



## Gamers For Giving 2017

### Call of Duty: Modern Warfare Remastered

Gamers for Giving 2017 will feature a double elimination 4 vs 4 Call of Duty: Modern Warfare Remastered tournament, played on PS4. The tournament will be open to registered competitors.

Sponsored hardware prizes (TBA at the event) will be awarded to the team that finishes in 1st place.

The tournament will be played on Saturday, April 1st. Players may check-in for the event on Saturday, April 1st at 10:00 AM. Once checked in, players will be able to warm up on the tournament stations until 11:30 AM. The tournament will begin promptly at 12:00 PM.

The tournament will be a double elimination tournament (teams must lose two matches to be eliminated). Each match will be based on a 'best of three games' format. The first team to win 2 of 3 games will move on through the tournament. The team that loses its match will be placed in the loser's bracket, or will face elimination if already in the loser's bracket.

**Players must bring their own PS4 controller with the wired Micro USB Cable. All controllers will need to be used in the WIRED mode. Wireless controllers are not allowed.**

PS4 consoles, Astro MixAmps, and BenQ monitors will be provided at the event. The entire tournament will be full screen. Players will be able to create custom classes prior to their match.

### Game Settings

All of the required settings are listed below. If a setting is not listed, it should not be changed from its default state.

## General Settings:

- **Pre-Match Timer: 15 Seconds**
- **Team Switching: Enabled**
- **Spectating: Team Only**
- **Hardcore: Disabled**
- **Spectating POV: First Person**
- **Hardcore: N/A**
- **Killcam: Enabled**
- **Mini-Map Radar: Normal**
- **Battle Chatter: Disabled**
- **Hardcore: Disabled**
- **Announcer: Enabled**
- **Allow Sprint: Enabled**
- **Turrets: Enabled**
- **Respawn Delay: Mode Specific**
- **Force Respawn: Enabled**
- **Wave Respawn Delay: None**
- **Suicide Penalty: None**
- **Hardcore Mode: Disabled**
- **Old School Mode: Disabled**
- **Health: Normal**
- **Health Regeneration: Normal**
- **Friendly Fire: Enabled**
- **Number of Lives: Mode Specific**
- **Headshots Only: Disabled**
- **Explosive Delay: None**

## Killstreaks:

**Killstreak Delay: None**

**Radar: disabled**

**Airstrike: disabled**

**Attack Helicopter: disabled**

## Game Modes:

### Domination

- **Points to Win: 200**
- **Time Limit: Unlimited**
- **Number of Lives: Unlimited**

- **Respawn Delay: 5 sec**
- **Round Switch: 100 Points**

### **Search and Destroy**

- **Round Length: 2.5 Minutes**
- **Bomb Timer: 45 Seconds**
- **Number of lives: 1 Life**
- **Plant Time: 7.5 Seconds**
- **Defuse Time: 7.5 Seconds**
- **Multi Bomb: Disabled**
- **Score Limit: 4 Points**
- **Round Switch: Every Round**
- **Silent Plant: Enabled**
- **Number of Lives: 1**

### **Hardpoint**

- **Score Limit: 250 points**
- **Time Limit: 10 Minutes**
- **Activation Delay: None**
- **Location Order: Normal**
- **Number of Lives: Unlimited**
- **Respawn Delay: None**
- **Weapon Allowed: Smoke 1x**

### **Modes & Maps:**

**Hardpoint: Backlot, Crash, District, Overgrown, Strike**

**SND: Ambush, Crash, Downpour, Crossfire, Vacant**

**Dom: Overgrown, District, Backlot, Strike, Crash, Vacant**

Round 1: Hardpoint, Dom, SND

Round 2: Hardpoint, SND, Dom

Round 3: Hardpoint, Dom, SND

Round 4: Hardpoint, SND, Dom

Rounds 5, 6, 7, etc... will repeat the above rotation until the tournament end.

The tournament format will switch to a best of 5 series when 8 teams remain.

**Quarter Finals: Hardpoint, SND, Dom, Hardpoint, SND**

**Semi-Finals: Hardpoint, Dom, SND, Dom, Hardpoint**

**Finals: Dom, Hardpoint, SND, Hardpoint, SND**

**Weapon/Perk Restriction:**

- **Grenade Launcher (weapon attachment)**
- **.44 Magnum**
- **M-21**
- **KAMCHATKA-12**
- **XM-LAR**
- **C-4**
- **RPG-7**
- **Claymore**
- **Frag**
- **Special Grenade**
- **Deep Impact**
- **Martydom**
- **Eavesdrop**
- **Last Stand**
- **Sonic Boom (SnD Specific)**

**Penalties & Disputes:**

- Using any of the banned items listed above will result in either the restart of a match, or the forfeit of a match, depending on the length of time that has transpired since the beginning of the match. Station referees will decide the appropriate action. All referee decisions are final.
- If for any reason a technical issue prevents a game from being completed (such as a power outage) the match will be restarted. Note: players who intentionally attempt to delay a match will be disqualified.
- Any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behavior may result in the forfeit of a map, match, or disqualification from Gamers for Giving.
- All decisions of the Call of Duty tournament manager are final. Players must respect referees and event staff at all times. Failure to do so will result in disqualification from Gamers for Giving.

**Questions / Feedback:**

To submit a suggestion for the CS: GO tournament, email us via [contact@gamersoutreach.org](mailto:contact@gamersoutreach.org).