected offline. If the cabinet is offline for any reason, these songs will be omitted in card draws, and replaced individually with other songs before any player actions.

- Etude Op. 10-4
- Altale
- Kugutsu
- Chaos Again
- Neo Catharsis
- Pupa
- Trickl4sh 220
- Prima Materia
- Imperium
- Giselle
- Appassionata
- Hymn of Golden Glory
- Extreme Music School 2nd Period
- E.O.N.
- Crimson Hood
- Super Akuma Emperor
- 1948

The following list is for songs & stepcharts banned in the tournament. If these songs are drawn, they must be replaced with a different one.

V2.10.0 content - The new stuff releases on July 24th, far too close to the tournament. The arcade-cut songs in the update are:
- The Apocalypse
- 4NT
- Glimmer Gleam

- Demon of Laplace
- †DOOF†SENC†
- That Kitty (PIU Edit)
- Spooky Macaron

Autumn Break - DDR Tools has data up to Phoenix v2.09.0, which includes Autumn Break. Issues within the song caused it to be removed in v2.09.1, however the song can still appear in card draws at the moment.

Kokugen Kairou Labyrinth - This song is banned due to glitches with the song's BGA interfering with gameplay. The problem seems to be unique to the cab being used for the tournament.