

INDIVIDUAL CHAMPIONSHIP 2026

OFFICIAL PARTICIPANT RULEBOOK | Sunday, November 15, 2026

EVENT OVERVIEW

Lazer Zone Arena • 917 Second Street West, Cornwall, Ontario • Entry: \$20 CAD per player • Maximum: 54 participants. Payment is made in person after registration is confirmed. Entry includes three qualifying matches and advancement matches for eligible players.

EVENT SCHEDULE

Time	Activity
8:30-9:00 AM	Player check-in
9:00-9:20 AM	Tournament briefing and safety rules
9:20 AM-3:20 PM	GROUP STAGE — qualifying matches
3:20-3:50 PM	Break, results and division assignments
3:50-7:15 PM	ELIMINATION STAGE — both divisions, semifinals and finals
7:15-7:35 PM	Awards and photographs

GROUP STAGE AND DIVISIONS

54 participants are assigned to six groups of nine (Groups A-F). Every player competes in three 15-minute qualifying matches with their group. Individual points are added across all three matches to rank players within each group. The top four in each group advance to Champions Division (24 players); places five through nine advance to Challengers Division (30 players). Every registered player therefore continues into an elimination division.

ELIMINATION FORMAT

Division	Progression
Champions	24 → 12 (two matches of 12; top six advance per match) → 6 (two semifinals of six; top three advance per match) → champion (six-player final)
Challengers	30 → 18 (three matches of ten; top six advance per match) → 12 (two matches of nine; top six advance per match) → 6 (two semifinals of six; top three advance per match) → champion (six-player final)

Elimination matches and semifinals last 10 minutes; each division final lasts 15 minutes. Scores reset at the start of each new stage. Advancement is determined by placement within each match, not by comparing raw scores across separate elimination matches.

GAMEPLAY AND EQUIPMENT

Setting	Qualifying	Eliminations / semifinals / finals
Game mode	Individual free-for-all	Individual free-for-all
Starting health / damage	100 HP / 25 HP rifle, 20 HP pistol	Same
Respawn	7 seconds	7 seconds
Rifle	Semi-auto, 20 shots, 3-second reload	Semi-auto, 20 shots, 5-second reload
Secondary pistol	Semi-auto, 10 shots, 2-second reload	Semi-auto, 10 shots, 3-second reload
Reserve ammunition	Unlimited	Unlimited

SCORING

Action	Points
Successful hit on an opponent	+10
Eliminating an opponent	+100
Receiving a hit	-5
Being eliminated	-25

Hit and elimination points are intended to accumulate. The organizer will use the official Lazer Zone Arena match results; any technical adjustment needed to ensure accurate scoring will be communicated before play begins.

FAIR PLAY AND SAFETY

- No physical contact, pushing, dangerous running, climbing barriers or blocking emergency exits.
- Do not cover vest sensors, tamper with equipment or change weapon settings.
- No deliberate alliances, collusion, score manipulation or respawn-point camping.
- Follow staff instructions, respect designated safe areas and report equipment problems immediately.
- Officials may issue warnings, score penalties or disqualification for misconduct or unsafe play.

TIES AND TECHNICAL ISSUES

When a tie affects advancement or a title, the proposed order is: most eliminations, fewest times eliminated, most successful hits, then a five-minute tiebreak match if still tied. If a required statistic is unavailable, officials will proceed to the next available criterion or hold a tiebreak. Staff may pause or replay a match affected by a material technical failure. Official decisions follow review of available results.

AWARDS AND PRIZES

Up to \$100 CAD in merchandise and gift cards will be awarded for the Individual Championship as a whole, shared across its two divisions. This is a combined prize ceiling, not \$100 per division or per winner. Exact prize allocation and items will be announced before the tournament. No cash alternative.

Schedule is approximate and may change for safety, equipment issues or tiebreakers. This participant rulebook does not include internal equipment verification procedures.