



The Big House 3
A National Melee and Project M Tournament
October 12-13, 2013
Ann Arbor, MI



[VGBootCamp livestream](#)

[UM Smash livestream](#)

[Smashboards Thread](#)

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INTRODUCTION

Why should you attend?

- * Huge Melee attendance – the largest active Midwest Melee tournament series
- * Full Project M tourney – featuring both singles pools and a doubles event
- * Great TO staff – reputation for being extremely well-organized and well-executed
- * Competitive experience – high number of guaranteed tournament sets, FC-style
- * Casual experience – 2.5 days to play tons of friendlies, including Friday evening
- * Big spotlight – two concurrent livestreams by [VGBootCamp](#) and [UMSmash](#)
- * Travel convenience – great hotel venue with a bus to and from the DTW airport
- * Michigan community – one of the biggest and most active Smash scenes anywhere
- * Plenty to do in Ann Arbor – ranked as [one of the top ten college towns](#) in America

Past Results:

[The Big House](#) (115 entrants)

Melee

- 1: Lovage
- 2: S2J
- 3: VaNz
- 4: KirbyKaze
- 5: Unknown522
- 5: Duck
- 7: RaynEX
- 7: Weon-X

[The Big House 2](#) (128 entrants)

Melee

- 1: Mango
- 2: Hungrybox
- 3: Fly Amanita
- 4: SFAT
- 5: KirbyKaze
- 5: Unknown522
- 7: Frootloop
- 7: Chillindude829

Project M

- 1: metroid1117
- 2: Mango
- 3: Hungrybox
- 4: Nintendude
- 5: Fly Amanita
- 5: Kels
- 7: MattDotZeb
- 7: Strong Bad

LOCATION

Venue:

**Hilton Garden Inn
1401 Briarwood Cir
Ann Arbor, MI 48108**

Third Big House, third new venue! We've expanded with each installment and this year is no exception. The Hilton Garden Inn was recently ranked [#1 hotel in Ann Arbor](#) and will be providing a great venue for us. We'll be playing in the Great Lakes Ballroom, which is almost twice as big as the Big House 2 venue.



This is just half of the ballroom!

Travel:**IF YOU ARE FLYING IN:**

By far the best airport to fly into is [Detroit Metro Airport \(DTW\)](#) which is about 20 miles away from the venue. You are responsible for arranging your own transportation from DTW to Ann Arbor. Please do not bug the TOs for help with transportation without exhausting all of the following options:

1. The [Michigan Flyer bus](#) offers round-trip tickets between DTW and Ann Arbor for about \$25. The catch is it stops running at 9:00pm each day, so this option is only good if your flight arrives early enough. On their site, set your starting location to **Detroit Metro Airport, MI** and your destination to **Ann Arbor (Kensington Court)**. From Kensington Court, you're within a 5-minute walk to the venue!
2. [Bill's Van Service](#) offers a \$49 flat cab fare from DTW to Ann Arbor and can accommodate up to 6 passengers at once. The price stays at \$49 no matter how many passengers are on board, so try to split that cost with others who are flying in at around the same time. The tournament [Facebook event](#) is a useful resource for finding others to split with.
3. The [Custom Transit Ann Arbor Airport Shuttle](#) offers a \$40 dynamic cab fare from DTW to Ann Arbor starting at one passenger. The price increases with each additional passenger with this service, so this option is only good if you're flying in at a really weird time and can't find anyone else to split with.

IF YOU ARE DRIVING IN:

Parking is free right in front of the hotel. 10-second walk into the venue!

Housing:

The Hilton Garden Inn is your best housing option in order to stay inside the venue and connect with other Smashers at the Big House 3 room rate of \$129/night. I understand this is probably more expensive than some other hotel options in town, but I promise you that in comparison, the Hilton Garden Inn provides a much bigger and better room whose cost you can split with several more people. As an extra incentive, we'll give away a **free Big House 3 t-shirt to anyone who books a room at the Hilton Garden Inn for the Friday and Saturday nights of the tournament**. Just show us your room reservation during check-in.

Here's how to book a room:

- Go to www.annarbor.hgi.com and click **More options** at the top right
- Click **Add special rate codes** and type Group code **UMSM SH** for the Big House 3 room rate
- Make sure your arrival, departure, and adults are set appropriately, then click **Check Availability**

UPDATE 9/26/13: All rooms are sold out! See you at the hotel.



