

Mistake on the Lake 5: DDR Singles

Oct 20-22, 2023

Round1 Great Lakes Mall

Mentor, OH

Qualifier and Seeding and Tournament Format

No qualifier will be used. Seeding will be done based on past performance in tournaments, SkillAttack rating, Life4DDR ranking, review of their e-amusement account, etc. Players will be placed into "relative skill" tiers, which will then be randomized for seeding order using start.gg. Players will play a Round Robin with promotions to the following round (also known as waterfall) with the top players put into a double elimination bracket for the final rounds.

Important Notes

- While players are free to use other games to stay warmed up, you are still expected to wait your turn. This especially goes for allowing casuals/non-tournament players to have equal access to non-tournament machines throughout the day.
- No substances are to be applied directly to the pads other than cleaning solutions as needed. If you wish to use any other substance (such as baby powder) you may apply it to your shoes off the pad. Please be considerate of other players, other play styles, and Round1 staff, and use the minimum amount needed. You are expected to clean up any debris. Repeated failure to follow these instructions can lead to disqualification.
- In the event that you are not present for a scheduled match/pool but your opponent is, you will be contacted via SMS. If you do not respond within 5 minutes (even just a response of "eating, will be back in 10 minutes"), you will be awarded a song loss. If you do not respond within 10 minutes, you will be awarded a match loss. It is **your responsibility** to be aware of when you are needed and to keep TOs informed.
- Recalculation of pad errors will be done at the sole discretion of the TOs. In the event that pad errors are recalculated, they will be upgraded to the worst step judgement otherwise received. For example, if a player PFCd a song other than a miss, and that step is determined to have been a pad error, that miss will be upgraded to a perfect. If they had a good FC, errors will be changed to goods (so no change to EX will occur).
- In the event of eAmuse network problems, all rules will remain the same EXCEPT that song choices must be from the default songlist. If this happens in the middle of a pod, the entire pod will be restarted. If network stability returns, future pods will return to the original ruleset.

Banned Songs

The following songs cannot be used on pick lists, will be omitted from the card draw, and may not be used as Overrides:

- Any song released after 11:59pm ET on 2-Oct 2023
- Any Japan/Asia region license not available on A20+ MDX
- Any song known to cause copyright strikes on twitch/youtube
 - Eon Break
 - Look at the Sky
 - No Tears Left to Cry
 - シル・ヴ・プレジデント (S'il vous president)
 - なだめスかし negotiation
 - Clarity
- All EXTRA EXCLUSIVE songs
- Any time-restricted unlocks
 - [Ichika no gochamaze Mix UP!](#) songs
 - All KONAMI Arcade Championship (2023) Entry Songs
 - [BEMANI PRO LEAGUE -SEASON 3- Triple Tribe](#)
- Any Golden League songs requiring a class rating as of 2-Oct 2023
- Any songs requiring doubles to unlock
- All Grand Prix song packs that are locked behind a Grand Prix subscription
 - All songs listed here that are not available by default:
https://remywiki.com/AC_DDR_A3#DanceDanceRevolution_GRAND_PRIX_Advance_Play_Songs
- In the event that a song selected for the prelims has not been unlocked by either player, **the player who did not write it on their pick list will replace it with any unselected song from their own list.**
 - For Example: Player A writes "insist" on their pick list, and Player B chooses it. Neither player has it available. Player B will choose one of the 3 songs from their own pick list which was not chosen, and the players will play that instead.
- Course Trial unlocks **may** be used as overrides during the bracket but will not be included in the card draw
 - All songs listed here: https://remywiki.com/AC_DDR_A3#COURSE_TRIAL_A3

A comprehensive list of all songs allowed can be found here:

https://docs.google.com/document/d/1aNG08wMtvS_z8sU_PCDB_HKeX_EKZuqiE3mJOIqCSiA/

Please note the last page includes songs specifically permitted for the singles tournament that are not permitted in doubles.

Round Robin (Prelims)

Players will be placed into a Round-Robin Pod with 3 other players based on their seeding, beginning with the bottom 8 seeds. For example, in a 48-player tournament, the 2 first pods of the day would be as follows:

	Pod A	Pod B
Player A	41st	42nd
Player B	44th	43rd
Player C	45th	46th
Player D	48th	47th

After being informed of who is in their pod, each player will secretly choose 6 songs; two of each level from a 3-level range assigned to their pod. Pods with a “star” in their difficulty may swap out 1 of the starred difficulties for a chart 1 level further in that direction from the range; so, 12*-14 may select 1 11 and 1 12, or 2 12s. Players can pick any difficulty and are permitted to pick multiple charts for the same song. Then, each other player in the pod will choose 1 of those songs to play against them. Once a song is selected, it is crossed off the list, and cannot be chosen by another player (a full “demonstration round” is at the end of this document to help clear up any confusion).

Matches will generally be played in the following order: Player B vs Player C, A vs D, B vs D, A vs C, C vs D, A vs B using EX score (in the event a player is needed in another tournament, their matches will be prioritized). A coinflip before each match will determine which player chooses first; their options are pad choice or to determine the order songs are played, with the other player making the remaining choice. In the event of a tie after the first 2 songs, a tiebreaker song will be drawn as a 3-song random, with the coin flip winner eliminating second. The draw will be from the same levels used for song selection on all difficulties, weighted 33% chance of each difficulty, and if one of either player’s picks comes up as a random, that song will be redrawn (“stars” in ranges will be ignored for the card draw). **Note that the 3rd song will only be played if there is a tie after the first 2 songs.** A record of 1-0-1 (1 win and 1 tie) will not result in a third song.

