

Friday

BYOC ONLY	Time	Player/Team Cap	Notes
StarCraft 2: HOTS	11AM-5PM	16 team cap	Single Elimination. 1V1. Rulesets to be posted in this thread
League of Legends	5PM-11PM	16 team cap	Single Elimination. Teams of 5. Rulesets to be posted in this thread
Warcraft 3 Tower Defense	10PM-11:30PM	32 player cap	Single Elimination. 1V1. Rulesets to be posted in this thread
Freeplay Tournaments (BYOC People can join in)	Time	Player/Team Cap	Notes
Unreal Tournament 2004 (Instagib)	11AM-1PM	128 player cap	Servers of 16 players. First to 100 wins. 4 servers become 2 then 1 for the final
Worms Revoultion	3PM-6PM	32 player cap	Single Elimination. 1V1. Rulesets to be posted in this thead
Shootmania	7PM-10PM	TBA	TBA
Trackmania United Forever	1PM-3PM	120 player cap	Single server, Best 4 times from 5 maps will race in the final. Best time on the final server map wins

Saturday

BYOC ONLY	Time	Player/Team Cap	Notes
Counter Strike: Global Offensive	11AM-5PM	16 team cap	Single Elimination. Teams of 5. Rulesets to be posted in this thread
DOTA2	5PM-11PM	16 team cap	Single Elimination. Teams of 5. Rulesets to be posted in this thread
Flatout 2	9PM-11:30PM	64 player cap	Heat based tournament. Servers of 8. 8 servers become 4 then 1 for the final
Freeplay Tournaments (BYOC People can join in)	Time	Player/Team Cap	Notes
DOOM (Zdaemon)	11AM-1PM	64 player cap	Servers of 8 players. First to 100 wins. 4 servers become 2 then 1 for the final
HL2DM	1PM-3PM	128 player cap	Servers of 16 players. First to 100 wins. 4 servers become 2 then 1 for the final
Warsow	3PM-5PM	100 player cap	Servers of 16 players. First to 100 wins. Top 2 from each server battle it out in first to 1000!
Minecraft	6PM-9PM	120 player cap	Server of 120 players. Player with the highest amount of points by 9PM wins!
CS:GO Arms race	9PM-11PM	64 player cap	Servers of 32 players. 2 servers become 1 for the final

Sunday

BYOC ONLY	Time	Player/Team Cap	Notes
Team Fortress 2	11AM-5PM	16 team cap	Single Elimination. Teams of 6. Rulesets to be posted in this thread
Blur	11AM-1PM	60 player cap	20 people per server, top 10 out of each proceed to final -- 3 tracks
Freeplay Tournaments (BYOC People can join in)	Time	Player/Team Cap	Notes
Sanctum 2	11AM-1PM	32 player cap	TBA
GRID 2	1PM-4PM	64 player cap	Heat based tournament. Servers of 8. 8 servers become 4 then 1 for the final
Armagetron	4PM-6PM	64 player cap	16 players per server. 4 servers become 2 then 1 for the final

Other games we will most likely be playing!

Left 4 Dead 1+2
 Natural Selection 2
 Unreal Tournament GOTY and UT3
 Battlefield 1942 (And pretty much every battlefield since)
 Baboviolent
 Hawken
 Tribes Ascend
 Hammerwatch
You name it, someone will probably be playing it! :)

General Notes

- You must enrol in your chosen tournament at least 30 minutes before the tournament is scheduled to commence
- There will be a clearly marked competitions enrolment desk at the venue where you can get more detailed info about each comp
- If you need to pull out of a competition, LET US KNOW. It makes things much easier
- If I competition fills up before you get to the desk, you will be put on a waiting list. If enough enrolled players don't show or pull out, you are in!