The super spacious King Suite! You can probably cram 6-7 people in one if necessary.

If you absolutely cannot afford to pay for traditional housing, try [CouchSurfing](#) to stay with an Ann Arbor local for the weekend. The idea might sound creepy, but I personally know people who have used CouchSurfing before and they've had a good experience with it. Keep an open mind, as there will be very limited free housing available from Smashers in Ann Arbor.

Food:

There is absolutely no food or drink allowed inside the venue. Eat and finish your meals outside.

Inside the hotel (1-minute walk outside the ballroom):

Bar

Snack Pantry

Inside Briarwood Mall (5-minute walk east of the venue):

Chipotle

Panda Express

California Pizza Kitchen

Inside Briarwood Circle (1-minute drive within a half-mile radius of the venue):

Red Robin

Olive Garden

Romano's Macaroni Grill

Around the area (5-minute drive within a one-mile radius of the venue):

Wendy's

McDonald's

Burger King

INFORMATION

Schedule:

Check-In Schedule:

Friday, October 11

9pm-1am | Check-In Available

Saturday, October 12

9am-10am | Check-In Available

4pm-5pm | Check-In Available

The list above provides time periods in which you may check-in to the tournament. Please arrive and check-in during one of these three time periods, depending on which events you are participating in. **If you are entered into Melee Singles or PM Singles, you must check-in by 10am Saturday.** DQs for Melee Singles and PM Singles will start to be handed out shortly after 10am Saturday.

Tournament Schedule:

Saturday, October 12

9am | Doors Open

10am | Melee Singles Pools, PM Singles Pools

4pm | Food Break

5pm | Melee Doubles, PM Doubles

8pm | Melee Singles Pools (Round 2)

11pm | Doors Close

Sunday, October 13

9am | Doors Open

10am | PM Singles Bracket

2pm | Finish Melee Doubles, Finish PM Doubles

4pm | Food Break

5pm | Melee Singles Bracket

9pm | Tournament Ends

The list above provides the starting time for events throughout the weekend. Rule of thumb, do not leave the venue if you have tournament obligations to play out in an event happening at any given time. **If you are entered into Melee Singles or PM Singles, you must check-in by 10am Saturday.** DQs for Melee Singles and PM Singles will start to be handed out shortly after 10am Saturday.

Miscellaneous Info:

* Check-In

You've registered and paid online already, but you still have to go through check-in when you arrive to the venue. Look for the TO desk right outside the ballroom. Check-In is available **Friday 9pm-1am**, **Saturday 9am-10am**, and **Saturday 4pm-5pm**. If you are in town Friday night, PLEASE drop by and check-in! It makes life much easier for the TO staff before Saturday, not to mention you get extra \$ if you bring a full setup Friday instead of Saturday.

* Schedule

The idea is to arrive before your first scheduled tournament obligation. For anyone who entered Melee Singles or PM Singles, this means you must arrive by Saturday 10am at the very latest. Travelers from out west, remember that Michigan runs on EST -- in case this isn't common sense, you are behind by an hour or more. DQs for Melee Singles and PM Singles will start to be handed out shortly after 10am Saturday. The number of DQs from the past two years is in the double-digits -- please don't test our willingness to remove you from the tournament.

* No Food/Drink

Absolutely NO FOOD OR DRINK is allowed inside the venue. Part of our event contract with the hotel venue indicates that we are to have no food or drink present anywhere near the venue, and that a violation of this will result a heavy additional fee for the TO. Because of this, we are enforcing a very strict no food or drink policy at the event -- anyone found with food or drink inside the venue will be DQ'd upon their first violation and then evicted from the venue upon any additional violations.

* Spectator Policy

Nametags will be given during check-in to distinguish registrants from non-registrants. Once again, all spectators must have registered online beforehand to be allowed access into the venue. No transactions at the door. If anyone shows up at the door without registering beforehand, they will be told to leave. If anyone brings spectators along in their travel party and tries to sneak them into the venue, they will be DQ'd from the tourney. Please communicate this to everyone in your travel party. Spectator registration is still available [here](#) until the end of tonight (Thursday).

* Friendlies and Moneymatches

The TO staff reserves the right to abruptly stop any friendly or moneymatch prior to an announcement at the venue. We cannot afford to waste time dealing with uncooperative attendees, so do not be upset if we press the reset button on your setup while you're playing. If you want to avoid this, then don't start a moneymatch in the minutes before a major announcement is made. The schedule is readily available for you to be able to do this.

