

# THE IOWA PRO GAMING CHALLENGE

Modern Warfare 2 - Gametypes By Round (Tentative)

## WBR1

CTF Scrapyard  
SnD Invasion  
Demo Karachi

## WBR2

CTF High Rise  
SnD Karachi  
CTF Terminal

## WBR3

Demo Invasion  
CTF Terminal  
SnD Scrapyard

## WBR4

CTF Highrise  
SnD Terminal  
Demo Scrapyard  
SnD Karachi  
CTF Scrapyard

## WBF

CTF Invasion  
SnD Scrapyard  
Demo Karachi  
CTF Terminal  
SnD Invasion



## LBR1

CTF High Rise  
SnD Karachi  
CTF Terminal

## LBR2

Demo Invasion  
CTF Highrise  
SnD Terminal  
TB - CTF Invasion

## LBR3

SnD Invasion  
CTF Terminal  
Demo Karachi

## LBR4

Demo Invasion  
SnD Terminal  
CTF Scrapyard  
TB - Demo Karachi

## LBR5

SnD Karachi  
Demo Scrapyard  
CTF Highrise

## LBR6

CTF Invasion  
SnD Terminal  
Demo Karachi  
SnD Invasion  
CTF Scrapyard  
TB - Demo Scrapyard

## LBR7

SnD Terminal  
CTF Highrise  
Demo Invasion  
CTF Terminal  
Demo Karachi

## LBF

CTF Invasion  
Demo Karachi  
SnD Scrapyard  
CTF Terminal  
SnD Terminal  
TB - Demo Invasion

## LEGEND

**CTF** – Capture The Flag  
Maps: Highrise/Invasion/Scrapyard/Terminal

**SnD** – Search & Destroy  
Maps: Invasion/Karachi/Scrapyard/Terminal

**Demo** – Demolition  
Maps: Invasion/Karachi/Scrapyard

**TB** – Tie Breaker

**NOTE:** Gametypes may shift and is dependent on final team count.

# THE IOWA PRO GAMING CHALLENGE

## Modern Warfare 2 - Rules

1. Teams will be seeded randomly.
2. Teams may not replace a player after the tournament has begun for any reason. Players should plan on competing for the entire event and plan accordingly.
3. All LAN accounts will be set at Prestige 10, Level 70. Current Gamebattles Class Settings will be used.
  - 3a. No using C4, Claymores, Blast Shields, Tactical Insertion, Riot Shields, Secondary Launchers, Secondary Shotguns, and Grenade Launchers
  - 3b. No using the following perks: Bling and One Man Army
  - 3c. Killstreaks DISABLED, players must set their Death Streak to Copycat.
  - 3d. Breaking of rules 3a-3c will result in a forfeit of the game/map.

4. Current Gamebattles Game Settings will be used.

### 4a. All Games

Join in Progress: Not Allowed  
Spectating: Team Only  
Friendly Fire: Enabled  
Forced Respawn: Enabled  
Wave Spawn Delay: None  
Radar Always On: Disabled  
Max Health: Normal  
Health Regeneration: Normal  
KillCam: Enabled  
Headshots Only: Disabled  
Allow Perks: Enabled  
Killstreak Rewards: Disabled  
Number of Lives: Unlimited  
3rd Person: Disabled  
Hardcore Mode: Disabled

### 4b. Team Deathmatch

Time Limit: 10 Minutes  
Score Limit: 7,500

### 4c. Capture the Flag

Time Limit: 10 Minutes  
Score Limit: Unlimited  
Respawn Delay: 7.5 Seconds  
In the event of a tie, the game will go into Overtime to determine the winner. If the Overtime results in a Draw, the map must be replayed until a winner is decided

### 4d. Demolition

Time Limit: 3 Minutes  
Round Switch: Every Round  
Bomb Timer: 45 Seconds  
Plant Time: 5 Seconds  
Defuse Time: 5 Seconds  
Extra Time: 2 Minutes  
Respawn Delay: 5 Seconds

5. Teams must report to their assigned station within 5 minutes of being announced. If the full team does not report within 5 minutes, they forfeit the first game of the series. After 5 additional minutes, if the full team has not reported to the station, they forfeit the second game and the series. The whole team must be present in order to not forfeit the game(s).

