



# **CNE Gaming Garage Official Ruleset & Handbook**

## **Street Fighter 6**

**Saturday, August 19, 2023 (256 Players)**

**Sunday, August 20, 2023 (Top 32)**

**[Official Tournament Discord](#)**

[Official CNE Website](#)

[CNE Privacy Policy](#)



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# I Code of Conduct

## A. Rules

This official handbook (the “Handbook”, “Rules”, or “Official Rules”) serves as the primary governing document for all elements of the CNE Gaming Garage Street Fighter 6 Tournament (the “tournament”) and applies to all Players, or any other affiliates or persons participating in any element of the tournament (each a “Participant” and collectively the “Participants”). This Handbook will govern all aspects and competitive elements of the tournament as described in this Handbook, including Online Events, LAN Events, and any other elements of the tournament.

Failing to adhere to these rules and regulations may result in disqualification from the competition. Please note that both the Digital Sports Administration and The Canadian National Exhibition have the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship.

By entering and participating in the Competition, each player (as defined herein) or, if under 17 years of age or the age of majority as defined in such player's province of residence (a "Minor"), such player's parent or legal guardian, and any associated team coaches, managers, trainers or other affiliated members ("Team Affiliates"), unconditionally accept and agree to comply with and abide by these Official Rules and Regulations (the "Competition Rules"). All decisions regarding the interpretation of these Competition Rules lie solely with the Administrator (as defined herein), the decisions of which are final and binding in all respects. Participation in the Competition constitutes acceptance of the Competition Rules and the Code of Conduct. Players and Team Affiliates who do not comply with the Competition Rules or the Code of Conduct may be subject to disqualification by the Administrator, in the Administrator's sole discretion.

The CNE has a zero tolerance policy toward violence, threats of violence, intimidation, inappropriate contact, harassment (sexual or otherwise), and other forms of personal misconduct. Any incident or threat of violence, harassment, aggressive intimidation, or inappropriate contact of any kind will result in a minimum 1-event to lifetime attendance ban.

Attendees of the CNE agree to be bound by the decisions of the CNE and its Tournament Organizers and anyone acting on its behalf, which shall be final and binding in all respects. The CNE reserves the right, at its sole discretion, to disqualify or remove any individual it finds to be tampering with



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the type, process, or operation of the event, to be acting in violation of event rules, to be causing a disturbance to the event and its attendees, or this code of conduct.

**General Philosophy:** All Participants are expected to exercise courtesy, professionalism, and respect while participating in the tournament. All Participants are expected to conduct themselves in a manner which reflects positively on their Team or Organization, the tournament, Administration, affiliates, members of the press, and any other Participants, affiliates, or fans of the tournament. Failure to comply with this philosophy may result in suspension or exclusion from the tournament.

- **Refunds:** No refund will be given if a participant is ejected or disqualified due to violating the Code of Conduct. The tournament organizer reserves the right to eject or disqualify a participant.
- **Illegal Substances:** Illegal substances are prohibited in the venue. If a participant is caught with any illegal items or if there is any evidence of the presence of these items, this will result in a disqualification of the participant from the event and will be evicted from the venue.
- **Fighting or Weaponry:** No fighting or weaponry inside the venue. Throwing equipment or acting in a way that could pose a danger to other players and attendees of the venue will result in disqualification from the event and eviction from the venue.
- **Tournament Organizers:** The Canadian National Exhibition and Digital Sports Administration are referred to hereafter as Tournament Organizers (TOs).
- **Refusal to Play:** No refusal to play on certain setups barring extreme circumstances. All players agree to have their matches recorded if requested by the TOs.
- **Late for Matches:** A player may contact a tournament official prior to match time to notify the TO that they are running late due to unforeseen circumstances (ie. Security entrance at CNE). If a player is tardy, the player is subjected to a disqualification of the match in play at the tournament official's discretion.
- The tournament organizers are granted license to any and all types of video that you may be present at the event, including camera recordings, livestream broadcasts, and captured



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gameplay footage.

- The tournament organizers are 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 tournament organizers 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.
- **Cheating:** The tournament organizers reserves the right to deny payout from event winnings to any player suspected of intentionally throwing a match, splitting a payout, cheating, or committing any other form of bracket manipulation.