* Code of Conduct

There are many clauses in the code of conduct, but perhaps the most important one is: *the TO reserves the right to deny payout from event winnings to any player suspected of intentionally throwing a match, splitting a payout, or committing any other form of bracket manipulation.* Considering the nature of our round-robin pools structure, there will be no tolerance for any form of collusion or bracket manipulation, and any player suspected of violating this policy will be promptly DQ'd.

*** Committed Equipment (Setups)**

For those who committed equipment during registration, you must follow through with that or else risk paying a \$20 penalty charge during tournament check-in -- we will enforce this strictly whether you committed a full setup or just a partial setup. Equipment is the most essential piece to a tournament, and our numbers must be accurate for planning purposes. Check [here](#) to confirm whether you committed equipment or not during registration.

*** Setup Discounts**

In order to qualify for a setup discount, you must leave your equipment at the venue at all times until 7pm Sunday and meet all the initial requirements for a full setup as described in the sections below. It's a \$10 discount if you bring your full setup to the venue by 11pm Friday, or a \$5 discount if you bring your full setup to the venue by 10am Saturday. Your arrival time will be recorded during check-in, and your setup discount will be given at 7pm Sunday.

*** Melee Setups**

For those who committed Melee equipment during registration, a full Melee setup comprises of a 15+ inch TV across the diagonal, GameCube, Melee disc, and fully unlocked memory card. To avoid confusion and inconvenience, we cannot accept Wiis as part of a full Melee setup. Only GameCubes, please.

*** Project M Setups**

For those who committed Project M equipment during registration, a full Project M setup comprises of a 12+ inch TV across the diagonal, Wii, Brawl disc (or otherwise an ability to run Brawl), a method of starting your Wii (Sensor Bar + Wii Remote or a form of BootMii) and a 2.6b Full Set (Not WiFi!) SD card. Additionally, you must place the Big House 3 menu file on your SD Card in order to be eligible for a venue fee discount. Check [here](#) for more information. Please avoid potentially distracting textures, music, sound effect and menu modifications. If they are deemed extreme, they will be overwritten or removed from you SD Card without any notice, and you may potentially not receive your setup discount as a result.

*** Common Sense**

Please be considerate of the TO staff's levels of busyness and stress throughout the upcoming weekend. Do not attempt to contact a TO unless in the event of an emergency. Do not ask a TO about something that you could spend 30 seconds finding the answer to in the info packet. And do not go to the main TO for an issue that could be resolved by any other TO. Thanks for understanding, and please review the info packet before arriving!

Payout:**Melee Singles**

1st: 40%
2nd: 20%
3rd: 15%
4th: 10%
5th: 5% each
7th: 2.5% each

Melee Doubles

1st: 50%
2nd: 25%
3rd: 15%
4th: 10%

Project M Singles

1st: 45%
2nd: 20%
3rd: 15%
4th: 10%
5th: 5% each

Project M Doubles

1st: 55%
2nd: 30%
3rd: 15%

Pools:**Melee Singles Pools R1**

Melee Singles Pools R1 -> top 4 advance to Pools R2
Melee Singles Pools R2 -> top 4 advance to Melee Singles Bracket

Project M Singles Pools

Project M Singles Pools -> top 3 advance to Project M Singles Bracket

RULES

Melee Ruleset:

- * 4 stock, 8:00 minute timer
- * Items OFF
- * Ties after the time limit are determined by stocks, then by percentage.
- * Master Hand is banned.
- * Wobbling is banned.
- * Stalling with Jigglypuff's Rising Pound or Peach's Wall Bomber is banned.
- * Glitches such as Ice Climbers's Freeze Glitch and Mewtwo's Soul Stunner are banned.
- * **Dave's Stupid Rule:** You cannot counterpick any stage you have won on in a set unless agreed upon by the opponent.

