



**POSITIVE  
GAMING™**

in cooperation with



*Finnish Dance Gamer  
Association*



## **Positive Gaming Machine Dance World Championships 2010**

**29.7.-1.8.2010, The Netherlands  
Zwanenburg – Silverstone Partycentre**



**Positive Gaming Machine Dance  
World Championships 2010**

in cooperation with the Finnish Dance Gamer Association  
29.7.-1.8.2010 – The Netherlands – Zwanenburg – Silverstone

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### Positive Gaming Machine Dance World Championships 2010

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Positive Gaming, Arrowdance and the Finnish Dance Gamer Association hereby invite you to Positive Gaming's 6th international Machine Dance Championships.

Positive Gaming successfully organized European tournaments in Norway in 2004 and 2005 with 14 countries represented in 2005.

In August 2006, players from 16 countries attended the Machine Dance European Championships, followed by the Machine Dance World Cup, held in Oslo, Norway from August 11<sup>th</sup> – 13<sup>th</sup> in 2006.

In March 2008, a total of 63 players from 14 countries in Europe attended the 2008 Positive Gaming Machine Dance European Championships, which were held at the Silverstone Partycentre in Zwanenburg, The Netherlands from August 14<sup>th</sup> – 16<sup>th</sup>, 2008.

In July 2009, the Machine Dance World Championships were held at the Silverstone Partycentre in Zwanenburg, The Netherlands from July 30<sup>th</sup> – August 2<sup>nd</sup>, 2008 with 75 players from 14 countries participating.

#### Dates

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Thursday, July 29<sup>th</sup>, 2010, 9:00 – 22:00  
Friday, July 30<sup>th</sup>, 2010, 9:00 – 22:30  
Saturday, July 31<sup>st</sup>, 2010, 9:00 – 00:30  
Sunday, August 1<sup>st</sup>, 2010, 12:00 – 18:00

#### Venue

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Silverstone Partycentre  
Weerenweg 21-23  
1161 AE Zwanenburg, The Netherlands  
[www.silverstone.nl](http://www.silverstone.nl)

#### Tournament Committee

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Chris Foy (Chairman)  
Kyle Ward  
Jari Vilkki  
Alexander Haibl

The Tournament Committee can be contacted by sending an email to [alex@positivegaming.com](mailto:alex@positivegaming.com)

<p><b><u>Main Organizer</u></b>   <b>Positive Gaming AB</b>  Per Hakanssons väg 36  24138 Eslöv, Sweden  Mobile: +43 699 1261 9977  Fax +46 413 15 999  <a href="mailto:alex@positivegaming.com">alex@positivegaming.com</a>  <a href="http://www.positivegaming.com">www.positivegaming.com</a></p>	<p><b><u>Regional Organizer</u></b>   <b>Arrowdance BV</b>  Kennemerbeekweg 6  2181 HT Hillegom, The Netherlands  Phone: +31 641 920 586  Fax: +31 23 584 1168  <a href="mailto:info@arrowdance.nl">info@arrowdance.nl</a>  <a href="http://www.arrowdance.nl">www.arrowdance.nl</a></p>
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## Positive Gaming Machine Dance World Championships 2010

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### Participation Policy

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We strongly recommend that anyone planning to attend this event read this whole document carefully, as it contains a lot of relevant information.

In general, any players of all ages are welcome to participate, as we intend to have a fair and exciting event. However, we are limited by available time and can therefore only have a limited number of tournaments.

#### We, therefore, need to set up certain conditions

- Players must represent the country they are residents of (passport validation)
- Players must agree to the rules and conditions outlined in this document
- Players must agree that the schedules published in this document are preliminary and will be finalized after the deadline for pre-registrations.
- The tournaments will take place in a large separate room from the rest of Silverstone, and as that room will be considered a sport zone any intake of alcohol, drugs or cigarettes inside is *strictly forbidden*.
- It is also forbidden for participants and spectators to be intoxicated in the tournament facilities at any time. Penalties for violations of this condition are at the sole discretion of the event organizers and can range in severity from disqualification from a single tournament up to disqualification and banning from the site and future events.
- The concerts on Saturday evening will be organized in another part of Silverstone, where the sales of alcoholic beverages is permitted.

