Organized by:

Sponsored by:

Road

The races will be played on Gamecenter. The races will be played in the evenings from Monday to Friday, twice a week. (See the calendar)

Game Rules

I.A.: IA will be active and difficult. The variable conditions will be unactived.
Database: National Ladder, you can download it from there:
http://www.pcmdaily.com/infusions/pro_download_panel/download.php?did=687
http://www.cycling-manager.it/forum/index.php?showtopic=10945
http://campcym.altervista.org/home/file/cym9/natlad.cdb
Game speed: x1
Technical Problems: in case of problems for a player the host must pause the game. For being back in the game the player has to log back into the room of GC. This should be accomplished as quickly as possible and is allowed a player to a maximum of 3 times. Re-enter is not allowed during the last 10 km of the race.

Inscriptions

Registration will be open on March 20, players can submit up to the 24h of March 31.

Registration will be done by accessing the website at link:

http://www.cycling-manager.it/forum/index.php?showforum=77

 At the time of enrollment should be specified:

Gamecenter Nick

Country

If Host

If Host: type of connections (LAN / WIFI)

Email address

You can leave preferences on race days, but are not binding.

Who were discovered to carry dual registration will be disqualified. (no double)

Format:

First Turn:

Participants will be divided into rounds up to 10 people each. For each group will advance the first 4 as the scores (see Paragraph scores). Types of racing that will be disputed at this stage will be:

1) Cobblestones < 200 km
2) Individual Time Trial < 25 km
3) Hills > 200 km
4) Mountain < 200 km

Second Turn:

The second round will have access to the best 40 of the previous shift to form 4 groups of 10. For each group will advance the first 5 as scores (see Paragraph scores). Types of racing that will be disputed at this stage will be:

1) Cobblestones > 200 km
2) Sprint < 200 km
3) Hills > 200 km
4) Mountain < 200 km

Semifinals:

Semi-finals will have access to the best 5 in each group to form 2 semi-final rounds consist of 10 competitors. For each group will spend the first 5 as scores (see Paragraph scores). Types of racing that will be disputed at this stage will be:

1) Cobblestones > 200 km
2) Sprint < 200 km
3) Hills > 200 km
4) Mountain > 200 km

Finals:

The final will be played in an unique evening. Will have access the best 10 players. The player with the highest score in the final will be proclaimed PCM World Road Champion 2009/10. (see Paragraph scores). Types of racing that will be disputed at this stage will be:

1) Cobblestones > 200 km
2) Mountain > 200 km

For the Group formation the order of the ladder Game Center ranking at the close of entries will be followed to determine a ranking order to form ten levels, except for the host chosen by the organization that will be placed in an extra level.

In case of equal scores between two players at the end of a round the discriminate to pass will be score obtained in the previous round.
For each round, the score will be reset.

Host rules

Game settings:
IA active;
Level difficulte;
Variable condictions off;
Bonus/Malus Multiplayer off.

Start the game when all players say 'in'

End stage rules
At the stage end always save the standings of top 15 single and teams (by pressing CTRL + T);
At the stage end remember to export the standings (key on the bottom right);
Send the excel file and the first 15 at campcym@gmail.com indicating the group.

Competitors rules
Alert the other players when came ingame typing 'in'
At the stage end always save the standings of top 15 single and teams (by pressing CTRL + T);
At the stage end remember to export the standings (key on the bottom right);
Send the first 15 at campcym@gmail.com indicating the group.

The stages of the race will be announced at the closing of entries regarding the first round and after the group draw for the other rounds.
For each game two hosts will be chosen. One of these will be asked to host. In case this is not present the second host will host the game. If not even the second host is not present the game will be postponed until the first day (the day after if there is road games, the following Saturday in case not). In the case of an host absence in the game on Saturday the race will be hosted directly from one of the organizers or by an external host who has to retire all his rider ingame.

Prizes
The first 3 of road race will be awarded those prizes:
1. A free copy of PCM 2010 offered by IMBOgames
2. Limar helmets offered by Cyanide
3. Cycling manager shirt offered by Cyanide

Points

The scores are assigned according to the classification of the best placement for every single player and the team standings (which we recall is based on the amount of <u>time</u> of the first 3 riders and then place the same time), the following scheme:

First Rider

First	100	points
Second	70	points
Third	50	points
Fourth	35	points
Fifth	25	points
Sixth	18	points
Seventh	13	points
Eighth	9	points
Ninth	6	points
Tenth	0	points

Team Standings

First	50	points
Second	36	points
Third	25	points
Fourth	18	points
Fifth	13	points
Sixth	9	points
Seventh	7	points
Eighth	5	points
Ninth	3	points
Tenth	0	points

Race time

The official time for the races is 20.30 (Central European Time, 19.30 Greenwich Mean Time). Departure at 20.45, with no exceptions. At 20.30 host must open the room on GC.

