

## Project Storm 2025 ITGmania Customs - Singles


### Tournament Organizers:

Chief Skittles  
CarterTheQ


### Song Pack

[https://drive.google.com/file/d/1\\_mhIYBrdqfrqC9exSmpMIFvI77UPW1\\_/view?usp=drive\\_link](https://drive.google.com/file/d/1_mhIYBrdqfrqC9exSmpMIFvI77UPW1_/view?usp=drive_link)

### Song List (Spreadsheet)

 Project Storm 2025 - ITG Song Pack

### Seeding and Schedule

 Storm 2025 - ITG Seeding and Schedule

## Schedule

To ensure the tournament has ample allowance to finish on time, and to respect the time of competitors who may be registered for multiple CEO/Project Storm events, it is critical that competitors arrive for scheduled matches and communicate possible delays to TOs in a timely manner.

**All competitors must arrive 5 minutes ahead of their scheduled time to check-in and prepare for song selection.**

If not checked in:

- **5 minutes prior to the pool start time:** The competitor(s) will forfeit their choice for “Picks” and “Veto.” Their option will be randomly selected from the remaining song selections. (See “Pool Matches Format and Rules” section below for details)
- **By the first song of the final set in the missing player’s pool:** The competitor(s) will be fully disqualified from the pool.

Please regularly check back for updated pool times once the event has started. Times may vary throughout the event due to varying match times.

## Qualifying/Seeding

There will be no on-site qualifying for Project Storm 2025 ITGmania. Entrant seeding will be determined by the TOs based on historic tournament performance and the entrant's ITL Online 2024/2025 ranking/placement.

In the event a player is unable to be placed accurately based on the above criteria, the TOs will ask for additional seeding criteria, such as a submission of scores they think represent their current skill level. If the player does not have access to ITGmania, submissions from PIU/DDR/SMX may be used as an approximation of skill level.

Pools will be dictated by overall player seed, with pools in Wave 1 consisting of the 16 lowest seeds, alternating.

## General Tournament Rules

### **Song Modifier Options**

Players may use any settings or modifiers available in Simply Love with the following exceptions:

- On songs labeled **No CMOD**, players must use either an M or X speed mod.
- The "Show Step Statistics" option is **preferred and enabled by default**, but will be disabled at player request.
- Mods that alter the chart's note counts, such as "Simple" or "DisableMines", are not allowed.
- The "Mirror" mod **is** allowed, but other Turn modifiers, such as "Left" and "Shuffle", are not
- Half-mirror variations "UD-Mirror" and "LR-Mirror" are also not allowed.
- Basic visual mods such as Hide Background, Darkest, and Mini are acceptable for use.

### **Theme/Scoring**

All matches will use the "Tournament Mode" functionality of the latest Simply Love build, with match results determined by EX Score.

The Blue Fantastic timing window will be set to the **current standard of 15 milliseconds**. Players may choose to play with the FA+ display disabled. Players may **not** set the Blue Fantastic window to other timing options (such as 10 milliseconds).

Decent and Way-off Judgments will be enabled by default, but players may choose to play with them disabled.

### **Pad Errors / Recalculations**

If during a match a player believes that their pad is malfunctioning or misfiring, resulting in erroneous judgments, they can request a score recalculation and/or pad maintenance.

Score recalculations are given on a case-by-case basis dependent on the observations of both the audience and the TOs, as well as the match results. Recalculations only apply judgments below Excellent (Greats, Decents, Way-offs and Misses). TOs reserve the right to deny a score recalculation based on excessive rescores or “form errors.”

In the event a resolution cannot be reached, or if a score recalculation would put the result of the match into question, players may be requested to replay the song that resulted in the score recalculation following pad maintenance.

Disclaimer - It can be very difficult for TOs to determine if a false judgment is due to pad malfunction or player error. Every practical effort will be made to ensure that tournament pads are working in optimum condition before and during the tournament. Benefit of the doubt will be given whenever it is practical, but the TOs ultimately reserve the right to deny a score recalculation or song replay for any reason.

Any recalculated steps will be recalculated to a “White Fantastic” judgment.

### **Substances on Pad**

No substances (i.e. baby powder) are to be applied directly on the pads other than cleaning solutions as needed.

- If you wish to use these substances, you may apply them to your footwear off the pad.
- You may request the pads to be cleaned by TO/staff at any time.

## **Stage 1 - Gauntlet Pools**

For the first stages of the event, players will be seeded into pools consisting of 4 players each. Each of these 4-player pools will play a 6-song “gauntlet” set, with the final player ranking in each pool determined by total “wins” and “losses” relative to the other pool participants across all songs.

