



Project Storm 2024 Pump It Up Phoenix

STAFF

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Pokebun	Women & Non-Binary Division	Twitter: @p0kebun

REGISTRATION

Main	start.gg/ceo (ENDED)
Women & Non-Binary	https://www.start.gg/tournament/ceo-2024-community-tournaments/ (ENDS SAT, 6/29)

LINKS

Qualifier Submission and Leaderboard	https://piuscores.arrowclip.se/Tournament/d3a648fd-ed25-4661-9431-4e0044e6e389/Qualifiers/Submit
Full Schedule and Pools (Main Division)	https://bit.ly/CEOStorm24PIUPools (NEW!)

SCHEDULE

Friday

- 12:00 PM - 9:00 PM On-Site Qualifying

Saturday

- **9:00 AM - 12:00 PM Women's & Non-Binary Division**
- 12:00 PM - 1:30 PM Wave 1 (Lvs. 13-16)
- 1:30 PM - 3:00 PM Wave 2 (Lvs. 15-18)
- 3:00 PM - 4:30 PM Wave 3 (Lvs. 17-19)
- **4:30 PM - 6:00 PM Project Storm 2024 Group Photo / Staff Break**
- 6:00 PM - 7:30 PM Wave 4 (Lvs. 18-20)

Sunday

- 11:00 AM - 12:30 PM Wave 5 (Lvs. 20-22)
- 12:30 PM - 5:00 PM Top 8 (Lv. 22+)

POLICIES

- **All competitors must arrive at their pools at least 15 minutes ahead of scheduled time to check in and do their card draws. Failure to check in will result in the following order of events:**
 - If not checked in by 10 minutes prior to pool start, the competitor(s) will forfeit their veto(es), and 1 song will be vetoed at random.
 - If not checked in by the time the first group of participants have begun playing the selected songs:
 - Initial stage: the competitor(s) will be given the lowest rank(s).
 - Redemption stage: the competitor(s) will be disqualified.
- Please regularly check back for updated pool times once the event has started.
- Players must wear shoes and/or socks on cabs at all times.
 - Barefoot play is **strictly prohibited**.
 - Wardrobe/shoe malfunctions may allow a replat. Players keep the best score of both plays.
- No substances are to be applied directly to the pads other than cleaning solutions as needed.
 - If you wish to use any other substance (ex: baby powder), you may apply it to your shoes while off the pad.
 - Please be considerate of other players, other play styles, and convention staff, and use the minimum amount as needed.
 - You are expected to clean up any related debris. Reported failure to follow these instructions can lead to disqualification.
- ***Pad error discrepancies will be determined on a case-by-case basis by the acting available lead and assistant TOs. Unruly or rude participants may be subject to having their accommodations denied.***
- ***If at any point you do something deemed unsportsmanlike, verbally/physically interfering with someone while playing a match, damage venue property, assault another person, or any other similar malicious behavior, you will be immediately disqualified from the tournament and subject to ejection from the venue.***

WOMEN'S & NON-BINARY DIVISION

GENERAL

- All matches will be played on **Normal Judgment (NJ)**.
- **Auto Velocity (AV)** and **BGA DARK** are allowed.
- All songs from **Fiesta 2 and up** will be used for this division.
- You may warm up on any machine starting at 8AM.

OVERVIEW

Tournament structure for this division will go as follows:

Round 1	S16 & S17 (random)	Cut to Top 16
Round 2	S17 & S18 (random)	Cut to Top 8
Round 3	S18 & S19 (random)	Cut to Top 4
Round 4	S19 & S20 (random)	Advance to Finals
Final	S20 & S21 (random)	N/A

Cutoffs and difficulty ranges may be subject to change based on overall count and skill level of participants. In the event of a much lower turnout, the tournament structure will be changed to a gauntlet format instead.

PRIZES

The first place winner of this division can pick any rhythm game item from the TO's vendor table after the event! Additional prizes may also be provided by Project Storm staff.