The Administration understands that it has an obligation to facilitate a level playing field for all competitors. Competing fairly and to the best of your ability is important towards fostering a healthy competitive environment, and the Administration is committed to ensuring the facilitation of fair competition throughout the duration of the tournament and beyond. Any form of cheating, whether intentional or not, by any Participant is strictly prohibited. Participants are required and expected to maintain cognizance of these Official Rules and any form of cheating or violation of these rules, or the spirit of these rules, either intentionally or unintentionally, will result in penalties in accordance with the Code of Conduct. All Participants are prohibited from influencing or manipulating a Game or Match so that the outcome is determined by anything other than fair and reasonable play.

Examples of Cheating include, but are not limited to:

Collusion

- An arrangement or agreement made between multiple Participants with the intention of manipulating the results of gameplay outside of reasonable play;
- Forming an agreement to adhere to rules outside the bounds of the required Gameplay Rules;
- Negotiating the distribution of prize money and/or any other compensation with a third party;
- Intentionally losing a Game or Match, altering performance for any other reason, or attempting to induce other Participants to do so;
- Signaling, by sending or receiving any type of message in order to gain an advantage; or,



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- Any form of match-fixing.

#### Hacking

- Using any cheats, hacks or other third-party "helper" applications, or the modification of equipment, game code or files beyond the intended use of standard game options while competing in any element of the tournament for the purpose of gaining an unfair competitive advantage.

#### Exploiting

- Committing an intentional abuse of in-game mechanics outside the scope of normal gameplay.
  - i. Abusing any known exploits in the game. It is the responsibility of players to understand and avoid all current illegal exploits.

#### Network Abuse

Participants may not intentionally delay or slow gameplay, including but not limited to stalling, disconnecting cables, interruption of connectivity, or any other known or unknown manner of tampering with gameplay.

#### League Required Equipment

- Failure to use Provided Equipment
- Using unauthorized or unapproved equipment
- The tournament organizers reserve the right to settle any unforeseen situations that may occur, and their judgment is final. In extreme situations, rules may be altered between phases of a tournament in the best interests of the event.
- **Stolen Items:** The tournament organizers are not responsible for any lost or stolen items from the CNE Gaming Garage venue.
- **No-shows:** Any player that has not checked in for a Tournament within the Check-In period will be deemed to have forfeited that Event Day. Any team that has checked in but is not ready to play within the lobby start time as defined on the tournament page may be deemed to have forfeited the Match, at the sole discretion of tournament officials. Players are prohibited from intentionally delaying the start of a game or match. Players that are having difficulty checking-in must contact tournament administration on the official discord server immediately upon having any issue. Failure to contact tournament administration prior to



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the tournament start time as displayed on the tournament page will be considered a forfeit.

- **Player Eligibility:** If a player is found ineligible after the Competition has commenced, the player will forfeit all previously played Matches in the Competition.
- **Discord:** All players must join the Discord Server listed on the tournament page.
- **Proof of Results:** Players are required to take in-game screenshots or videos that clearly and effectively display the final results of each Game and must be prepared to provide the screenshots or videos immediately upon the request of tournament officials and when submitting Match results on the CNE Gaming Garage Discord. Failing to do so, or providing false, fraudulent or doctored information or results, may result in immediate forfeiture of affected Matches and/or disqualification from the Competition and future Competitions, at the sole discretion of tournament officials.
- **Finality of Results:** At the sole discretion of tournament officials, with the exception of Games that involve violations of player Conduct, any Game that is played in full will not be open for review and the results will be considered final.
- **Broadcasted Matches:** Tournament officials reserve the right to record and/or live stream, broadcast or exhibit any Game or Match of the Competition, at their sole discretion. If the Administrator chooses to live stream, broadcast or exhibit a Match. Any Match officially broadcast by the Tournament Organizer may not have any other observers or spectators other than the designated observer from the production team. The Administrator reserves the right to reschedule official broadcast Matches.
- **Reporting Violations:** Violations of the Code of Conduct or Competition Rules should be reported immediately to tournament officials through the Discord Server. Tournament officials will investigate all claims of misconduct.
- **Enforcement:** The tournament organizer and officials reserves the right to audit, at any time during the Competition, any element of the Competition including but not limited to Game play, Match results, player conduct, Accounts, Account Names, or Player Names for compliance with the Competition Rules and Code of Conduct. The Administrator's failure to enforce any term of the Competition Rules or Code of Conduct shall not constitute a waiver of its ability to enforce or of the term of the Competition Rules or Code of Conduct