#### Further Recommendations

- Players should be able to clear songs on Lv. 10 on In the Groove 2 Arcade

### Pre-Registration

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Your pre-registration is required to enroll!

Deadline for pre-registration is: **12<sup>th</sup> July 2010, 17:00 Central European Time (CET)**

If you are not pre-registered by this date, we can not guarantee you to participate in the tournament!

If you intend to participate and agree to the above-mentioned policies for participation, please send your pre-registration to [alex@positivegaming.com](mailto:alex@positivegaming.com). Please include the following data with your pre-registration submission:

- Male / Female
- Full legal name & Nick name
- Address
- Country
- Telephone number
- E-mail

Only participating players need to pre-register

NOTE: To determine which events a Player can participate in, the data in the passport is relevant (e.g. Country, Male/Female, ...)

Final schedules for the daily events will be published after the deadline of the pre-registrations as they have to be made according to the number of participants. We will try to keep to the proposed schedule that is included in a later portion of this document.



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### Enrolment

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Enrolments are taken onsite. All fees must be paid in Euro and cash at the reception desk.  
An enrolment is valid once we have received the enrolment fee.

### Tickets for Contestants and Spectators

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The ticket price for contestants is EUR 60,- and includes entry fees to the World Championships, and general access to the facilities and events for all 4 days .

The ticket price for spectators is EUR 20,- and includes admission to the World Championships, and general access to the facilities and events for all 4 days.

Additionally, single-day tickets for spectators are available for EUR 10,-, valid for one event day.

### Concerts with Oscillator X and a „Surprise Act“ & prize award ceremony

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Kyle Ward and John Mendenhall from Oscillator X will perform their music for everyone who participate in the event. There will also be a prize award ceremony and other announcements / presentations. More information on this will be released in the coming weeks. Stay tuned!

### iDANCE2 Fun Tournament for everyone

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There will be an iDANCE2 fun tournament accessible for everyone attending the WC 2010.  
Specific Rules will be announced during the event.

### Special Offer from Positive Gaming - WC 2010

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We will offer anyone attending a massive discount on Positive Gaming's Impact Arcade Dance Platform.

This dance platform is normally available for around 700, - to 800, - Euro, depending on in which country it is sold (VAT, Customs ...).

The Special Offer, *valid only from 29.07.-01.08.2010, will be EUR 499,- (incl. VAT)*  
*Both, players and spectators, are eligible to benefit from this offer.*

Optionally, the dance platform can be shipped for a small additional fee, in case you can't take it home with you. All purchases must be paid for in cash.

Players who are interested in this offer should contact us upfront to ensure that we have enough pads available at the event, as we otherwise risk being sold out.



## Positive Gaming Machine Dance World Championships 2010

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### World Championships Tournament System & Disciplines

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All disciplines are based on the “King of the Hill” & “Single Elimination” tournament systems.

**Note:** There will be custom songs allowed in the tournament, although the variety is limited. The songs for this pack will be chosen by the tournament committee, and announced on 1<sup>st</sup> June 2010. Players will then be able to download this song pack in order to practice these Custom Songs.

#### In the Groove 2 Arcade – Iron Man / Iron Woman

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This discipline will test many different skills, utilizing challenging modifications of common game play. This discipline cannot be won by only the best timing skill. Multiple skills will be relevant to win.

#### In the Groove 2 Arcade - Single - No Bar

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The game mode is “Single”. The usage of the bar at no-bar-tournaments is only allowed to keep one’s balance. The allowed time for using the bar in such case is two seconds.

#### In the Groove 2 Arcade - Single - Bar

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The game mode is “Single”. Usage of the bar is allowed.

