



**Gamers for Giving 2019
Super Smash Bros. Tournament**

1st Place: \$500 + Trophy
2nd Place: \$250
3rd place: \$150

All top 8 competitors will receive a Legend of Zelda™: Breath of the Wild A10 Headset

The Gamers for Giving 2019 Super Smash Bros. tournament will be a 1 vs 1, best of 3 , on Super Smash Bros. Ultimate. There will be a double elimination bracket. The tournament will be open to registered competitors.

The Super Smash Bros. tournament will take place over the course of Sunday, March 24th at Gamers for Giving. The first round of the tournament will be played on Sunday at 12:00 PM (noon), while subsequent rounds of the tournament will be played on Sunday afternoon and evening. Check-in for the Super Smash Bros. tournament will begin on Sunday, March 24th at 10:00 AM.

Players will need to bring their own controllers. Gamers Outreach will provide tables, chairs, outlets, Nintendo Switch, Gamecube Adaptors, and gaming monitors to facilitate the tournament.

All registered players will be seeded into the bracket upon checking into the event. Players will

enter Super Smash Bros. Ultimate and compete against their designated opponents in a 1 vs 1 match using the ruleset below.

Once checked in, players will be allowed to play friendlies in the Super Smash Bros. area. Players are welcome to warm-up once they have been checked in.

General Rules

2GG Rule Set

https://docs.google.com/document/d/1e9G9jUrx3G8TNlwr7LeD118P5O9R_GggUJi4YLqHRc/e/dit

Additional Rules:

* **Double Elimination Bracket:** The first player to win a best-of-three is deemed the winner of the round, with the victor moving on through the winner's bracket and the loser being sent to the loser's bracket.

* **Dave's Stupid Rule:** You cannot counterpick any stage you have won on in a set unless agreed upon by the opponent.

* **Sudden Death:** If a match goes to sudden death due to a mutual suicide move, the player who initiated the move wins.

* **Player's Choice Clause:** You may play by a rule outside of this ruleset if your opponent agrees to it as long as it does not deliberately delay the tournament process. In the event of a disagreement, house rules stand.

* **Double Blind Character Picks:** Players may elect to double blind pick their characters for the first match in case of any disputes.

* **Glitches:** Any action that can prevent the game from continuing (freezing, disappearing characters, game reset, etc.) will result in forfeiture of the match for the player that initiated the action. You are responsible for knowing your own character and must be wary about accidentally triggering one of these effects.

* **Disqualifications:** All ejections or disqualifications due to tardiness or violation of game rules will be without refund and will be complete DQs, meaning the disqualified player will be removed from both winners and losers bracket.

* **TO Judgment:** The TO reserves the right to settle any unforeseen situations that may occur, and his judgment is final. In extreme situations, rules may be altered between phases of a tournament in the best interests of the event.