Track

The races will be played on gamecenter. The races will be played in the evenings from Monday to Friday, twice a week. (See the calendar)

Game Rules

I.A.: IA will be difficult.

Database: TheMaxTrack Db 8-8-8 version, you can download it from there:

http://www.pcmdaily.com/infusions/pro_download_panel/download.php?did=675

http://www.cycling-manager.it/forum/index.php?showtopic=10945

http://campcym.altervista.org/home/file/cym9/MaxTrackDBV3.rar

Technical problems: If the case of problems the host player is required to restart the game only in the case a player has a bug and signals it in chat during the first two laps, the first laps of the first round in the case of keirin. In the case of crash after that time the game won't be restarted.

Iscrizioni

Registration will be open on March 20, players can submit up to the 24h of March 31.

Registration will be done by accessing the website at link:

http://www.cycling-manager.it/forum/index.php?showforum=77

At the time of enrollment should be specified:

Gamecenter Nick

Country

If Host

If Host: type of connections (LAN / WIFI)

Email address

You can leave preferences on race days, but are not binding.

Who were discovered to carry dual registration will be disqualified. (no double)

Format:

Elimination Race:

First Turn:

Mode: 3 races.

Players: 128, divided into 8 groups by 16 players each

Qualifying: First 5. First in Final, from second to fifth at semifinals.

Semifinals:

Mode: 3 races.

Players: 32, divided into 2 groups by 16 players each

Qualifying: First 4 in Final.

Final:

Mode: Single Round.

Players: 16.

Scratch
First Turn:
Mode: 20 laps. Single Round.
Players: 128, divided into 8 groups by 16 players each
Qualifying: First 8. First in final, second and third at third turn, from fourth to eight at second turn.

Second Turn:
Mode: 20 laps. Single Round.
Players: 48, divided into 4 groups by 12 players each
Qualifying: First 5. First in final, from second to fifth at semifinal.

Semifinal:
Mode: 20 laps. Single Round.
Players: 32, divided into 2 groups by 16 player each
Qualifying: First 2 in final.

Final:
Mode: 20 laps. Single Round.
Players: 16.

Points Race
First Turn:
Mode: 8 sprints. Single Round.
Players: 128, divided into 8 groups by 16 players each.
Qualifying: First 7. First in final, second and third at semifinal, from fourth to seventh at second turn.

Second Turn:
Mode: 6 sprints. Single Round.
Players: 32, divided into 2 groups by 16 players each.
Qualifying: First 8. First two in final, other six at semifinal.

Semifinals:
Mode: 6 sprints. Single Round
Players: 28, divided into 2 groups by 14 players each.
Qualifying: First 2 in final.

Final:
Mode: 6 sprints. Single Round.
Players: 16.

200 m Time Trial

First Turn:

Mode: Single Round.

Players: 128, divided into 8 groups by 16 players each

Qualifying: First 8.

Second Turn:

Mode: Single Round.

Players: 64, divided into 4 groups by 16 players each

Qualifying: First 8.

Semifinal:

Mode: Single Round.

Players: 32, divided into 2 groups by 16 players each

Qualifying: First 8.

Final:

Mode: Single Round.

Players: 16.

Keirin

First Turn:

Mode: 5 races.

Players: 144, divided into 24 groups by 6 players each

Qualifying: First 4.

Secondo Turno:

Mode: 5 races.

Players: 96, divided into 16 groups by 6 players each

Qualifying: First 3.

Terzo Turno:

Mode: 5 races.

Players: 48, divided into 8 groups by 6 players each

Qualifying: First 3.

Quarto Turno:

Mode: 5 races.

Players: 24, divided into 4 groups by 6 players each

Qualifying: First 3.

Quinto Turno:

Mode: 5 races.

Players: 12, divided into 2 groups by 6 players each

Qualifying: First 3.

Finale:

Mode: 5 races.

Players: 6.

Host rules

Game Settings
IA active;
End Game Rules
At the game end always export the standings (premendo il tasto CTRL+T);
Send the screenshot at campcym@gmail.com and the group letter.

Player Rules
At the game end always export the standings (premendo il tasto CTRL+T);
For qualify players: send the screenshot at campcym@gmail.com and the group letter.
Team play is forbidden in every form.

Race Time
The race time is set at 20.30 (Central European Time, 19.30 Greenwich Mean Time). Departure at 20.45, with no exceptions. In the case of two races in the same evening the appointment for the second race will be set at 21.20 (Central European Time, 20.20 Greenwich Mean Time) departing at 21.30. See the calendar for all the times.
For each game two hosts will be choosen (except for the keirin, one host). One of these will be asked to host. In case this one is not present, the second host will host the game. If even the second host is not present, or the game is a keirin the players has to ask an host of another group to host the game after it has finished its own.