#### In the Groove 2 Arcade - Double - Bar

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The game mode is “Double”. Usage of the bar is allowed.

### Preliminary Schedule

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Depending on the total number of participating players, we reserve the right to amend the schedule according to the final amount of enrolled male and female participants, or any other time constraints.

#### Thursday, 29<sup>th</sup> July 2010: Get Together & WC Tournament Day 1

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09:00: Player Enrolment, Opening Speech by Tournament Committee  
11:30: WC - Iron Man / Iron Woman, directly followed by Qualifier rounds in following order:  
Male Double Bar, Female D.B., Male Single Bar, Female S.B., Male Single no Bar, Female S.n.B.  
21:00: Day 1 Closing Speech by Tournament Committee  
22:00: End of Day 1

#### Friday, 30<sup>th</sup> July 2010 – WC Tournament Day 2

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09:00: Player Enrolment, Opening Speech by Tournament Committee  
10:00: WC – Male Single Bar  
15:00: WC – Female Single Bar  
18:00: WC – Male Double Bar  
22:00: Day 2 Closing Speech by Tournament Committee  
22:30: End of Day 2

#### Saturday, 31<sup>st</sup> July 2010 – WC Tournament Day 3

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09:00: Player Enrolment, Opening Speech by Tournament Committee  
10:00: WC – Female Single No Bar  
13:00: WC – Male Single No Bar  
18:00: WC – Female Double Bar  
21:00: Concerts with Oscillator X and “Surprise Act” & WC 2010 award ceremony  
00:00: Day 3 Closing Speech by Tournament Committee  
00:30: End of Day 3

#### Sunday, 1<sup>st</sup> August 2010 – Socializing Event & iDANCE2 Fun Tournament

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12:00: Beginning of the Socializing Event Day  
13:30: iDANCE2 Fun Tournament for everyone  
17:30: Day 4 Closing Speech by Tournament Committee & End of the Event  
18:00: End of Day 4



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### The combined “King of the Hill & Single Elimination” Tournament System

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Disciplines for 2010 are operated in a point system environment in a hybrid of “King of the Hill” (KOTH) and “Single Elimination” (SEL). In each KOTH-round, every player is competing against ALL other players, and once the tournament transits into SEL, players are competing head-to-head in a SEL-system.

The specifics of how many players will advance to each round, as well as the amount of points they will earn are listed in Appendix 2 & 3. Points earned toward the overall WC are listed in Appendix 1.

### General Rules

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- All events will be run on In The Groove 2 Arcade r21.
- There will be custom songs allowed in the tournament, although the variety is limited.

The songs for this pack will be chosen by the tournament committee, and announced on 1<sup>st</sup> June 2010. Players will then be able to download this song pack in order to practice these Custom Songs.

- The usage of the bar at no-bar-tournaments is only allowed to keep one's balance. The maximum allowed time for using the bar in such case is two seconds. Any usage beyond this results in receiving 0 points for that round.
- Any visual modifier is allowed as long as it does not change the step-chart.
- Any speed modifier is allowed except for C-Mods in songs that have BPM changes or stops.
- Constraining or disturbing a player will result in disqualification.
- A player may request the repetition of a match if there's a definite recognizable malfunction of the machine. In this case, a judge assigns the player to play the song again. Determining if a machine has a malfunction or not is up to the tournament organizers alone.

On qualified failures, the judge assigns the player to play the song again.

If machines have extensive malfunctions, the organizers reserve the right to shorten or abort the tournament.

### Explanation of the KOTH part

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For KOTH, players are trying to get the best possible score of the round; not just a better score compared to one opponent but the best score among all players.

For all KOTH rounds players will be presented with a small selection of songs. Players can pick ANY song they wish from the selection. All songs are worth equal points. Players will be strictly ranked on the percentage they receive for that round regardless of the song that they played.

