

ESPORTS

Smash Bracket Schedule (teams of 4)

Thursday, June 4th

Teams will need to check in at (or before) 11:30. Matches will start at 12:00 after the ruleset has been explained. After Winners Round 1, the rest of the tournament will run flexibly based on match length and setup availability. If a team is not in the esports room when their match is supposed to start, it will be counted as a loss for that team.

11:30 AM – 12:00 PM — Check-In + Rules Briefing

12:00 – 1:00 — Round 1 (All Teams)

1:00 PM – 6:00 PM — Bracket Play

Fortnite Showcase Schedule (teams of 3)

Friday, June 5th

Teams may check in during their scheduled time slot rather than at the beginning. However, if they miss their slot, they will not get a chance to compete. Teams should get to the esports room early for setup and check-in.

9:30 AM - 10:05 AM — EKD

10:05 AM - 10:40 AM — EO

10:40 AM – 11:15 AM — NCO

11:15 AM – 11:50 AM — NWO

11:50 AM – 12:25 PM — SCO

12:25 PM – 1:00 PM — SWO

1:00 PM - 1:45 — Staff Lunch Break

1:45 PM – 2:20 PM — WVN

2:20 PM – 2:55 PM — WVS

*Phone reception within the esports room is inconsistent and unreliable. Please do not depend on phones as the primary means of communication with students or team leaders while inside the facility.

Team ESPORTS:

We offer Super Smash Bros. Ultimate and Fortnite as esports games. They are both team sports. The Smash team consists of four students and three Fortnite. Each district can bring one team for each game.

It is strongly recommended that players bring their preferred equipment. Switch pro controllers, Hyper X keyboards/headsets, and Alienware mice will be available to use otherwise.

Super Smash Bros Ultimate

Each district will select four (4) students to compete in a 4v4 competition using the "crew battle" format. A crew battle format is where players from a team (a crew) share a combined total of twelve (12) stocks (three (3) per player) in a series of 1v1 matches. The losing player of each game is eliminated from the crew battle, and the losing crew sends a new player to replace them. At the beginning of the next game, the winning team's player depletes their stock count to match their stock count at the end of the last game. This play continues until a crew has exhausted all its players. Items are not enabled.

Fortnite

Each district will select three (3) students to participate in a competitive Fortnite showcase event. Teams will compete during designated evaluation periods, where gameplay, teamwork, communication, and overall performance will be assessed. At the conclusion of the event, the top three (3) teams will be selected based on overall performance throughout the competition.