

-Rules & Info-

- Competitors have TWO (2) hours to play as many D20-D28 charts as they possibly can. Shortcut, Arcade, Remix, and Full Songs are all acceptable and have base point values assigned to each chart. These values can be viewed in our score sheet linked at the end of this document. Scoring and score multipliers are also explained further below.
- Each competitor gets TWO (2) five (5) minute breaks during their 2 hour session to use whenever they please. Emergency breaks can be taken if needed and will be permitted at the discretion of TOs. (bathroom/injuries/etc.)
- The Menu Timer is set to 60 seconds rather than 90 seconds to prevent timer scamming (running the timer all the way out to inflate break times). This is still allowed on the 60 second timer.
- The final song selected from the set will still count for points as long as it is selected before the 2 hour timer is up, granted you reach the score threshold.
- Entrants are not allowed to play any Singles, Co-op, UCS, or charts below level 20 during the 2 hours (except during the 5-minute breaks). You will be warned once, then DQ'd for a 2nd offense.
- A "walk-off" is defined as a 51 Miss Combo Stage Break, a reset through the Test Menu, or failing to meet Score Threshold (discussed below). THREE (3) walk-offs IN A ROW will result in a DQ, but the count will reset if you reach the threshold on the next song played prior to reaching the 3rd walk off in a row. Abuse of this system is also subject to penalty by TOs.
- If R.I.P. is played and a Miss Combo of 51 occurs, the player must reset their credit immediately. (If the player does not know how to do this, a TO will assist.) This will count as one walk-off.
- The Command Modifiers in SPEED, AUTO VELOCITY, DISPLAY, NOTE SKIN, PATH, JUDGE TIMING, and ETC. are allowed. (Please

note that no points will be given if a song is failed with PASS M or PASS G activated.)

- HJ is not allowed, but JR is.
- Changing settings in the Test Menu is prohibited. Players may adjust machine volume (within reason) if desired.
- Use of powder and other pad-friction altering substances is permitted (within reason).
- Mashing is generally not allowed. Blatant mashing for the sake of a pass is discouraged, while skill-oriented exploiting can be permitted. (example of bad mashing: hopping the entire ending of Imprinting D24 or treating all the drills as jumps in Bemera D26) These judgment calls will be at TO's discretion, and the player will be warned accordingly.