The list of songs for tournament play will be published on [www.positivegaming.com](http://www.positivegaming.com) after the pre-registrations are over. Additionally, the song-list will be sent to each player by email that pre-registers.

In every round, all players will compete against each other, will be ranked, and will be awarded points based on rank. As the discipline progresses, the players with the lowest overall point totals of that discipline will be cut between rounds.

In case of ties for the total score around the 16<sup>th</sup> rank after the KOTH part of a discipline, all affected players have to play one or more rounds in KOTH-style to determine who can enter the SEL-part.

Upon completion of the KOTH part of the discipline, the top 16 players (based on the points awarded for each round in KOTH) will be seated in a single elimination bracket where the #1 player faces #16, #2 faces #15 and so on (i.e. similar to placement of the double elimination from last years EC after the qualifier round).

In the case of a tie for last place during a round, both players will be allowed to advance to the next round. e.g. all but 32 players are to be cut and players 32 and 33 tied, both players 32 and 33 will advance to the next round.

Players with a higher points total are allowed to select which side (left/right) they want to play on. Players who fail a song are always ranked lower than players who pass the song. Otherwise, the percentage-score is used to determine the outcome. Tied players receive the same amount of points for that round.

**NOTE:** for the double disciplines only the top 8 players will advance to SEL instead of the top 16 players.



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### Explanation of the SEL part

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Upon completion of the KOTH-part of a discipline, the top 16 players will be seated in a SEL bracket where the #1 player faces #16, #2 faces #15 and so on (i.e. similar to placement of the double elimination from last years EC after the qualifier round).

During each match the higher seated player can chose between

A: deciding who picks 1<sup>st</sup> song OR B: who plays on P1 or P2 side of machine.

NOTE: for doubles play the higher seated player gets to pick who will choose first song only.

Players switch sides they are playing on after each song is played (unless BOTH players agree not to).

**Initial song selection:** Each player chooses 1 song they wish to play (any song, any difficulty \*with the exception that no charts below level 7 are allowed\*). If after playing these two songs the players are tied, then a third tie-breaking song will be played Tie-breaking songs: A random song will be selected that is the average difficulty of the songs both players picked then round rounded up. E.g., if player 1 picked a 13 and player two picked a 9 (total of 22), then the tie-breaking song will be a random 11.

**Veto power:** Each player is allowed one veto in every tie-breaker. This means that when a song is chosen at random either player may request to play the selection of a new random song. Players can not save up vetos, they simply have the option to use one or not in every tie-breaking round.

Players may only not choose to play the same chart more than once during an entire discipline. If a player was required to play a chart, they still have the choice to choose to play the chart in the single elimination section. E.g., Charlene Ex was selected as a random song earlier in the discipline. The player may have played this song, but they did not „choose“ to play it, thus they still have the „choice“ to chose this as a song later in the discipline.

**Finals:** the players will both pick two songs. They will proceed to play all four songs they have selected. However if one of the players wins the first three songs the match will end immediately and a winner will be declared, otherwise all four songs will be played.

If player A wins two songs, while player B only wins one song and ties one song then player A is the winner. If there is a tie after four songs (2 wins to 2 wins, or 1 win 1 tie to 1 win 1 tie) then random songs will be used for a tie breaker. The first player to win a total of two random songs will be declared the winner.

**Winning a discipline:** As in any single elimination bracket, the only player who wins all the matches (and thus never gets eliminated) is declared the winner of that discipline.

**Acquiring cup points:** As stated earlier, each round players earn points depending on how well they did, they need to not only try and do better than the player next to them, but to do better than the entire field during the king of the hill portion of the event.

The winner of the discipline will be ranked #1, the other player in the final match will be ranked #2.

The players that only made it to the semi-finals will be ranked as #3 and #4. The KOTH points these two players acquired during this event will be used to determine which player is ranked #3 and # 4.

KOTH points will also be used to determine the exact rank of all the quarter-finalists #5, #6, #7, and #8.

