

ExtremeLANKC Halo 3 4v4 Rules

General Rules:

- * Winners Best of 5. Losers best of 3.
- * Double Elimination Bracket.
- * After loss, teams fall into Losers Bracket.
- * The host team play as red team for all games.
- * All games are default unless posted.
- * Round 5 the Final Round is a best of 5.

Current Version: MLG v7

Settings:

All Games:
 Primary Weapon = Battle Rifle
 Custom Powerup Traits, Duration = 3 Seconds
 Custom Powerup Traits, Damage Resistance = Invulnerable
 Custom Powerup Traits, Shield Multiplier = 3X Overshields
 Custom Powerup Traits, Shield Recharge Rate = 200%
 Custom Powerup Traits, Player Speed = Unchanged
 Shield Recharge Rate = 90%
 Damage Modifier = 110%
 Player Speed = 110%
 Motion Tracker Mode = Off
 Suicide Penalty = None
 Betrayal Penalty = None
 Team Changing = Not Allowed

Winners Bracket

R1 Game 1: Multi Flag on Narrows
 Game 2: Team Slayer on Amplified
 Game 3: Team Oddball on Heretic
 Game 4: Multi Flag on Onslaught
 Game 5: Team Slayer on Construct

R2 Game 1: Multi Flag on Heretic
 Game 2: Team Slayer on Onslaught
 Game 3: Team Oddball on Heretic
 Game 4: Multi Flag on The Pit
 Game 5: Team Slayer on Heretic

R3 Game 1: Multi Flag on Onslaught
 Game 2: Team Slayer on Narrows
 Game 3: Team King on Construct
 Game 4: Multi Flag on Narrows
 Game 5: Team Slayer on The Pit

R4 Game 1: Multi Flag on Onslaught
 Game 2: Team Slayer on Amplified
 Game 3: Team King on Construct
 Game 4: Multi Flag on The Pit
 Game 5: Team Slayer on Construct

R5 Game 1 Multi Flag on Narrows
 Game 2: Team Slayer Onslaught
 Game 3: Team Oddball on Heretic
 Game 4: Multi Flag on Heretic
 Game 5: Team Slayer on Narrows

Losers Bracket

Game 1: Team Slayer on Amplified
 Game 2: Multi Flag on Heretic
 Game 3: Team Slayer on Construct

Game 1: Team Slayer on The Pit
 Game 2: Multi Flag on Narrows
 Game 3: Team Slayer on Heretic

Game 1: Team Slayer on Narrows
 Game 2: Multi Flag on Onslaught
 Game 3: Team Slayer on The Pit

Game 1: Team Slayer on Amplified
 Game 2: Multi Flag on The Pit
 Game 3: Team Slayer on Construct

Game 1: Team Slayer on Narrows
 Game 2: Multi Flag on Heretic
 Game 3: Team Slayer on The Pit

4v4 Tournament Procedure:

This is a step by step outline of how the tournament will be ran to perfection:

- * When called for ALL Team Captains will report to console Admin.
- * All Team Captains will submit team roster and verify tournament fee's are paid to Admin.
- * The Admin will check to make sure ALL the captains and just the captains are present.
- * He will then go over all the rules and answer any questions.
- * After everything is clear, he will list off the first round matchups.
- * As soon as every match is announced captains will arrange to join each others party's.
- * Team Captains will be responsible to have all players in game or play short.
- * When everything is cleared up the Official will start the round.
- * After the end of the match Team Captains must inform the Official of the results.
- * Make sure to keep the screen available with the score of the match and who won.
- * Officials will verify the scores and submit them to the Admin.

Maps:	
<u>Multi Flag</u> Heretic Narrows Onslaught The Pitt	<u>Team Oddball</u> Heretic
<u>Team King</u> Construct	<u>Team Slayer</u> Amplified Construct Heretic Narrows The Pit
GB CTF Nar 7	GB CTF 5Flag 7
Sudden Death = 30 Seconds	Captures to Win = 5
Flag At Home to Score = Enabled	Sudden Death = 30 Seconds
Flag Return Time = 3 Seconds	Flag At Home to Score = Enabled
Flag Reset Time = 15 Seconds	Flag Return Time = 3 Seconds
Flag Carrier Traits, Damage Modifier = 50%	Flag Reset Time = 15 Seconds
Time Limit = 15 Minutes	Flag Carrier Traits, Damage Modifier = 50%
	Time Limit = 15 Minutes
GB CTF Pit 7	MLG CTF Nar 7
Sudden Death = 30 Seconds	Flag At Home to Score = Enabled
Flag Return Time = Disabled	Flag Return Time = 3 Seconds
Flag Reset Time = 15 Seconds	Flag Reset Time = 15 Seconds
Flag Carrier Traits, Damage Modifier = 50%	Flag Carrier Traits, Damage Modifier = 50%
Time Limit = 15 Minutes	Time Limit = 30 Minutes
MLG Ball 7	MLG CTF Pit 7
Score to Win = 250	Flag Return Time = Disabled
Ball Carrier Traits, Damage Modifier = 50%	Flag Reset Time = 15 Seconds
Time Limit = 15 Minutes	Flag Carrier Traits, Damage Modifier = 50%
	Time Limit = 30 Minutes
MLG CTF 5Flag 7	MLG King 7
Captures to Win = 5	Score to Win = 250
Flag At Home to Score = Enabled	Hill Movement = 2 Minutes
Flag Return Time = 3 Seconds	Hill Movement Order = Sequence
Flag Reset Time = 15 Seconds	Time Limit = 15 Minutes
Flag Carrier Traits, Damage Modifier = 50%	Respawn Time = 10 Seconds
Time Limit = 30 Minutes	
MLG TS 7	
Time Limit = 15 Minutes	
Vehicle Set = No Vehicles	