MAIN DIVISION

GENERAL

- All matches will be played on **Normal Judgment (NJ)**.
- Bar use is allowed at all times.
- **Machine Score** will be used for all purposes.
- **BGA DARK** will be used by default at all times.
- Mods from the following categories are allowed:
 - **SPEED, AUTO VELOCITY, DISPLAY, NOTESKIN, JUDGE TIMING**
- Mods from the following categories are **strictly prohibited**:
 - **PATH, ALTERNATE, JUDGE, ETC**
 - *If Drop (DR) or similar mods are your preferred playstyle, notify the TO in advance. Scheduling may be adjusted if sufficient players fall in this category.*

QUALIFYING

Qualifier Submission Link:

<https://piuscores.arrowclip.se/Tournament/d3a648fd-ed25-4661-9431-4e0044e6e389/Qualifiers/Submit>

***ALL QUALIFIERS ARE DUE BY
FRIDAY, JUNE 28TH, 2024 @ 9PM EDT.***

Qualifiers will be used to sort players into "relative skill" tiers.

Qualifiers must be played on official hardware running XX or Phoenix. Any and all scores achieved on XX will automatically be converted to Phoenix's scoring system. ***For special accommodations, please contact the TO.***

There are five qualifiers available: four (4) singles and one (1) doubles:

The selected charts for qualifiers have absolutely **NO** changes between XX and Phoenix. (All note counts, gimmicks, and patterns are intact between versions.)

On-site qualifying will be available at the Project Storm room on the Friday of the event until 9PM and will be reserved for those who were unable to do remote qualifying and/or submitted invalid remote qualifiers of any kind. On-site qualifying will also be limited to one attempt.

TO staff has the right to manually seed players to make sure pool integrity is ensured if not enough information has been submitted. Past event results may also be used for this purpose.

There are five qualifiers available:



- You must play **AT LEAST TWO** qualifiers that best suit your skill level.
 - This typically means the hardest songs you can (almost) pass if you tried really hard.
 - You may submit more than 2 songs if you wish. This can help if you are unsure which scores would give you the best qualifying rating.
- Players who achieve at least a grade of SSS (990,000) on a qualifier may be asked to submit for a higher level qualifier.
- A **modified** version of the **Phoenix Rating** system will be used:
 - Seeding order will be determined by the **Total Phoenix Rating** achieved for your best two songs.
- Tiebreakers will be determined by the following order:
 - Cumulative Machine Score
 - Order of Timed Submissions

PHOENIX RATING (MODIFIED)

This is the new rating system that was introduced in Phoenix for title progression. We have modified this system to allow for all grades lower than AA for this tournament's qualifying system.

Level	F	D	C	B	A	A+	AA	AA+	AAA	AAA+	S	S+	SS	SS+	SSS	SSS+
13	0	36	64	96	128	144	160	168	176	184	192	202	211	221	230	240
16	0	62	124	186	248	279	310	326	341	357	372	391	409	428	446	465
19	0	110	220	330	440	495	550	578	605	633	660	693	726	759	792	825
22	0	176	352	528	704	792	880	924	968	1012	1056	1109	1162	1214	1267	1320

MAIN DIVISION: FORMAT

WARMUPS AND BREAKS

Players are allowed **one** warmup song prior to the start of their first match of their pool. (One song total, not one per player.)

Warmup songs must be either Arcade or Shortcut length, and cannot be one of the drawn songs for your match. Due to time constraints, we will be trying to ensure as many warmups can be played on versus as possible.

During the tournament, players will be allowed at most two minutes between song plays. This will not be strictly enforced unless it is noticed that players are taking excessive amounts of time between songs. Time is essential at Storm after all.

POOLS/WAVES

Players will be seeded into pools of their "relative skill" tiers consisting of 8 players per wave. Waves will be run in order starting with the first wave (lowest skill) and ending with the last wave (highest skill).