KOTH points will also be used to determine the exact rank of all the pre-quarter-finalists #9, #10, #11, #12, #13, #14, #15, #16.

The players who did not make it to the top 16 single elimination portion of the event will all be ranked based on how many points they earned in the king of the hill portion. Players must realize that it is important to do as well as they can in every round so that they can end up with the best possible ranking. If a player sand bags an event, and then fails to make it to the finals, then they will have a much worse ranking then if they had done their best each round. The ranking at the end of each event will award CUP points based on the players ranking as follows:

NOTE: for the double disciplines only the top 8 players will advance to SEL instead of the top 16 players.





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### Iron Man / Iron Woman Discipline

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This event will test many different skills. Players will play fantastic attack in singles, with and without the bar, as well as doubles, with and without the bar. Players will also face great and decent attack challenges, different speed mods, a selection of modifiers and many more skills.

Therefore, this discipline will not be won by the person with only the best timing skill. Instead all skills will be relevant to become the “Iron Man / Iron Woman”.

This discipline uses the same points system as the other events. At the end of the discipline the player with the most points will be the winner. Some rounds have special rules. Violating these rules will award zero points for that round. This will hurt the overall score, but will not disqualify from the discipline.

**Note:** Since this discipline only uses the KOTH system, male and female players will play each round together, but will be ranked and scored individually. The final round then will be played separately by male and female players.

### Specific Rules for the Iron Man / Iron Woman Discipline

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General and KOTH rules from the counting disciplines apply here as well. Additionally, following rules apply:

- Players may pick note skins & speed mods (c-mods only for songs with no BPM changes or stops) or hold the bar if not indicated otherwise in the round rules.
- In most rounds players will be ranked by three factors added together for a final score. The first factor is the % score shown in the result screen. The second factor is based on the difficulty of the song (only in rounds where a player has this choice). The third factor is the additional bonus available in some rounds. Some rounds are scored differently and will be explained below in the specific rules for each round.
- In case of ties around the rank break point of a round both players will advance to the next round. During that next round there will be more players than the specified point chart accounts for. Players placing below the last place on the point chart (which always receives 1 point) will receive 0 points.
- In the event a player fails a song or course then the % before the fail will be used for ranking for that round unless otherwise specified.
- If players get disqualified during a round they will receive zero points for that round.
- Many rounds will have songs/ratings for to choose from. A few rounds allow players to select ANY song. Players can NOT select the step chart again for the duration of the event.
- **NOTE:** this only applies to the rounds where players have the option to select ANY song. If the same song IS chosen twice by a player, then the player will receive a zero point penalty for that round (even if the error is discovered several rounds later).
- In the very unlikely event that there is a tie for one of the top 4 places after round 10, the tied players will play the survival course Perception.

**NOTE:** It is very important that after EACH round the players report to the judge at their machine to ensure their points can be entered into the tournament software; thus the next round can begin promptly. Players that fail to report in promptly may either be disqualified or receive zero points for that round.

### Round Summary & Additional Rules to each round

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There will be 10 rounds for the Iron Man / Iron Woman discipline in total.

Goals, Song Difficulty choices and bonuses per round will be announced on 22<sup>nd</sup> July 2010.



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### Overall Winner Determination

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There will be an overall champion for the WC for each male and female disciplines.

Each WC player will be ranked by adding all the Cup points that player earned from all counting disciplines. The overall WC winner will be the player with the most Cup points.

In case of a Cup point tie, KOTH points will be tallied up to determine the winner. If there is still a tie then the actual %-score of all songs played in all the KOTH disciplines together, except songs that were used for tie-breaks for transiting from KOTH to SEL, will be added up to determine a winner. If there is still a tie, then the final ranking will include the results as being tied and no further tie breaking measure will be taken. The tied players will split the prize money and trophies. E.g., the two top players have a tie, then these two players will pool the prize money allotted for 1st and 2nd place and split the money evenly. An additional rank medal/trophy will be made and sent out.

