

RULES FOR 'THE SPIRIT OF THE SPG: WAR THUNDER GROUND TOURNAMENT'
(Organized by TobzGames and Morpheus376)

"THE DECIDERS"

Spin **the wheel*** for each country competing. The country which the wheel selected first will play against the country that is chosen next, and so on. Label the countries with a number representing the order they were picked by the wheel. '8' will represent the country that was picked first and '1' will represent the country picked last

***The wheel** is found on a website called 'Wheel Of Names': <https://wheelofnames.com/gex-8w9>

The teams will then play various 'sets', which are basically just groups of different rounds, with different countries playing against each other. It is guaranteed that in the Deciders (the rounds that decide who will play in the Semi-Finals), each country will play **4 matches**. Trust me, it's simpler than it sounds. The Tournament Table should look like this:

FIRST SET (first wheel spin)	SECOND SET	THIRD SET (second wheel spin)	FOURTH SET
8 vs 7	WINNER OF 8V7 vs WINNER OF 6V5	8 vs 7	WINNER OF 8V7 vs WINNER OF 6V5
6 vs 5	LOSER OF 8V7 vs LOSER OF 6V5	6 vs 5	LOSER OF 8V7 vs LOSER OF 6V5
4 vs 3	WINNER OF 4V3 vs WINNER OF 2V1	4 vs 3	WINNER OF 4V3 vs WINNER OF 2V1
2 vs 1	LOSER OF 4V3 vs LOSER OF 2V1	2 vs 1	LOSER OF 4V3 vs LOSER OF 2V1

(sidenote: On all of these Tournament Tables, the match that comes at the top of the list, in this case, the '8V7' match of the First Set, will be played first. Therefore, for this particular round, the '8V7' match is the first to be played, and the '4V3 Loser vs 2V1 Loser' match is the last.)

After each Decider round, a point system will be applied to generate a fair tournament leaderboard. This point system is as follows:

WINNER OF **MAIN ROUND** = 5 points

WINNER OF **LOSERS' ROUND** = 2 points

WINNER OF **WINNERS' ROUND** = 4 points

FOR EXAMPLE: Let's say Britain was competing. If Britain played their first match against France in the First Set and lost, they would enter a **losers' match** with the loser of the next set down (e.g. Sweden). If they won this losers' match, they would earn **2 points** in the Tournament Leaderboard. In the Second Set, which starts with a brand new wheel spin to decide who plays who, if they were put against Germany and won, they would earn **5 points** in the Tournament Leaderboard. However, if they lost their **winners' match** against Japan (again, this is just an example), they would have gained nothing and only earned **7 points** total on the Tournament Leaderboard. With any luck, they would have scored high enough to enter the **Semi-Finals**.

Countries from **8th** place to **5th** place are officially **out of play**, with their place on the Leaderboard now a **permanent placement** in the **Ground Tournament**.

However, beyond this, if any countries share the **same number** of points, a **tie-breaker round** will take place. For each **pair of duplicates** (a '**duplicate**' being a country with the **same number** of points as another country), a tie-breaker 1v1 round will be played using two **SPGs** (Self-Propelled Guns) agreed on beforehand by the teams of a similar Battle Rating. Whichever team wins the tie-breaker is placed **above** the team that lost and so on, depending on how many duplicates there are. If there are more duplicates than this based on the tie-breaker (for example, if there are three or four duplicates playing), play more 1v1 matches to settle the score (i.e. first to three vehicle destructions).

"THE SEMI-FINALS"

There should now be four teams left, who for the sake of confusion, will be called '1st', '2nd', '3rd' and '4th', depending on their current placement in the Tournament. The Semi-Finals will begin with a total reset, meaning that each of the four teams are now at the same level against each other. For example, it wouldn't matter if Sweden had scored six more points than Britain had by the time it came around for the Semi-Finals. Before these next rounds begin, each of the four teams are back down to zero, and no longer hold any advantage against each other.

A new wheel spin will decide who plays who, with a number from 1 to 4 assigned to each team, once again depending on which team was picked first by the wheel. '4' is the first, and '1' is the last.

2 separate rounds are now played. The second Tournament Table should look like this:

THE PENULTIMATE SET
4 vs 3
2 vs 1

"THE FINAL"

The losers of the '4V3' and '2V1' matches will play against each other first. This match will decide which country receives 4th place and 3rd place overall.

The winners of the '4V3' and '2V1' matches will enter into the true final match to decide on which country receives 2nd place and 1st place overall. The third (and final) Tournament Table should look like this:

THE FINAL SET
LOSER OF '4V3' vs LOSER OF '2V1'
WINNER OF '4V3' vs WINNER OF '2V1'

Once the Final Match has been played, there should be a very clear Tournament Leaderboard showing which country came 1st, 2nd, 3rd, 4th, 5th, 6th, 7th and 8th overall.

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