6. Ideally a neutral machine will host each match.

6-1. If equipment limits the capability of Rule 6, the randomly higher seeded team chooses to host 1 or 2 games. The team that hosts 1 game selects the game they want to host; the remaining team hosts the remaining 2 games. If this is the setup, section 6a-6f explains the method at which games will be hosted and started.

6a. 1 player from the host team will be designated host for a game.

6b. The host will create a game on LAN, select the correct map, change the settings so they are correct. Once the map and settings are correct, a tournament official will instruct the host to start the game.

6c. Before the game is started, each player on both teams will make sure that their custom classes are correct. They will not be able to change their classes after joining the game.

6d. Once the game is started, the host may NOT select which side to play as until all 8 players are in the game. Once all 8 players are in the game, the higher seeded team will select what side they wish to be. All 8 players will select the appropriate team. Once all 8 players have the correct side highlighted and this is verified by the tournament official, the players will be allowed to hit A and select the team. This will put the players in the game, they will select their class and the game will start.

6e. Note that some players may be able to move before others due to selecting their class more quickly.

6f. If a player selects their team before the tournament official announces to, they will be issued a warning. Warnings will stay with the player throughout the entire tournament and accumulating a third warning will result in forfeiting the current game. Each successive warning following the third will also result in a forfeit of the current game.

7. Teams/Players that wish to use personal headphones at the event may do so. The players/teams are responsible for hooking up any cords they need to and will only have the 5 minute check-in period before a series available to do so. If a team cannot hook everything up in that 5 minute period, they will not be allowed to use their headphones.

7a. Teams and Players must also realize that there will be no technical support available in case of a headphone malfunction/problem.

7b. Teams/Players are also responsible for unhooking the station they use the headphones at once their series is completed. Failure to do so may result in a warning/forfeit of the team's next game/series.

7c. Players may not use wireless headphones.

7d. Players/Teams should also know that a USB port/Power outlet may not always be available.

7e. Players/Teams may not unplug anything from a TV/360 without tournament official's consent. Doing so without permission may result in a warning/forfeit of the team's next game/series.

8. Excessively taunting the opposing team or using profanity may result in a warning or forfeit in the tournament official deems it appropriate punishment.

9. Spectators may not taunt or communicate with either team while a team is playing a game. If they do, they may be removed from the venue and not allowed to return, this rule applies to spectators and competitors that are watching a series.

10. Refunds will not be issued once a team has completed the registration/check-in process. Teams should expect to play in the entire tournament and arrange their schedules as necessary.

11. Any complaints about any rules or possible infractions must be made to the Tournament Director before the team/players next series begins.

11a. This includes accusing another team/player of cheating or breaking a rule.

- 11b. Teams must play the scheduled gametypes. The only reason teams would not play the scheduled gametypes would be due to a change by tournament staff.
12. Although high security will be in place, players and spectators are responsible for their belongings while at the event. The tournament staff will not reimburse any player or spectator for any lost, stolen, or broken items.
- 12a. Players must bring their own WIRED CONTROLLER for the event or have one available to borrow for the entire event. Players should note that many Xbox 360 controllers look the same, and a distinguishing mark can be used to show ownership.
13. Rules for Modern Warfare 2 matches are valid and will also be used in addition to the rules listed above. Players should be familiar with these rules as well as the rules listed above.
14. Tournament structure will be bracketed rounds, Double Elimination.
15. Xbox 360 will be the console system for this division.
16. Scores and winners will be reported by a tournament staff.
17. Tournament Staff can modify these rules and are the final decision makers in any matter.
18. Good sportsmanship and the unwritten gamer code must be shown at all times. This event is a special opportunity and we want all attendees to enjoy The Iowa Pro Gaming Challenge at all times.