### World Champion and overall ranking

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There will be one male and one female World Champion. All players will be ranked overall, even those who did not compete in all disciplines. The World Champion will be determined by whichever player earns the most total points across all disciplines.

Every discipline has a maximum of 448 cup points. Thus if a player got 1<sup>st</sup> place in every round of a discipline, the player would earn 448 points for that discipline.  
See Appendix 2 for details.

### Prize Awards

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- The top three of each discipline receive a medal.
- The top three of each discipline receive a diploma with their discipline ranking.
- All contestants receive a diploma with their official overall ranking.
- Trophies for each male and female of the Top 3 overall WC winners.
- Cash prizes for each male and female of the Top 5 overall WC winners.

### Cash prizes for the Overall World Championships ranking

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for each male and female

1. EUR 1200,-
2. EUR 900,-
3. EUR 600,-
4. EUR 350,-
5. EUR 200,-

The cash prizes are in place for the best players to fully or partially cover their travel and accommodation expenses for participating in the WC 2010.



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### Accommodation and Information About The Netherlands

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#### Silverstone Partycentre

is one massive venue dedicated to fun and entertainment. It has five dance machines installed in an environment specially designed for machine dance players. This makes it “the place” in Europe for machine dancers. Additionally, Silverstone features Europe’s biggest Pinball museum, a huge cart-racing track that spans over two floors and a huge Laser-Tag arena. The restaurant serves domestic and foreign food and adds to the overall experience.

#### Zwanenburg

is a town in the [Dutch](#) province of [North Holland](#). It is a part of the municipality of [Haarlemmermeer](#), and lies about 11 km west of [Amsterdam](#).

#### Amsterdam

is the capital of The Netherlands. With historical buildings, waterways and ports it often is called “Venice of the North”. More accurate information about Amsterdam can be found here:

<http://en.wikipedia.org/wiki/Amsterdam>

#### Catering

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Silverstone’s restaurant offers food and drinks for reasonable prices.

#### Accommodation (Hotel, Hostel, Camping, Other)

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We recommend the following places for your stay:

Please get in contact with these places directly for prices and bookings.

Alternatively, you may check [www.hotels.com](http://www.hotels.com) to find a place to stay in the Amsterdam region.

#### **Van Der Valk - Hotel Haarlem-Zuid (Distance 7,9 km)**

Toekanweg 2  
2035 LC Haarlem  
The Netherlands  
Phone: +31 23 536 7500  
Fax: +31 23 536 7980

E-Mail: [haarlemzuid@valk.com](mailto:haarlemzuid@valk.com)  
Homepage: [www.hotelhaarlemzuid.nl](http://www.hotelhaarlemzuid.nl)

This hotel offers room rates for single, double or triple bed rooms.

Room rates are per room, not per person. Breakfast is ~ 12 Euro per person and offers a wide variety of typical continental breakfast selections.

#### **Transfer Hotel <-> Silverstone**

Bus & Tramway usually are available until midnight.

After midnight, there are taxis available which have an 8-person maximum occupancy.

You have to specifically ask for an 8-persons-taxi on the phone when ordering such a taxi from the reception at your hotel or from Silverstone.

Walking: ~ 1 hour and 35 minutes

Bicycle: ~ 25-30 minutes



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### **Hotel – Restaurant Zwabenburg (Distance 1,6 km)**

Olmenlaan 52  
1161 JX Zwabenburg  
The Netherlands  
Phone: +31 20 497 8020  
Fax: +31 20 497 8028

E-Mail: [info@hotelzwabenburg.nl](mailto:info@hotelzwabenburg.nl)  
Homepage: <http://www.hotelzwabenburg.nl>

This hotel is the closest hotel to the Silverstone Partycentre.  
Room rates are per room; not per person. Breakfast is 8 Euro per person and offers a decent variety of typical continental breakfast selections.