Wins and Losses are determined on a “per song” basis based on EX% against other respective players in the pool. The overall W/L ratios will be determined once all songs have been played. **Please do not advance past the score screen until a TO has recorded your scores!**

By default, the Top 2 ranked players in each pool will advance to the next pool wave. The number of advancing players may be adjusted at the TOs' discretion based on schedule and time availability.

### TWO-SONG EXAMPLE

PLAYER	SONG 1 EX%	WINS	SONG 2 EX%	WINS	TOTAL WINS
A	95%	3	95%	3	6
B	94%	2	92%	0	2
C	93%	1	95%	3	4
D	92%	0	93%	1	1

The song selections for each pool will be limited to certain portions of the overall pack. Refer to the song list linked above. Tentative selections for pack divisions are as follow:

### Song Pack Sections for Each Pool

Wave 1: LOW & LOW/MID

Wave 2: All MID (LOW/MID, MID, and MID/UPR)

Wave 3: All MID (LOW/MID, MID, and MID/UPR)

Wave 4: All MID (LOW/MID, MID, and MID/UPR)

Wave 5: MID/UPR & UPR

Wave 6: MID/UPR & UPR

DE Bracket: DE Bracket Folder

### Pool Matches Format and Rules

To determine the song set of the given pool, 10 songs will be randomly selected ("Drawn") from the pack sections in use. These songs will be visible to all pool players when drawn. For pools larger than standard, cards drawn will be "# players" plus 6.

After the songs have been drawn, each player will be given an option to "Protect" or "Veto" a song, starting with the highest-seeded player and moving in descending order. Protecting a song ensures that the song cannot be Vetoed, but it does NOT guarantee the song will be played.

Each pool draw will be allowed **TWO** Protects, but **UNLIMITED** vetoes. That meaning, a player will always be allowed to Veto a song, but can only Protect a song if no more than one other song has been protected.

After all four players have picked/vetoed, the song set for that pool's gauntlet will be the **first six non-vetoed songs, played in display order from left to right.**

## EXAMPLE CARD DRAW PROCESS

1. Ten songs are drawn

Madeline	Burning Flame	Mr Electron	Ugoki	Bullet Waiting	Protect Me	Koyoi Dance	Feel So Gud	6FINGER DEATHPUNCH	Bak Snap
----------	---------------	-------------	-------	----------------	------------	-------------	-------------	--------------------	----------

2. Highest seed player Protects Feel So Gud. One Protect remains.

Madeline	Burning Flame	Mr Electron	Ugoki	Bullet Waiting	Protect Me	Koyoi Dance	Feel So Gud	6FINGER DEATHPUNCH	Bak Snap
----------	---------------	-------------	-------	----------------	------------	-------------	-------------	--------------------	----------

3. Next player Vetoes Ugoki

Madeline	Burning Flame	Mr Electron		Bullet Waiting	Protect Me	Koyoi Dance	Feel So Gud	6FINGER DEATHPUNCH	Bak Snap
----------	---------------	-------------	--	----------------	------------	-------------	-------------	--------------------	----------

4. Third player Protects Burning Flame. There are no Protects remaining.

Madeline	Burning Flame	Mr Electron		Bullet Waiting	Protect Me	Koyoi Dance	Feel So Gud	6FINGER DEATHPUNCH	Bak Snap
----------	---------------	-------------	--	----------------	------------	-------------	-------------	--------------------	----------

5. The final player may only Veto a song. They choose to "burn" their Veto on 6FINGERDEATHPUNCH.

Madeline	Burning Flame	Mr Electron		Bullet Waiting	Protect Me	Koyoi Dance	Feel So Gud		Bak Snap
----------	---------------	-------------	--	----------------	------------	-------------	-------------	--	----------

6. The gauntlet play order is now set. Note that even though the first player Protected Feel So Gud, it is not being played, as it is the seventh song in the displayed order.

Madeline	Burning Flame	Mr Electron		Bullet Waiting	Protect Me	Koyoi Dance	Feel So Gud		Bak Snap
----------	---------------	-------------	--	----------------	------------	-------------	-------------	--	----------

After all players have made their selections, the songs chosen will be announced in the order of play. Players will then split off into pairs and play all of the chosen songs in the order chosen in a “gauntlet”-style match.

Prior to beginning each “gauntlet,” all players will be allowed one warm-up song for each player pair.

Players will be allowed two minutes between song plays. This will not be strictly enforced unless it is noticed players are taking excessive amounts of time between songs. Time is essential, after all.

Players may not change the order in which songs will be played. Songs will be played in order shown on the draw screen, following picks and vetoes.