See below for an example on how pools will be structured:

POOL	SEEDS							
Wave 1	44	43	42	41	40	39	38	37
Wave 2	36	35	34	33	32	31	Top 2 of Wave 1	
Wave 3	30	29	28	27	26	25	Top 2 of Wave 2	
Wave 4	24	23	22	21	20	19	Top 2 of Wave 3	
Wave 5	18	17	16	15	14	13	Top 2 of Wave 4	
Wave 6	12	11	10	9	8	7	Top 2 of Wave 5	
Top 8	6	5	4	3	2	1	Top 2 of Wave 6	
Top 4	Top 4 of Top 8							

For Singles: Players will be paired together in seed order. Players may request or be asked to change their pairs. For example, A+B and C+D are paired together respectively. If A, B, C, and D agree, they may change their pairs however they wish.

Players may not change the order of the drawn pool songs however.

For Doubles: Players will come up in the order of the seed by default. Like before for Singles, the order may be subject to change.

WATERFALL

This year's format will follow a modification of last year's waterfall gauntlet format. Each pool will have two stages: the **initial** and **redemption** stages.

First, all 8 players in each pool will be presented, as a group, with a **card draw** generated by DDR Tools: <https://ddr.tools/#game-pump>

The winner of the **initial** stage will advance to the next pool. All other players will enter the **redemption** stage and be presented again to repeat the card draw process. The winner of the redemption stage will advance to the next same pool.

This process will continue for each pool, and the difficulty of pools will be slowly increased until the final pool is reached with 8 players left remaining, who will participate in a special Top 8 format to determine the end results.

CARD DRAW

For the **initial** stage, 11 charts will be randomly generated in the difficulty range of each pool. For the **redemption** stage, 10 charts will be randomly generated.

Each player will have an opportunity to **veto** one of those charts. The remaining **three** charts will be played in the order they were drawn by all players. If the players cannot agree on an order, then the veto order will go from highest to lowest seed.

Players will then be asked to choose which machine to play their card draw set on as well as pad side from highest to lowest seed.

DOUBLES REQUESTS

For earlier waves, if everyone in a pool is able to play doubles, then a pool (upon full majority agreement) may request to play a doubles chart for its third song. We will generate special card draws until 2 singles charts and 1 doubles chart remain.

If at least one player is unable to play doubles, then only singles charts will be drawn for the entire pool to best ensure fairness.

SCORING

Each player will get a rank for each chart, with 8 points given to the player with the highest score achieved on that chart, and 1 point given to the player with the lowest score.

Players will be split between points for individual song ties. A tie on points will be broken by **Total Machine Score** across all charts in the gauntlet. ***Players are encouraged to finish all their songs!***

MAIN DIVISION: TOP 8 FORMAT

OVERVIEW

All players in this stage will be presented, as a group, with a card draw. This will be used to generate a number of sets, with each set containing 3 songs.

Each player will have an opportunity to **veto** one of these entire sets. The remaining set will be picked with the songs in the set played in the order they were drawn by all players. Veto order by default will go from lowest to highest seed.

The format will largely follow the special waterfall and scoring system before.

The Top 2 winners of the **initial** stage will advance to Top 4 as the first two seeds. All other players will enter the **redemption** stage and be presented again to repeat the card draw process. The next two winners of this stage will then advance to Top 4 as the last two seeds.

TOP 4 FINALS

All players will be presented with a final card draw of five sets, with each set containing 8 songs.

Each player will again first **veto** an entire set of their choice until one set remains. Then, each player will get to pick **one** song from that **remaining set**. The four songs picked will be played by all players in the order that they were drawn.

There will be no redemption stage here. Final results for the tournament will be determined by the standings in this special gauntlet.

MAIN DIVISION: ETC

SONG LIST

All songs up to the v2.00.0 patch will be used for the tournament.

All waves before Top 8 will only draw arcade-length songs from all folders within the level range of each wave. Level ranges per wave will be announced at a later time.

Top 8:

- Full songs and remixes are included.
- Top 8: only doubles charts rated 22-24
- Top 4: only doubles charts rated 25+

PRIZES

The 1st Place Winner of this division will also receive a special CEO Championship Belt! The final Top 4 ranked players will also receive the following payout:

1st	2nd	3rd	4th
45%	25%	20%	10%

Additional prizes such as special trophies and official Pump It Up Phoenix posters will also be provided for those who win their pools – special courtesy of Save Point and Project Storm staff!