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*Brings you:*

## **Rainbow Six: Vegas Tournament Template**

I am not running a tournament at this time. This guide is to help YOU run a tournament.

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December 1, 2006

Dear Fellow Gamer,

Below you will find details for a Rainbow Six tournament. The ideal scenario is to have teams of 6 players, with four of those showing up at an announced time on a pre-determined day of the week.

**The overall objective of this tournament is to provide the players with a high pressure mission scenario.**

Don't let the size of this document intimidate you. All that players have to be concerned about are the host settings and that everyone plays a fair match

Most of the other pages are for problem teams, problems dropping, and for people like me that want to know every detail.

If you require the Microsoft Word document to make modifications for your own purposes please let me know by email at [ick.xbox@gmail.com](mailto:ick.xbox@gmail.com)

I hope you enjoy the competition.

Best regards,

Ick

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# How the Tournament Works

## REGULAR SEASON

Each night of the tournament your team will play up to three maps against another team. Each map is a best of three match up.

### **Map #1**

If you manage to win two rounds on map #1 then you won that map.

### **Map #2**

If you manage to win two rounds on Map #2 then you won that map AND the round.

### **Map #3**

If each team won one of the previous maps then you face off on map #3 for another best of 3. The winner of the final map wins the round.

Ties/Draws are re-played. See tournament rule D – Victory Conditions.

## PLAYOFFS

Two rounds, game type to be determined. This round gets the tournament teams down to 4 contenders.

## FINAL CHALLENGE

Top 2 scoring teams play a match to determine the tournament champion.

# Tournament Rules

The regular season part of the tournament will run for \_\_\_\_\_ weeks Starting \_\_\_\_\_ to \_\_\_\_\_  
Teams must read rules in full before entering the tournament.

## A. Team Size:

- Each team may consist of no more than 6 players. No more than 4 players can play in any game.

## B. The Mission:

- Missions will run on Monday nights from 9:00 PM to 11:00 PM.
- All missions have a time limit of 10 minutes unless otherwise stated.

## C. Server Settings:

1. Respawns: Off unless otherwise stated
2. Time: 10 minutes
3. XM-26LSS shotgun and GPS device restricted.
4. Voice Chat: Alive only. There should be no contact from the dead room.
5. The room should be run with 10 slots with all slots set to "private" (this facilitate team swapping between games)
6. The host or non-host select spawn points or roles as listed in the match record sheet.
7. Friendly Fire should be on.
8. (Optional rule) Motion Sensors restricted
9. (Optional rule) Use this section to require soldier classes if you want.  
Example: one player must bring a sniper, one player must bring a LMG, whatever.

## D. Victory Conditions:

- In the case of tie or draw, the mission will be re-run with the same conditions until there is a victor. This includes the same team choosing their spawn point or attack/defend role as outlined in the record sheet.

## E. Joining Host Server:

- The team captains should coordinate adding each other to friend list and facilitate the match process.
- Captains are asked to be honest and together determine who has the best host option. In the case of equal hosting abilities the captains should play a 5 minute last man standing round on Kill House to determine who gets to host. The round should match tournament rules as stated in rule C – Server Settings.
- Missions will be run throughout the evening. Times for each team will be given in advance of the night.
- We will where possible aim to offer a time that suits, ultimately we cannot please everyone, teams will need to be available for the time given.

## F. Network Conditions/Players Dropping:

- If a player drops during the first game load the mission will be aborted to allow that player the chance to re-enter the server. The player will be given no more than 5 minutes to rejoin the server, the team captain can also use that time to seek a substitute (See App. F). When the 5 minutes are up the mission will re-launch with or without the player/substitute.
- In the event a player drops during the second game load the game will commence without them.
- If a player drops during the mission the game will continue without them. No Exceptions.

## G. Voice Communication Problems:

- In the case of voice communication problems the room should be restarted or refreshed until each team can hear their own players. If you have trouble with communication in-game too bad. Deal with it.

## H. Player Substitution:

- In the event a team is short a player on its registered team they may enter a substitute. However there are certain restrictions, see next point.
- Each team can enter a maximum of ONE substitute for any given week, if your team is 2 men down for that week you will be expected to run the mission a man down.
- If a team is already running a player substitute when another player drops a second substitute cannot be sought.
- The point is to have your team of 4 present for the games and everything will go smoothly.

