



COUNTER STRIKE

General Instructions for the Candidates:

- It is a team based competition having 5 members.
- Use of mobile phones and laptops are strictly prohibited during the competition. If found will be disqualified immediately.
- Participants must have their students ID card.
- Any damage to the Institute's property (tools, equipment etc.) will result in a penalty to be reimbursed by the participant.
- Incomplete forms shall not be entertained and accepted.
- Information given must be valid. In case of wrong information, SEE committee reserves the rights to cancel the participation of such teams on spot.
- Evaluators' decision will be final and cannot be challenged.
- Each round shall result in elimination of participants.
- Participants must report 30 minutes before the start of competition. No extra time will be provided.
- Once out of the competition area, you will not be allowed to join again.
- SEE organizing committee reserves the right to change the rules without any prior notice.
- Provide complete information of the "Clan" and the players. In case of wrong or incomplete information, SEE committee reserves the right to cancel the participation of such team.

Rules and Regulations:

- The SEE team reserves the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament.
- Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance.
- Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.



Student Engineering Exhibition - 2017

Plan:

- Each round will be of One minute Forty Five seconds (1:45).
- There will be Fifteen (15) rounds of play on a defending (Counter-Terrorist) or offensive side (Terrorist).
- First Team who wins Sixteen (16) rounds will be a winner.
- If the score are level 15-15, then 3 overtime rounds will be played as a decider.
- The start money for each team will be set at \$10,000 per player for overtime.
- Side selection: By knife round / coin toss.

Maps:

- de_dust2
- de_inferno
- de_nuke
- de_train
- de_tuscan