### **Transfer Hotel <--> Silverstone**

Walking: ~ 20 minutes  
Bicycle: ~ 5-7 minutes

After midnight, there are taxis available which have an 8-person maximum occupancy.  
You have to specifically ask for an 8-persons-taxi on the phone when ordering such a taxi from the reception at your hotel or from Silverstone.

### **Camping space – Parc Spaarnwoude (Distance 2,9 km)**

Zuiderweg 2  
1165 NA Halfweg  
The Netherlands  
Phone: +31 20 497 2796  
Fax: +31 20 497 5887

E-Mail: [info@parcspaarnwoude.nl](mailto:info@parcspaarnwoude.nl)  
Homepage: <http://www.parcspaarnwoude.nl>

### **Transfer Camping Space <--> Silverstone**

Walking: ~ 35 minutes  
Bicycle: ~ 9-12 minutes

After midnight, there are taxis available which have an 8-person maximum occupancy.  
You have to specifically ask for an 8-persons-taxi on the phone when ordering such a taxi from the reception at your hotel or from Silverstone.

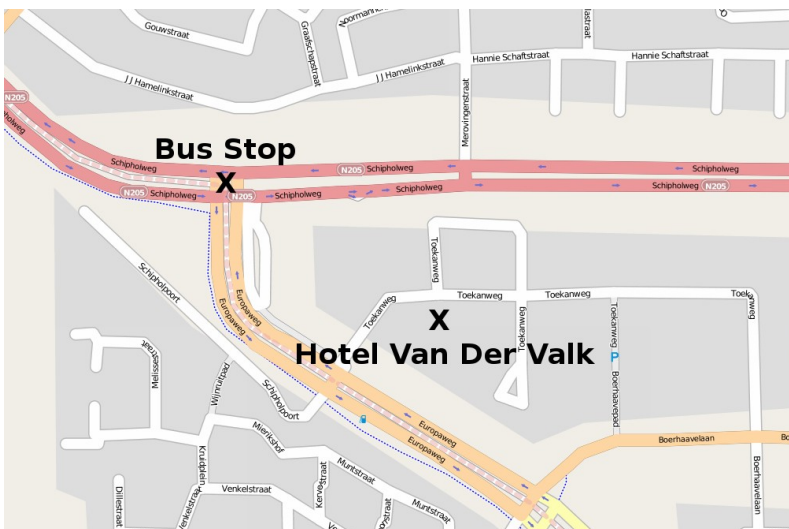
## More Transport Information

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### Central train station Amsterdam --> Hotel Van der Valk

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- 1) Take any regional train from "Centraal station Amsterdam" in the direction of "Haarlem".  
Trains go ~ every five minutes but from different platforms → check the timetables at the station  
Get out at the station called "Haarlem Station NS".
- 2) Next, take Bus #300 or #75 to "Schipholweg/Europaweg".  
Buses go ~ every 10 minutes during the day



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### Central train station Amsterdam --> Silverstone

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- 1) Take any regional train from "Centraal station Amsterdam" in the direction of "Haarlem".  
Trains go ~ every five minutes, but from different platforms → check the timetables at the station  
Get out at the station called "treinstation Spaarnwoude".
- 2) Next, take Bus #80 to "Suikerfabriek Halfweg NH"  
Bus goes ~ every 10 minutes during the day and ~ every 30 minutes in the evening.  
(The last bus from the station close to Silverstone leaves at 0:34)



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## Positive Gaming Machine Dance World Championships 2010

in cooperation with the Finnish Dance Gamer Association  
29.7.-1.8.2010 – The Netherlands – Zwaneburg – Silverstone

### Appendix 1

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#### Winning the overall WC

There are four disciplines in the WC that count towards the overall WC champion. Singles bar, Singles no bar, Doubles bar, Iron Man / Iron Woman. Cup points are awarded based on the final ranking of each player in each event as stated above.

