

# The Object 903 Special Operation Tournament

## 23.04.2021-25.04.2021

### General

1. The tournament is being held in the Speedrun category in the Special Operation mode on the Object 903 map.  
The Speedrun category is about completing the mission within the smallest amount of time.
2. The Tournament is being held at the main server of the Caliber multiplayer online game.
3. The Tournament is being held from April 23rd to April 25th, 2021. 4. The Tournament requires registering in advance. Participants can sign up from April 19th to April 22nd at a special channel for team registrations at the official Discord server: [#турнир-со-регистрация-registration](#).
5. The team results will be posted at a special channel for the results of the Tournament at the official Discord server: [#турнир-со-результаты-results](#).
6. Questions and discussion about the Tournament can be had at a special channel for questions about the Tournament at the official Discord server: [#tournament-so-questions](#).
7. Tournament judges: 1C-777 Limited Employees, as well as volunteers from the Caliber community, with the respective Judge role at the official Discord server.. 8. Tournament Organizers: 1C-777 Limited.

### Participation conditions

1. Assemble a team and register it for participation in the Tournament at Caliber's official Discord server: <https://discord.gg/uFP4uFcrcde>
  - a team consists of 4 main players + 1 optional reserve player
  - the team and 1 reserve player can be registered anywhere from 19.04.2021 (6pm GMT +3) to 22.04.2021 (6pm GMT +3);
  - the team can be registered by one person (the team captain);
  - the Tournament can be participated in by players with Account Level 20 or higher at the time of registration;
  - one player (account/nickname) can only be part of one team;
  - the registration message should include:
    - in-game usernames (nicknames) of the players;
    - the account level of each of the team's members.
2. Turn on replay recording. Recorded replays are stored in this

folder: C:\Users\UserProfile\AppData\LocalLow\1CGS\Caliber.

3. Between April 23rd (10am GMT +3) and April 25th (11:59pm GMT +3), play in teams of 4 using operators available to the participants.
4. The battles will be held in the Special Operation mode on the Object 903 map at the main server of the Caliber multiplayer online game.
5. Pick your best battle and upload your results to a special channel on Discord: [#турнир-со-результаты-results](#), including your team composition, a screenshot of the assembled team at the HQ, a screenshot of the Results tab and attaching the replay of the winning battle.
6. The results are being admitted up until April 26th 00:10am (GMT+3).

## **Judging criteria**

- Only winning battles count.
- In the Speedrun category the team that completes the mission in the shortest time wins.  
If the mission was completed in the same time by several teams the tie is broken in favour of the team that won their battle first.

## **Dates**

1. Team registration — April 19th 6pm GMT +3 to April 22nd 6pm GMT +3
2. Tournament — April 23rd 10am GMT +3 to April 25th 11:59pm GMT +3
3. Results admission — April 23rd 10am GMT +3 to April 26th 00:10am GMT +3

## **Prizes**

- 1st place — Tournament: Versus Bots emblem for each participant in the winning battle, 20000 Coins, 120 days of Premium, 200 Resource Containers spread evenly among the team (including the reserve player if any).
- 2nd place — 14000 Coins, 56 days of Premium, 120 Resource Containers spread evenly among the team (including the reserve player if any).
- 3rd place — 10000 Coins, 28 days of Premium, 40 Resource Containers spread evenly among the team (including the reserve player if any).

## **Important notes**

1. A specific player (account/nickname) can only be a member of one team.

2. A specific reserve player (account/nickname) can only be specified by one team.
3. The Account Level of the players in the team needs to be at least 20 at the time of registration. Applications with players whose Account Levels are below 20 will not be considered.
4. Players can select operators to play as from any bundle they have access to, and they can use any available skill for the operator.
5. Only one battle result can be submitted by a team. Only one battle result can be submitted by a team.
6. Only one member of the team should submit the battle results to the results channel. If several messages are submitted by multiple players from the same team, the team's results won't be admitted and the team will be disqualified.
7. If during the Tournament you managed to play a battle which fits the conditions and is better than the one you already submitted at the results channel, delete your message with the worse results and submit the new one. Until the end of the tournament, the messages in the results channel will only be available for viewing to Discord administrators, tournament judges and the messages' authors.
8. The message with the results should include in-game usernames (nicknames) of the players, a screenshot of the assembled team at the HQ, a screenshot of the Results tab and attaching the replay of the winning battle. Messages lacking any of these items or with incomplete data will be automatically disqualified.
9. Replays with unsportsmanlike behaviour or breaking the rules of the game will be removed along with the message. The team is disqualified in those circumstances.
10. It's forbidden to edit the replay in any way, including cutting it for time.
11. The message with the winning battle's results (as well as its replay) should be created specifically for the Tournament and within its specified dates.
12. The message and the attached files should not break [the rules](#) of the Caliber's Discord server or [the Rules of Conduct](#), including in nicknames, screenshots, chat messages, replay and other elements.
13. The message and the attached files should not break ethical or legal norms, including in nicknames, screenshots, chat messages, replay and other elements.
14. It's forbidden to use external software or bot software, exploit the game's bugs, knowledge about the game client's vulnerabilities, etc. To confirm the results, a Judge may request each team member to provide their recorded replay.
15. It's forbidden to transfer your game account or receive another user's game account, including as a trade or a gift.
16. After the message with the results is submitted, all rights to the content are given to the 1C-777 Limited Company according to the EULA.
17. All questions and feedback about the Tournament the participant can send to the Tournament Host via a special Tournament questions channel at the official Caliber

Discord server: [#tournament-so-questions](#).

18. The Tournament Host does not take responsibility for missing, restored, incorrectly addressed, damaged or not-submitted Participant data necessary to participate in the tournament. The Tournament Host does not take responsibility for any actions of third parties preventing participation in the Tournament.
19. The Tournament's results will be published on the game's website 1 to 7 days after the results finish being admitted. Watch the news.
20. The Host reserves the right to make the final decision on everything related to the Tournament as they see fit..
21. By taking part in the Tournament, each participant confirms they've read the Tournament policy and accepted it.
22. Trying to deceive the Administration in any way during the Tournament will lead to the disqualification of the Participant and their whole team.
23. The Tournament cannot be participated in by people directly or indirectly connected to hosting the Tournament (for example, 1C-777 Limited employees, the Host's hired agents, Tournament judges, Supertesters and others).

**Example application:**

1. olech\_\_ka (Level 21) - team captain
2. Boeslav (Level 20)
3. Painkiller2015 (Level 36)
4. Oper (Level 37)
5. reserve player: soldat1204 (Level 22)

**The message with the team's results must contain**

- In-game usernames (nicknames) of all members of the team.
  - A screenshot of the assembled team at the HQ.
  - A screenshot of the after-battle Results tab.
  - The replay of the winning battle or a link to its upload at any file hosting service.
- Messages lacking or having incomplete data on any of the items above are automatically disqualified.