Stage Strike from Neutrals for the first match of the set in "1221" fashion:

1. First player strikes one stage.
2. Second player strikes the next two stages.
3. First player strikes one stage.

Stagelist:

Neutral (Singles)

Final Destination
Yoshi's Story
Dream Land
Battlefield
Fountain of Dreams

Neutral (Doubles)

Final Destination
Yoshi's Story
Dream Land
Battlefield
Pokemon Stadium

Counterpick (Singles)

Pokemon Stadium

Counterpick (Doubles)

Kongo Jungle 64

After each match:

1. Winner announces stage ban (except in best-of-5 sets)
2. Loser chooses counterpick stage
3. Winner chooses their character
4. Loser chooses their character

Project M Ruleset:

- * 4 stock, 8:00 minute timer
- * All items set to OFF and item frequency set to NONE
- * Input Assist set to OFF.
- * Ties after the time limit are determined by stocks, then by percentage.
- * **Dave's Stupid Rule:** You cannot counterpick any stage you have won on in a set unless agreed upon by the opponent.

Stage Strike from Starters for the first match of the set in "1221" fashion:

1. First player strikes one stage.
2. Second player strikes the next two stages.
3. First player strikes one stage.

Stagelist:

Starter (Singles)

Battlefield
 Dreamland
 Final Destination
 Fountain of Dreams
 Pokémon Stadium 2
 Smashville
 Yoshi's Story

Counterpick (Singles)

Dracula's Castle
 Green Hill Zone
 Lylat Cruise
 WarioWare
 Yoshi's Island: Brawl

Starter (Doubles)

Battlefield
 Dreamland
 Final Destination
 Pokémon Stadium 2
 Smashville
 SSE: Jungle
 Yoshi's Island: Brawl

Counterpick (Doubles)

Dracula's Castle
 Fountain of Dreams
 Green Hill Zone
 Lylat Cruise
 WarioWare

After each match:

1. Winner announces **two (2)** stage bans
2. Loser chooses counterpick stage
3. Winner chooses their character
4. Loser chooses their character

Additional Rules:

- * **Player's Choice Clause:** You may play by a rule outside of this ruleset if your opponent agrees to it as long as it does not deliberately delay the tournament process. In the event of a disagreement, house rules stand.
- * **Double Blind Character Picks:** Players may elect to double blind pick their characters for the first match in case of any disputes.
- * **Neutral Spawn Points:** Players may elect to use neutral spawn points to decide controller ports for the first match in case of any disputes.
- * **Glitches:** Any action that can prevent the game from continuing (freezing, disappearing characters, game reset, etc.) will result in forfeiture of the match for the player that initiated the action. You are responsible for knowing your own character and must be wary about accidentally triggering one of these effects.

Doubles-Specific Rules:

- * Life stealing is allowed
- * Friendly Fire is turned ON
- * Pause is turned OFF

Placings in Singles Pools are determined based on:

1. number of sets won
2. winning percentage in games (win/loss ratio)
3. head-to-head winner

In the event of an X-way tie in Singles Pools after all tiebreakers are exhausted, a best-of-1 round robin will be played out between the X players until there is a clear order of placings.

Code of Conduct:

- * All ejections or disqualifications due to violations of the Code of Conduct or individual game rules will be without refund.
- * No food or drink inside the venue per hotel event policy. Finish your meals outside or elsewhere in the building during the weekend.
- * No alcohol or illegal substances inside the venue. Getting caught with these items or evidence of the presence of these items will result in disqualification from the event and eviction from the venue.
- * No fighting or weaponry inside the venue. Throwing controllers or acting in a way that could pose a danger to other players will result in disqualification from the event and eviction from the venue.
- * No refusal to play on certain setups barring extreme circumstances. All players agree to have their matches recorded if requested by the TO.
- * All disqualifications due to tardiness will be complete DQs, meaning the disqualified player will be removed from both winners and losers bracket, or removed from the entire event if late for a pools match.
- * The TO is granted license to use any and all types of video that you may be present in at the event, including camera recordings, livestream broadcasts, and captured gameplay footage.
- * The TO is granted license to photograph your image, likeness, or depiction at the event, and you waive any claim for compensation for the event's use or publication of photographs taken of you.
- * The TO reserves the right to deny entry into the tournament to any player suspected of committing anything considered a crime or acting in a manner that is detrimental to the integrity of the event.
- * The TO reserves the right to deny payout from event winnings to any player suspected of intentionally throwing a match, splitting a payout, or committing any other form of bracket manipulation.
- * The TO reserves the right to settle any unforeseen situations that may occur, and his judgment is final. In extreme situations, rules may be altered between phases of a tournament in the best interests of the event.

CONTACT US

If you have any questions or concerns, please email: michigansmash@gmail.com