#### Cup points for 64 players

1=500	9=125	17=85	25=60	33=44	41=28	49=16	57=8
2=400	10=120	18=80	26=58	34=42	42=26	50=15	58=7
3=300	11=115	19=75	27=56	35=40	43=24	51=14	59=6
4=250	12=110	20=70	28=54	36=38	44=22	52=13	60=5
5=205	13=105	21=68	29=52	37=36	45=20	53=12	61=4
6=185	14=100	22=66	30=50	38=34	46=19	54=11	62=3
7=165	15=95	23=64	31=48	39=32	47=18	55=10	63=2
8=145	16=90	24=62	32=46	40=30	48=17	56=9	64=1

#### Cup points for 32 players

1=500	5=190	9=110	13=90	17=70	21=50	25=30	29=10
2=400	6=170	10=105	14=85	18=65	22=45	26=25	30=5
3=300	7=150	11=100	15=80	19=60	23=40	27=20	31=3
4=250	8=130	12=95	16=75	20=55	24=35	28=15	32=1

#### Cup points for 16 players

1=500	3=300	5=200	7=160	9=120	11=75	13=45	15=15
2=400	4=250	6=180	8=140	10=90	12=60	14=30	16=1

### Appendix 2

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#### Winning a discipline

Players will add all of their cup points together to find out their overall cup ranking. If there is a tie in cup points, then we will defer to the total number of king of the hill points to determine the overall winner.

In order to balance the tournament, each discipline must have equal weight in the point calculation for the World Champion. Because of this, regardless of the number of contestants or rounds, each discipline will be worth 448 points; e.g. the player that wins the singles bar discipline has the potential to receive 448 points while the player that wins the doubles bar discipline, which has fewer rounds, will also have the potential to receive 448 points.

#### Point multiplier to give equal weight to each event (448):

64 player singles Total possible points =  $448 * 1.0 = 448$

32 players singles Total possible points =  $192 * 2.33333333 = 448$

32 player doubles Total possible points =  $176 * 2.54545454 = 448$

16 player singles/doubles Total possible points =  $76 * 5.8947368 = 448$

Iron Man / Iron Woman: Details will be announced on 22<sup>nd</sup> July 2010



## Positive Gaming Machine Dance World Championships 2010

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### Appendix 3

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#### [Players-per-round overview for all disciplines](#)

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See the following page for all the relevant tables.

#### **64 Players singles**

Rounds 1 (Qualifiers) & 2: all players KOTH  
Round 3: 64 players KOTH  
Round 4: 40 Players KOTH  
Round 5: 24 Players KOTH  
Round 5a: Tie-breakers (if required)  
Round 6: 16 Players SKO  
Round 7: 8 Players SKO  
Round 8: 4 Players SKO  
Round 9 - FINALS: 2 players SKO

#### **32 Players singles**

Rounds 1 (Qualifiers) & 2: all players KOTH  
Round 3: 32 players KOTH  
Round 4: 24 Players KOTH  
Round 4a: Tie-breakers (if required)  
Round 5: 16 Players SKO  
Round 6: 8 Players SKO  
Round 7: 4 Players SKO  
Round 8 - FINALS: 2 players SKO

#### **32 Players doubles**

Round 1 (Qualifiers): all players KOTH  
Round 2: 32 players KOTH  
Round 3: 24 Players KOTH  
Round 4: 16 Players KOTH  
Round 4a: Tie-breakers (if required)  
Round 5: 8 Players SKO  
Round 6: 4 Players SKO  
Round 7 - FINALS: 2 players SKO

#### **16 Players doubles**

Rounds 1 (Qualifiers) & 2: all players KOTH  
Round 3: 16 Players KOTH  
Round 4: 12 Players KOTH  
Round 4a: Tie-breakers (if required)  
Round 5: 8 Players SKO  
Round 6: 4 Players SKO  
Round 7 - FINALS: 2 players SKO

#### **Iron Man / Iron Woman**

10 Rounds, Details will be announced on 22<sup>nd</sup> July 2010