

Our sponsors and the Illini Union Rec Room present:
**I HEART ITG2: A DDRILLINI IN THE
GROOVE TOURNAMENT**

Saturday, February 18, 2005
\$10—register at [ddrillini.com](http://www.ddrillini.com)
More Info: <http://www.ddrillini.com>

Section 1. Schedule.

10:30 am: Warmup starts, onsite registration starts
11am: Welcome and Introduction
11:15: Contest starts!!!

Section 2. General Rules.

2.1 *Ground rules*

- a. Treat your fellow competitors with respect. **No disrespect or “eliteness” directed anyone involved in, watching, or directing the tournament will be tolerated, period. These actions will not be tolerated and WILL result in disqualification from the tournament.**
- b. Touching the machine is prohibited. This includes anything that the judges deem dangerous or disrespectful of the machine. Penalty: Disqualification, removal from premises
- c. No spectators may touch the machine, pad, bar, or contestants while they are dancing. Penalty: Removal from premises
- d. Sandbagging will not be tolerated. Penalty: Loss of song (minor infraction) or Disqualification (severe infraction)
- e. **Agreement to waive rules clause:** If both players participating in a match mutually consent, they may add any rules, or change or remove rules (aside from the Ground Rules) which do not cause the match to take extra time.
- f. **Pad error clause:** Learning how to avoid pad errors is an integral part of ITG arcade play, in the opinion of the Tournament Committee. Therefore, unless one side of the machine is severely worse than the other (e.g. An arrow is sticking or at least two sensors in one arrow are goofing up) or both sides have sticky arrows, replays or score adjustments due to pad malfunctions WILL NOT BE GRANTED. The machine is new and in good condition, so pad error shouldn't be a big problem anyway.

2.2 *Safety Bar and Mod rules*

- a. Use of the safety bar will always be permitted.
- b. Players will always be allowed to choose their own individual mods, as long as their choices would not disqualify their score for ranking during the course of normal play.

Section 3. Contest Rules.

3.1 *Divisions (subject to change, based on attendance)*

- a. There will be two flights: A flight and B flight.
- b. A flight will be comprised of the top 16 competitors after the qualifying round. B flight will be comprised of the next highest 16 competitors after the qualifying round.
- c. Competitors in the A flight will compete in a Double Elimination bracket, while players in the B flight will compete in a Single Elimination bracket.

3.2 *Preliminary Round Rules*

- a. One qualifying song will be selected before the tournament starts by the Tournament Committee. This song will be revealed to all competitors and spectators once registration is complete. The song will be of 10-block difficulty and will be on Expert difficulty.
- b. No competitor may play either qualifying song by themselves except at the discretion of the Tournament Committee.
- c. Competitors will be scored using Percentage attack.
- c. The top 16 players will be seeded in the A flight. The next 16 players (players seeded 17-32) will be seeded into places 1-16 in the B flight (placing subject to change based on attendance).

3.3 *How matches will be scored (applicable for both divisions)*

- a. Winner's bracket matches will be best two out of three songs. Exception: the round of 4 matches will be best of five songs and the final match will be best of seven songs.
- b. During winner's bracket matches, three scoring systems will be used to evaluate the performance of each dancer: cumulative percentage attack (over all songs in the match), cumulative Fantastic attack (over all songs in the match), percentage attack (for each individual song). At the conclusion of each match, all three scoring systems will be implemented. The player that has won at least two out of the three scoring systems wins the match. Exception: if one player is winning all three scoring categories after two songs in a best of three match, three or four songs in a best of five, or four, five or six songs in a best of seven, the match will be awarded to that player, unless the match is exceptionally close (this judgment is at the discretion of the tournament committee). (Note: this is a modified version of "Sketch" scoring used in some east coast tournaments)
- c. Loser's bracket matches, with the exception of the final match, will all be sudden-death one song matches. These songs will be scored using Percentage attack.
- d. Tiebreakers for all matches (including the qualifying song) are: highest Fantastic count, highest Excellent count, highest Great count, highest Decent count, highest Way Off count, highest Holds count, highest Mines count, highest Hands count, highest Rolls count.

3.4 *General Match play rules (applicable for both divisions)*

- a.. The higher seed will choose on which side of the pad s/he will play the first song. Players will switch sides after each song.
- b. Song selection process is as follows:

Note: All rules subject to change without notice until 24 hours before the tournament.

Sudden death matches: Random (difficulty depends on round)

Three song matches: Higher seed, Lower seed, Random (difficulty depends on round)

Five song matches: Higher, Lower, Higher, Lower, Random (difficulty depends on round)

Seven song matches: Higher Higher, Lower, Lower, Higher, Random, Random (11, 12 and 13 block songs only)

c. Random songs will be chosen with an RNG and not with the machine Random function.

d. Each round will have a minimum and maximum difficulty restriction (players cannot select a song with a difficulty lower than the minimum or higher than the maximum):

A division

Round of 16: 9-10 block
Round of 8: 9-11 block
Round of 4: 10-12 block
Round of 2: 11-13 block

B division

7-8 block
8-9 block
9 block
10 block

Loser's bracket:

Round of 8.1: 9-10 block
Round of 8.2 9-10 block
Round of 4.1 9-11 block
Round of 4.2 9-11 block
Round of 2.1 10-12 block
Round of 2.2 11-13 block