Ties in the rankings will be broken in the following order:

- 1) Win% on all songs in pod (calculated as (song win+½ song ties)/songs played)
- 2) Head-to-Head
- 3) Tiebreaker songs

For these purposes, tied songs are considered $\frac{1}{2}$ of a win. Any players still tied will play tiebreaker songs until a winner is determined. (same rules as above). In the event of a tie between more than 2 players in the same pool that cannot be resolved via the first 2 tiebreakers, a single song tiebreaker will be used, with enough songs drawn for each player to eliminate 2. Players will veto songs in a “snake draft” order, meaning that each player will veto 1 song, and then veto a 2nd song in reverse order (so the player who vetoes first will also veto last).

The top player from each Round Robin Pod will advance to the next level as the low seed in one of the next 2 Pods. Each of them will select a new slate of songs for this pod--they cannot reuse any charts previously written on a pick list, even if it was not played. Depending on number of entrants, the final Round Robin Pod may have up to 4 players promoting into the double elimination bracket--note that based on record, this could be 3 players from 1 pool and 1 from the other!

Double Elimination Bracket

The bracket will be a double elimination bracket using card draw. All rounds will use the following difficulty range/weight distributions.

16: 30%
17: 35%
18: 25%
19: 10%

All rounds will be Best-of-3. 5 charts will be drawn with each player protecting 1. The better seed may choose pad or decide if they want to protect first or second.

If either player wins both protected songs, the match is over. If not, players will each veto one of the remaining 3 songs, with the player who protected second vetoing first. In the event tiebreaker songs are needed, 3 additional songs will be drawn using the same distribution as the rest of the bracket. Elimination order will alternate (with the player who already vetoed first now going second) until either player reaches 2 wins.

For Winner's Finals, Loser's Finals, and Grand Finals, all rules are the same except as follows:

- 7 songs will be drawn instead of 5
- The high seed will decide if they'd like to protect 1st and 4th or 2nd and 3rd
- Players will protect a total of 4 songs, and play them in the order they were protected.
- Matches will continue until a player has won 3 songs

Additionally, all players advancing to the bracket will be granted an “Override”. One time, during a card draw, after songs are drawn but before any songs have been protected, a player may opt

to replace 1 of the songs in the draw with any other chart of the same level. The player using the Override automatically uses their Protect for the round on it. The worse seed must declare their intention to use their Override after seeing charts, but before the better seed declares their intention to use their Override. If both players use their Override, the high seed cannot remove the low seed's Override. Players are expected to name their Override replacement song promptly; if the TO believes they are taking too long, they may institute a 2 minute time limit. If the player has not made a selection after those 2 minutes, their override will not be used.

Prizes

Bracket: Prize money will pay out to top 8 as follows. All tournament entry fees (not venue fees) will go towards prizes, and may be rounded slightly for ease of distribution.

1st: 30%
2nd: 25%
3rd: 15%
4th: 10%
T-5th: 7%
T-7th: 3%

Example Prelim Round

The following 4 players are in Level 1 Pod A:

41st seed: Justin

44th seed: Lily

45th seed: Marcel

48th seed: Conan

After being informed of the other players in their pod, each player picks 2 songs of each level from 14-16*. Below are their picks:

	Justin	Lily	Marcel	Conan
14	1998 (Sparky 2006) EXP	Six String Proof EXP	Ace Out EXP	Ace Out EXP
14	London Evolved ver.B EXP	Pluto EXP	Tohoku Evolved DIF	Pluto EXP
15	Toy Box Factory EXP	HyperTwist EXP	paparazzi EXP	Chaos Terror-Tech EXP
15	MAX 300 EXP	Globe Glitter EXP	Ace for Aces EXP	Paranoia Hades DIF
16	Gaia EXP	Aftermath EXP	Firestorm EXP	Shiny World CHA
16*	London Evolved ver.B CHA	Paranoia Survivor MAX CHA	Firestorm CHA	Be a Hero! EXP

After seeing each of the pick lists, Justin makes the following choices:

vs Lily: Six String Proof EXP

vs Marcel: Ace for Aces EXP

vs Conan: Shiny World CHA

Lily made the following choices:

vs Justin: London Evolved ver.B EXP

vs Marcel: Tohoku Evolved DIF

vs Conan: Paranoia Hades DIF

Marcel made these choices:

vs Justin: Toy Box Factory EXP

vs Lily: Globe Glitter EXP

vs Conan: Ace Out EXP

And finally, Conan selected these:

vs Justin: Firestorm EXP

vs Lily: Pluto EXP

vs Marcel: Ace Out EXP

The following matches are now played in order, with the results after in bold:

- Lily vs. Marcel (Globe Glitter EXP and Tohoku Evolved DIF) **Lily realizes during the set that she never unlocked Globe Glitter EXP and Marcel does not have it--Marcel replaces it with Firestorm CHA from his own pick list - 1-0-1 Lily**
- Justin vs. Conan (Shiny World CHA and Firestorm EXP) **2-0 Justin**
- Lily vs Conan (Pluto EXP and Paranoia Hades DIF) **2-0 Lily**
- Justin vs. Marcel (Ace for Aces EXP and Toy Box Factory EXP) **1-1 after 2, random is Saber Wing (Akira Ishihara Headshot Mix) EXP, won by Marcel - 2-1 Marcel**
- Marcel vs Conan (Ace Out EXP twice) **1-0-1 Conan**
- Justin vs Lily (London Evolved ver.B EXP and Six String Proof EXP) **1-1 after 2, random is Plan 8 EXP, won by Justin - 2-1 Justin**

Justin and Lily are now tied (2 match wins, 1 match loss). The first tiebreaker is individual song win percentage throughout the round robin (ties are counted as half a win):

Justin: 5-3-0 (62.5%)

Lily: 4-2-1 (64.3%)

Lily will advance to the next level's pod as the bottom seed. She will not be able to use any of the songs on her pick list again, including the three charts that were not picked.