

BLAST PRO SERIES BREAKDOWN

In the initial group phase all 6 participating teams face each other in a best of one map format. All teams will play at the same time, resulting in 3 matches running at the same time on stage, and 5 rounds of matches played in total. The first 2 rounds are played the day before the main arena event day.

The top 2 teams from the group stage qualify instantly for the Grand Final, which is played in a best of 3 map format. 3rd place in the rankings will challenge one of the remaining teams, in a showmatch format called BLAST Stand-Off.



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RFRSH Entertainment has developed, owns and operates BLAST Pro Series including all media rights, channels, content development and production around the tournament and property.

BLAST STAND-OFF

3rd place in the rankings will face off against one of the remaining 4th to 6th placed teams, in the \$20,000 BLAST Stand-Off showmatch.

The BLAST Stand-Off will be played in a 1vs1 duel format on the BLAST Stand-Off Map. Each duel is played first to 7 kills, of which the kills per duel are added to the team total. After 5 duels the team with the most kills win the match. If the teams are tied, the team that won the most individual duels by having their player reach 7 kills, is the winner.

- 1 M4A4/M4A1-S 
- 2 DESERT EAGLE 
- 3 AK-47 
- 4 CZ-75 
- 5 AWP 

The teams provide the tournament referees with their players numbered 1 to 5, corresponding to the matchup they are set to play. A player can only participate in one weapon discipline.

Each player will spawn with an HE grenade, Molotov, Flashbang and Smoke Grenade for each dual round. These will be replenished after a death when a new round starts.

Each duel will use a different weapon in the order above.

RANKING & POINTS

In the group stage teams are ranked the points they gain from playing matches. If two or more teams in the end are tied for points, the following tiebreaker rules will be applied, starting with 1:

1. Points between the tied teams
2. Neustadl score* for whole group
3. Round difference between tied teams
4. Round difference for the whole group
5. Sudden Death Shootout (1st, 2nd and 3rd place only)



3 POINTS



1 POINT



0 POINTS

* Neustadl score is a representation of the strength of a teams points. Beating the number 1 team is worth more than beating the number 6 team.

PRIZE MONEY

A \$250,000 USD prize pool is distributed among all teams.

1st	\$125.000
2nd	\$50.000
3rd	\$25.000
4th	\$15.000
5th	\$10.000
6th	\$5.000

Stand-Off Winner
\$20.000