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- **Penalties and Disqualifications:** Tournament officials reserve the right to implement any penalty they deem appropriate, in their sole discretion, for a violation of the Code of Conduct or the Competition Rules, including one or more of the following penalties: warning, Game forfeiture, Match forfeiture, or player suspension/ disqualification. Repeated violations may be subject to escalating penalties. Disqualification of a player may result in the disqualification of the player from a Match or the entire Competition.
  - **Age:** Participants must meet minimum age requirements for the event they are participating in. Any prospective Player must have reached the minimum age requirement on or before the first day of the event they are competing in. The minimum age requirement is 13+ years of age.
  - **Gamertags/In-Game Names:** While the Administration both allows and encourages participants to express their individuality while participating, certain elements of customization must comply with basic restrictions as outlined in this section due to the possibility of their appearance on public channels including broadcast. A Name is any dynamic form of identification that Participants may designate for themselves to be identified during their participation in the tournament, including but not limited to team names, player names or aliases, etc. Participants are prohibited from choosing a Name that could be considered vulgar, discriminatory, denigrating, or otherwise inappropriate. For example, Names may not include:
    - Obscene or suggestive language; and
    - Name of a Corporation, company, sponsor, product, or services.

## II. Terminology

### **Bracket**

A flow chart indicating who should play whom at any point during a tournament.

### **Game**

A match between 2 players. In tournaments, players must win X number of Games to win the Set.

### **Round**

A unit measured within a Game. Once a player wins X number of Rounds, they win a Game.

### **Set**



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Number of Games that must be won to advance to the next bracket round or claim victory.

### **Judge**

An individual chosen to run a bracket. A judge is a tournament official and will be empowered to control the flow of matches on a bracket. While Judges can resolve conflicts it is often advised that you seek out a Tournament Director for substantial issues.

### **Tournament Director**

An individual overseeing the event judges and managing competitor experiences. Tournament Directors are empowered by the event organizers to resolve conflicts in line with event rules.

## **III. Registration and Check-in**

### **A. Eligibility**

#### **Competition Eligibility**

Pool check-in begins as early as 15 minutes before the posted start time of the pool.

Players who have not checked in by the time the posted start time of the pool will be disqualified into the losers bracket 10 minutes after the pool has started. Players who have not checked-in when their losers bracket match is called will immediately be disqualified from the bracket. All disqualifications will be communicated to the tournament director by the judge for final decision.

Players are responsible for knowing when their pool starts and where it is located. If players are aware that they will be late ahead of time, it is the responsibility of the player to inform their judge or the tournament director ahead of time. Each request will be addressed on a case by case basis at the discretion of the tournament director.

**General:** The Competition is open to all residents of Canada 13+ years of age and older as of Saturday, August 19, 2023. Any player that is a Minor must have permission from a parent or legal guardian to participate. If it is determined that a player is a Minor in their province of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Competition. Age of majority may differ depending on the province of residence. It is each player's responsibility to verify the age of majority where they live.





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**Ineligible Participants:** Employees, contractors, officers, and directors of the Administrator and any Competition Sponsors, and each party's respective parent entities, affiliates and subsidiary entities, are eligible to participate in the Competition but must notify tournament administrators of their status within the firm. Employees, contractors, officers, and directors of Riot Games are ineligible to participate.

**Adherence to Policies:** As a condition of entry, all players agree to be bound by any applicable third party policies, terms and conditions and/or user agreements, including but not limited to any terms and conditions, privacy policies or user agreements required by the Game Providers or its affiliates.

In order to be eligible for a tournament, you must first register. Before you register it is your responsibility to make sure that you are:

- In compliance with the age restriction (*13-17 with parental consent or +18*)
- Not an employee (*Affiliated in any way with TO or sponsor companies*)

## **B. Check-in**

After checking in at the registration desk competitors will be directed to their computer via tournament staff.

## **C. Acknowledgement**

By registering and participating in the Street Fighter 6 Tournament as part of the CNE Gaming Garage you acknowledge you have read all rules and agree to abide by the terms and conditions in this document.

# **IV. SF6 Tournament Format**

Game: Street Fighter 6

Platform: PC/Steam

Bracket Format: Multi-stage Double Elimination

Game Format:

- Best of 3 rounds per game (2/3 Rounds)
- Best of 3 games per set (all matches prior to Top 16)
- Best of 5 games per set (all matches Top 16 until Grand Finals)



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### Other Game Rules:

- Tournament will follow the official Capcom Pro Tour controller rulings posted here <https://sf.esports.capcom.com/cpt/rules.html>

### **Game Start Time**

The game may be played at any time before the official game start time.. The players will be notified by a tournament official that they can start the game early.

If the game has not been played before the official game start time both players are expected to show up and be ready to play by the 'official start time'.