Prizes
The first of Scratch, Elimination Race and Points Race will be awarded with a PC Game:

Calendar

March 2010

Sat 20	**Inscriptions Open**
Sun 21	
Mon 22	
Tue 23	
Wed 24	
Thu 25	
Fri 26	
Sat 27	
Sun 28	
Mon 29	
Tue 30	
Wed 31	**Inscriptions Closed**

April 2010

Thu 1			
Fri 2			
Sat 3			
Sun 4			
Mon 5			
Tue 6	ROAD – FIRST TURN – DAY 1	h 20.30 GROUPS A / E	
Wed 7	ROAD – FIRST TURN – DAY 1	h 20.30 GROUPS F / J	
Thu 8	KEIRIN – FIRST TURN	h 20.45 GROUPS A / F	h 21.30 GROUPS G / L
Fri 9	KEIRIN – FIRST TURN	h 20.45 GROUPS M / R	h 21.30 GROUPS S / X
Sat 10	Rest Day		
Sun 11	Rest Day		
Mon 12	ELIMINATION – FIRST TURN	h 20.45 GROUPS A / D	h 21.30 GROUPS E / H
Tue 13	200 M TIME TRIAL – FIRST TURN	h 20.45 GROUPS A / D	h 21.30 GROUPS E / H
Wed 14	ROAD – FIRST TURN – DAY 2	h 20.30 GROUPS F / J	
Thu 15	ROAD – FIRST TURN – DAY 2	h 20.30 GROUPS A /	
Fri 16	SCRATCH – FIRST TURN	h 20.45 GROUPS A / D	h 21.30 GROUPS E / H
Sat 17	Rest Day		
Sun 18	Rest Day		
Mon 19	POINTS RACE – FIRST TURN	h 20.45 GROUPS A/ D	h 21.30 GROUPS E / H
Tue 20	KEIRIN – SECOND TURN	h 20.45 GROUPS A / H	h 21.30 GROUPS J / P
Wed 21	ROAD – SECOND TURN – DAY 1	h 20.30 GROUPS A e B	
Thu 22	ROAD – SECOND TURN – DAY 1	h 20.30 GROUPS C e D	
Fri 23	200 M TIME TRIAL – SECOND TURN	h 20.45 GROUPS A e B	h 21.30 GROUPS C e D
Sat 24	Rest Day		
Sun 25	Rest Day		
Mon 26	SCRATCH – SECOND TURN	h 20.45 GROUPS A e B	h 21.30 GROUPS C e D
Tue 27	ROAD – SECOND TURN – DAY 2	h 20.30 GROUPS C e D	
Wed 28	ROAD – SECOND TURN – DAY 2	h 20.30 GROUPS A e B	
Thu 29	POINTS RACE – SECOND TURN	h 20.45 GROUP A	h 21.30 GROUP B
Fri 30	ELIMINATION – SEMIFINALS	h 20.45 GROUP A	h 21.30 GROUP B

Maggio 2010

Sat 1	Rest Day		
Sun 2	Rest Day		
Mon 3	KEIRIN – THIRD TURN	h 20.45 GROUPS A / D	h 21.30 GROUPS E / H
Tue 4	SCRATCH – SEMIFINALS	h 20.45 GROUP A	h 21.30 GROUP B
Wed 5	ROAD – SEMIFINALS – DAY 1	h 20.30 GROUP A	
Thu 6	ROAD – SEMIFINALS – DAY 1	h 20.30 GROUP B	
Fri 7	200 M TIME TRIAL – SEMIFINALS	h 20.45 GROUP A	h 21.30 GROUP B
Sat 8	Rest Day		
Sun 9	Rest Day		
Mon 10	POINTS RACE – SEMIFINALS	h 20.45 GROUP A	h 21.30 GROUP B
Tue 11	ROAD – SEMIFINALS – DAY 2	h 20.30 GROUP B	
Wed 12	ROAD – SEMIFINALS – DAY 2	h 20.30 GROUP A	
Thu 13	KEIRIN – FOURTH TURN	h 20.45 GROUPS A / B	h 21.30 GROUPS C / D
Fri 14	200 M TIME TRIAL – FINAL	h 21.00	
Sat 15	Rest Day		
Sun 16	Rest Day		
Mon 17	SCRATCH – FINAL	h 21.00	
Tue 18	POINTS RACE – FINAL	h 21.00	
Wed 19	ELIMINATION – FINAL	h 21.00	
Thu 20	KEIRIN – SEMIFINALS	h 20.45	
	KEIRIN – FINAL	h 21.30	
Fri 21	ROAD – FINAL	h 20.30	
Sat 22			
Sun 23			
Mon 24			
Tue 25			
Wed 26			
Thu 27			
Fri 28			
Sat 29			
Sun 30			
Mon 31			