Hello jumpers !!!

Welcome everyone, it's our pleasure to announce you that we are organizing a jumping competition, welcome to **Battle Jump** !

Sashka from the **HDdev** team assisted by **Hugo** from the **Loul** pro jumper clan are proud to invite you to this competition where **everybody is welcome**. About the tournament, it'll span on several weeks with several maps played for each division. To participate, it is necessary that you are using an **urbanterror auth** and that you are registered on **Urban Zone**, you are able to register to the competition til the end and your skill level will be asked.

GENERAL INFORMATION

- **The tournament will consist of 3 divisions :**

NOVICE	This division will be for jumpers with the basics of the jump, it will consist mostly of easy maps
BASIC	This division will be for jumpers with stronger basics of the jump and more experience, it will consist of maps which are not easily done by new jumpers
LEET	This division will be for veteran jumpers and will consist of some harder maps unreachable for medium or easy jumpers.

- **Who can participate ?**

Everyone is welcome to subscribe as a participant, you're also allowed to register yourself even if the tournament has started. An admin will send you a private message (on urban-zone) to know on which division you're willing to compete in, however an admin has to approve the choice you have picked in order to make sure that it remains fair to everyone. To participate, it is necessary that you are using an urbanterror auth and that you are registered on Urban Zone, you are able to register to the competition til the end and your skill level will be asked.

- **Where to find information about the tournament ?**

You will be able to get most of the news on discord (https://discord.gg/JyKNUch) on the channel : jump battle, we will link every information regarding the tournament.

- **How to contact tournament's organization ?**

TEAMSPEAK	149.202.88.84:10024 (there is no password)
DISCORD	[HDdev]: https://discord.gg/bZ2u4Ud [UrTinfos]: https://discord.gg/8sU7eYe
WEBSITE	Urban Zone / UrT Official / Urtjumpers / HDdev-events.eu

TOURNAMENT'S ORGANIZATION

NOVICE	MAP 1	MAP 2	MAP 3	MAP 4	MAP 5
MAPS (1)	Death Jumps	Wall jumps	Gothic jumps	Skyjumps	Uber jumps
CONDITIONS (2)	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS

- (1) - Official tournament maps list:

In the Novice division, we can find some known easy and basic maps for an experimented jumper but that might be a challenge for the newest players, yet, if you've achieved one of those, we are confident you might be capable to achieve any one of them as you run through it.

- (2) - What we're looking for:

In this division, we're looking for every participant to give us an initial run (demo record).
Based upon this run we will calculate your initial time, we will add your time on a ladder with every concurrents times as well. If there is a better time on the run you've accomplished by concurrents, you will be allowed to make only two more attempts per map in order to beat the best time.

BASIC	MAP 1	MAP 2	MAP 3	MAP 4	MAP 5
MAPS (1)	Vaccum	XTC jumps	Pressure	Pro jumps	Destitute
CONDITIONS (2)	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS

- (1) - Official tournament maps list:

In the Basic division, we can find the medium jump maps, those maps are a little more complicated than the easy one and require more mechanics than basics knowledge, so it will take a more experienced players to be able to achieve them in a decent time.

- (2) - What we're looking for:

In this division, we're looking for every participant to give us an initial run (demo record). Based upon this run we will calculate your initial time, we will add your time on a ladder with every concurrents times as well. If there is a better time on the run you've accomplished by concurrents, you will be allowed to make only two more attempts per map in order to beat the best time.

LEET	MAP 1	MAP 2	MAP 3	MAP 4	MAP 5
MAPS (1)	Hellride	Gravity	Dungeon jumps	Melodrama	Upsylon
CONDITIONS (2)	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS	1 RUN + 2 ATTEMPTS

- (1) - Official tournament maps list:

In the Leet division, you will find maps made by veteran jumpers, people who has a lot of experience on the game, both mechanically and knowledgeably, so it will require a great amount of skill and knowledge, this division is for people who knows the game very well.

- (2) - What we're looking for:

In this division, we're looking for every participant to give us an initial run (demo record). Based upon this run we will calculate your initial time, we will add your time on a ladder with every concurrents times as well. If there is a better time on the run you've accomplished by concurrents, you will be allowed to make only two more attempts per map in order to beat the best time.

CASH PRIZE

CASH PRIZE	1ST PLACE	2ND PLACE	3RD PLACE
NOVICE DIVISION	30€	15€	5€
BASIC DIVISION	30€	15€	5€
LEET DIVISION	30€	15€	5€

- **How to help us:**

If you wish to help for current events or future events, we would would really appreciate your support. As you might be aware, HDdev Community is a no-profit organization and a sponsor for urban terror and we generate absolutely no benefit from nor revenues from urban terror, we're doing it on our own free will for the love of the game and the community, most of the money in order to organize tournaments are from our own pockets, if you wish to make a donation in order for us to keep hosting tournaments & events, we would appreciate it.

Donations should be send to this e-mail: sachkahddeveloppement@gmail.com.

Actions formally prohibited

- ### ***Respect between the participants and towards the admins or moderators***

Participants should avoid <u>flaming, xenophobic/homophobic/anti-semite</u> toward the tournament staff or its participants. We're asking for some self-restraint and a good use of common sense before saying anything on the different forums linked to the tournament or on the vocal application (teamspeak / discord) made available to you.

- ### ***Join a division***

You're allowed to join only one division during this tournament, we will make sure that nobody is bypassing the rules, we hope that every participants will <u>respect the rules</u> so we can have a good time, what matters the most is to jump and have fun ! <u>Anyone caught cheating or bypassing the rules may get as much as a temporary ban, if caught again in the future, a permanent ban will be ensued.</u>

- ### ***Cheats & map bugs***

It will be formally prohibited to cheat by using any kind of third program software or to use the implemented command <u>(save / load / noclip / goto / save in spec / regain stamina /infinite stamina)</u> In this tournament, we will not allow any abuse of map bugs in order to skip jumps. We will go through every demos of each run in order to make sure that rules are respected. However, if we catch any participants in the act not respecting those rules, we will be forced to sanction this same very participant. A warning would be issued to the participant and this participant would be requested to leave the tournament.

- ### ***What we ask of the participants***

Participants will be asked formally to authenticate themselves in the beginning of the video for each run with the keyword :

/bind x say HOF for Battle Jump Tournament 2017

To make a bind, you will have to open the console using the key [**2**] on your keyboard and write the message written above.
The key X is only used as an example, you're free to pick a key of your choice to make a bind.

<u>HDdev Community & Battle Jump Crew thanks to:</u>

Everyone who helped make this event come true, and to all the people who supported us. We would like to thanks specifically the official websites with which we collaborated in order to make this great tournament. First of all, we would like to thanks SevenofNine as well as Biddle who have given us the possibility to host our tournament on their website (urban-zone)
We would also like to thanks Barbatos the official company director of Frozen Sand as well as the official main urban terror website (urban-terror.info) for promoting our tournament on their website as well as the official discord.

We would like to thanks as well people who helped us:
Kaviar & jmarc, creator of the urtjumpers community, Levant for his good advices for his maps choice for the tournament, Rocket for the introduction video, Stupz for the demonstration video, Mani for the logo, Jenny for the tournament's promotion and Zmb for technical issues & support and everyone we've forgotten we are very thankful!

We hope this tournament will be a pleasure for everyone as much as it was for us to organize it as it had been ages since the last jumping tournament, we hope you're all going to have fun!

Thanks,
Cordially, Sashka and Hugo, tournaments head-admins
Best regards.