

CRAZY BEAR ARCADE CHUNITHM TOURNAMENT RULES

BASICS

There are two divisions for the tournament, the Open Division on September 26th starting at 11am and the Expert Division on September 27th starting at 11am.

There is a \$10 entry fee to be paid before the tournament begins, please fill out [this form](#) to confirm your entry.

The tournament will be played on two Japanese Chunithm X-Verse-X cabinets set to event mode. Your scores will not be saved.

ELIGIBILITY

There are a limit of 16 participants in each bracket, if more than 16 participants sign up for a division the preliminary round will determine the top 16 to continue to the bracket rounds.

PLAYER SETTINGS

No danger skills allowed.

Settings must be verified by the player before each song. If a player misconfigured their settings, they must ask for a restart within the first 10 seconds of a song otherwise the song will be played as is.

PRELIMINARY ROUND

Everyone will play 2 rounds of 3 songs to determine their seeding in the tournament. If more than 16 people have signed up for a division then only the top 16 scores will move on to the bracket rounds. 4 songs will be randomly chosen using [this tool](#) for each player each round, they are able to veto one of those songs.

For the Open Division songs will be selected at difficulty 5.

For the Expert Division songs will be selected at difficulty 9-9+.

Ties in the preliminary round will be broken by player rating.

SEEDING

Seeding will be based on total score across the 6 songs played in the preliminary round. If there are more than 16 participants in a division only the top 16 will move to the bracket rounds. Participants will be placed in their bracket according to this chart:



SCORING DURING ROUNDS

Rounds during the tournament will be determined highest total score across 3 songs. Songs will be chosen at random, using [this tool](#), based on that round's difficulty rating.

	Open Division	Expert Division
Preliminary	Advanced 5	Expert 9-9+
Round of 16	Advanced 6	Expert 10-10+
Quarter Finals	Advanced 7-7+	Expert 11-11+
Semi Finals	Advanced 8-9+	Expert 12-12+
Gold & Bronze Finals	Advanced 10 or higher	Expert 13 or higher

Ties will be broken by playing a fourth song chosen at random, using [this tool](#), in the next round's difficulty.

BRACKET ROUND PROCEDURE

Rounds will be announced on the [Crazy Bear Discord](#) a minimum of 10 minutes before the round is set to begin. Competitors will have 10 minutes past the designated start time for the round to arrive, if they fail to arrive in that time they will be considered late and may be disqualified from the tournament.

Once the competitors have arrived the songs will be chosen using [this tool](#). If any chosen song is unavailable to a competitor on their personal card they will have a force-unlocked account provided for them. Competitors are then able to choose their settings and confirm them with the staff. All 3 song will be played with their scores recorded. The competitor who has the highest combined score will move on to the next round of the tournament.

PRIZES

First place in each division gets \$75 in credits, a Pokémon statue (valued at \$89.99), and a ticket to Crazy Bear Bounce World (valued at \$39.99). Second place gets \$50 in credits, and a ticket to Crazy Bear Bounce World (valued at \$39.99). Third place gets \$35 in credits, and a ticket to Crazy Bear Bounce World (valued at \$39.99)