### **Tiebreakers**

In the event of a tie on a single song, both players will be awarded “wins” based on the “higher” value of their tied placement. (In a tie for first place, both players receive three points, in a tie for second place, both players receive two points, and so on.) The wins/points awarded to other players are not changed.

At the end of each pool, if there are two or more players who have the same overall W/L ratio, final rank will be determined by total average EX% across all songs. If there are any ties after this determination, a single song random will be drawn from the hardest selectable tier and all players who are tied will play the drawn song. The highest EX% will determine pool rank. Rinse and repeat as needed.

## **Stage 2 - Top 12 Double Elimination Bracket**

### **General Rules**

The Double Elimination bracket will consist of the 3 highest ranking competitors progressing from each of the Wave 5 Pools. The top 2 players from each pool will enter the bracket with a 0-0 record (that is, the players will start on the “Winners Bracket” side). The third-ranked players from each pool will enter the bracket with a 0-1 record (that is, the players will start on the “Losers Bracket” side) Bracket seeding/matches will be determined by Win/Loss Record in the final pool wave.

Matches within the Top 12 Double Elimination Bracket will consist of 5-card song draws in a “Best of 3” format.

Losers' Finals, Winners' Finals, and Grand Finals will all consist of 7-card song draws in a "Best of 5" format.

During the Grand Finals, if the player from the Losers' bracket wins the first set they will cause a "bracket reset". This knocks the player from the Winners' bracket into the Losers' bracket. A second set will then be played between the two to determine the Grand Champion.

### **Warm-Ups**

Two hours prior to the start of Top 12 matches, both tournament machines will be available for players in the Top 12 bracket to freely warm up. Spectators and players who are not in the Top 12 bracket will be requested to refrain from using the tournament machines during this time.

Pads will be available on a first-come, first-serve basis. Players will be expected to respect each other and allow each player to warm up as needed - Players suspected of "hogging" a pad or cabinet during warm-up will be asked to share the available time with others. *It is ultimately the players' responsibility to arrive at the venue with enough time to properly prepare for matches.*

Prior to card draw for a given match, players will be allowed one final warm-up song, if they desire.

### **Card Draw Format**

During Top 12 Bracket Matches, song choice will be determined by a two-part process: Set Selection and Pick/Veto Selection.

When both players in the current match are present, **three sets** of songs will be drawn, visible to both players. Each set will have an appropriate number of songs based on the given match/point in the bracket. Songs in each set will be independent from the other two sets; that is, the presence or absence of a song in one set will be irrelevant to the same song's presence or absence in the other sets.

Each player, starting with the lower seed, will select one **entire** set to veto. After two sets have been vetoed, the final set will be used for a standard pick and veto process, detailed below.

The higher seeded player will have first choice between song protect order, pad preference, or song veto order. After the higher seeded player has made their pick, the

lower seeded player may decide between the remaining two options. The higher seeded player will then decide on the last remaining option.

### **Example of Pick/Veto Selection after Set Veto:**

Player 1 is Higher seed of Players 1 and 2

1. Player 1 chooses to protect a song second (Protect Order)
2. Player 2 chooses to veto a song second (Veto Order)
3. Player 1 chooses P1 side (Pad side)
4. The card draw is as follows:
  - a. Drop Pop Candy, Egg Dealer, The Floor is Lava, Clairvoyance, Self Destruct
5. Player 2 protects Drop Pop Candy
  - a. Drop Pop Candy becomes the first song in the set
6. Player 1 protects Self Destruct
  - a. Self Destruct becomes the second song in the set
7. Player 1 vetoes Egg Dealer
8. Player 2 vetoes The Floor is Lava
9. Player 1 plays on P1 pad, Player 2 plays on P2 pad
  - a. The song order for the set is Drop Pop Candy, Self Destruct, and Clairvoyance.

### **Tiebreakers**

Once the final song of the drawn set has been played, if neither player has a record “2 of 3” (as opposed to non winning results such as: 1-1-1, 1-0-2, 0-1-2) and there is a tie, a single additional song will be drawn and played. Winner will be determined by the highest EX score. This process will be repeated if further tiebreakers are needed.

## **Final Notes**

If at any point a player:

- 1) behaves in a manner deemed unnecessarily unsportsmanlike,
- 2) verbally or physically harasses or assaults someone else,
- 3) intentionally interferes with a match in-progress,
- 4) damages venue property through maliciousness or blatant negligence,
- 5) or engages in any similarly malicious behavior,

That player will be **immediately disqualified** from the tournament and **subject to ejection from the venue** at the discretion of Event Staff. “Event Staff” includes but is not limited to Project Storm TOs, CEO staff, and venue staff/security.