## I. Team Sign up:

- All team members must be registered members of (insert your organization here).
- The team captain and only the team captain can sign up a team to the tournament.
- Clans can submit more than one team of 4 players (or less, see rule A) However each sub team must have a captain/representative who is responsible for entering the team and organising them for each week's mission.
- Players can play on one team only. (with exception to occasional substitution)
- **Once someone substitutes on a team he/she cannot substitute on that team again. This should help prevent teams from recruiting "boy wonders in the middle of a tournament.**
- When entering your team you must submit the following information:
  - The team name
  - The team captains gamertag (and forum username if different)
  - The gamertag of each team member (and forum username if different)
- The team captain can submit alterations to the team line up at anytime up to and including the Saturday of the first mission announcement, after this date the team line up cannot be changed.
- Each team's line-up will be available on site.
- To sign up, post to the Rainbow 6: Vegas tournament thread with team details as listed above.

## J. Other Rules:

- No live chat, messaging, phoning or other contact with team members in the “dead room”.
- Your team can only ask for a re-schedule of an assigned time ONCE during a tournament, so use it wisely.
- Games scheduled for times other than Monday must be:
  - in writing from your team captain
  - posted in the “special schedule arrangements” thread
  - Approved by your assigned referee
  - Approved by tournament Czar.
- No superfluous observers in the room. 4 team members only.

# Your Obligations

The tournament head (the Czar) will:

- Pick what teams play at what time
- Rarely approve re-scheduled matches
- Pick the details of each mission
- Tally the score sheets reported by captains
- Post winners for each round
- Post winners of the Regular Season
- Handle the Playoffs in a like manner
- Handle the Final Challenge

The team captains will

- Open a room (or see that one is opened) for the pre-determined match
- Make sure that the server settings match the required settings.
- Record the score for the match on the record sheet
- Report the match results to a central area
- Check the forum topics for missions and schedule changes, announcements, etc.
- Need to select which 4 players are trying each mission
- Be responsible for joining the other Captain for the prescribed match
- Show up on time and AVOID rescheduling as much as possible.

The players will

- Make sure they can consistently show up for the "match nights" before even joining the tournament and a team
- Be respectful to the captains, Czar, and on the forums
- Give 110% to the team
- Show up on time as instructed by their captain
- Show up on time according to the schedule
- Show up on time
- Try to refrain from requesting reschedules
- Be with their team on time
- Not be late
- If players make showing up a problem the tournament will be ruined for everyone
- Everyone understands that things come up from time to time, just don't contribute to the problem by being a jerk.



# Mission Record Sheet

Round ONE  
Best of 3 games on each of 3 maps.

Mission Date \_\_\_\_\_  
Host: \_\_\_\_\_

Played by:  
Team \_\_\_\_\_ Composed of \_\_\_\_\_, \_\_\_\_\_,  
\_\_\_\_\_, and \_\_\_\_\_

Fill this sheet out on  
game night.

**Vs.**

Team \_\_\_\_\_ Composed of \_\_\_\_\_, \_\_\_\_\_,  
\_\_\_\_\_, and \_\_\_\_\_

**Map 1: LVU**

**Game type: Last Man Standing**

Game 1 (non-host choice to spawn at alpha or bravo) Winner \_\_\_\_\_

Game 2 (HOST choice to spawn at alpha or bravo) Winner \_\_\_\_\_

If needed Game 3 (HOST choice to spawn at alpha/bravo) Winner \_\_\_\_\_

Team that one best of three on this map \_\_\_\_\_

**Map 2: Laboratory**

**Game type: Attack and Defend**

Game 1 (HOST choice to attack or defend) Winner \_\_\_\_\_

Game 2 (non-host choice to attack or defend) Winner \_\_\_\_\_

If needed Game 3 (HOST choice to attack or defend) Winner \_\_\_\_\_

Team that one best of three on this map \_\_\_\_\_

If each team won a map, then play Map #3 to determine the round winner.

**Map 3: Border Town**

**Game type: Attack and Defend**

Game 1 (non-host choice to attack or defend) Winner \_\_\_\_\_

Game 2 (HOST choice to attack or defend) Winner \_\_\_\_\_

If needed Game 3 (non-host choice to attack or defend) Winner \_\_\_\_\_

Team that one best of three on this map \_\_\_\_\_

# Sample Launch Schedule

Sign up for the tournament closes:

Thursday December 12, 2006

The teams will be selected randomly from the list of participants.

Fine tune team problems and issues

Friday December 13, 2006

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Sample Mission and announcement

Friday (DATE here) - Announce the FIRST Mission

Sunday (DATE here) - Post Monday night Schedule

Monday (DATE here) - Teams run missions at prescribed time

(DATE here) - Team Captains post to results thread

.....(continue schedule for your tournament here)

Based on # of total wins all but the top 4 teams are eliminated. In the case of a tie for 4<sup>th</sup> place those two (or more) teams have a short playoff for the final spot.

January run final tournament round for the 4 playoff teams.

The playoff round consists of the 1<sup>st</sup> place team playing the 4<sup>th</sup> place team. The 2<sup>nd</sup> place team will play the 3<sup>rd</sup> place team.

The winners of those two matches will play to be the tournament winner.