We recommend that players be on site 15 minutes prior to the official start time in order to provide enough time to enter the custom game lobby, deal with any issues that might arise and get ready.

If a valid player is not in the lobby 10 minutes after the match start time, a no-show will be automatically assigned to the player not ready to play. If both players fail to show up in time and be ready to play 10 minutes past the match start time, a double no-show will be assigned.

### **Bracket Format**

- Multistage Double Elimination
- 16 player pools, top two players advance (one in winners side and one in losers side)
- Pool play advances into Top 32 Finals
- Player entering Grand Finals from losers bracket will be required to "reset" the bracket by winning the first set, before being able to win the tournament by winning the subsequent "reset" set

### **Match Outcome**

The results will be reported to the tournament officials by the players at the end of each game, this can be done via the reporting channel in the CNE Gaming Garage discord or letting a tournament official know.

Every player is responsible for playing the requisite number of games consecutively in order to determine the winner of the round.

The games must be played back-to-back.



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## V. SF6 Tournament Rules

Without limiting the applicability of any other rule set out in the Competition Rules, or the Code of Conduct, in order to compete in the Competition all players and Team Affiliates must comply with the Competition rules and requirements listed below. It is the responsibility of the player to be aware of all rules and requirements. Please contact tournament officials in the [CNE Gaming Garage Discord](#) if you have any questions or concerns.

- **Disqualifications**

General Guidelines: Players will be disqualified for failing to follow event rules. If players are unsure of the rules, they may ask a judge or tournament director for direction. All disqualifications will be handled at the sole discretion of the tournament director. Judges are not permitted to disqualify players. All disqualification rulings are final, and disputes will only be heard at the discretion of tournament event directors.

- **Controllers**

Players are permitted to use any controller they are comfortable playing on, with the below exceptions in consideration. In general the tournament will follow the guidelines set in the official Capcom Pro Tour found here; <https://sf.esports.capcom.com/cpt/rules.html>

- Macro and turbo functions in all controllers are banned.
- Hardware button binds are permitted so long as they trigger all of their inputs on the same frame. Players may not use binds that combine directions and actions.

- **Game Stoppage**

All game stoppages must be immediately reported to a bracket judge. The judge will report the incident to the tournament direction who will determine the appropriate action as per the guidelines below:

- The player who caused the pause will receive a round loss. This could potentially trigger a game loss or set loss.
- Players are responsible for the functionality of their equipment. Malfunctions count as a game stoppage and will follow the above rulings. The infringing player may switch to an alternative controller and continue the match after forfeiting the round



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- In the case where neither player has caused the game stoppage (power outage or a third party desynced controller), the tournament director will make a best effort attempt to recreate the parameters of the match.
  - If the stoppage occurs during the animation or a move where it does not affect the flow of the game, the game may be unpaused to continue the match (example, the player presses pause during a characters super animation, but his opponent is unable to act anyways, they are then permitted to continue to match).

- **Stalling**

Stalling, or intentionally making the game unplayable, is banned and at the discretion of the tournament staff.

- **Collusion**

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

- **Misinterpretation/Misconfiguration**

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to the Street Fighter format above. It is the players' responsibility to ask the tournament organizer for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment reserved for tournament staff.

In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

- **Force Majeure Clause**

Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at tournament staff discretion.



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- **Final Rulings**

If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)



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## **Additional Rules**

- **Glitch Clause**

If anything occurs within any game that results in unforeseen consequences, gameplay should continue uninterrupted unless the change renders the game unplayable for the players. In this situation, players should inform their pool captain or tournament staff for resolution.

- **Betting and Gambling**

In the interest of preserving the integrity of the tournament, any form of betting or gambling on any official tournament activity is strictly prohibited. Participants will not be permitted to partake in any gambling activity as it relates to the tournament in any capacity. Participants are not permitted to offer inside information, influence, or in any way participate in betting or gambling either through direct or indirect participation. The public promotion of any betting or gambling related to any competitive element of the tournament is strictly prohibited.

- **Illegal and Unethical Conduct**

The Administration is dedicated to ensuring that all Participants are in an environment void of illegal and unethical conduct. The use of illegal drugs or alcohol may lead to disruptive behavior. Players believed to be under the influence of illegal drugs or alcohol during tournament hours may be removed from the tournament at the discretion of the Administration. No references to illegal substances will be tolerated. Smoking, including the use of electronic cigarettes and vaporizers, is prohibited in live event or studio environments except in designated areas.

- **Bribery**

Participants are prohibited from directly or indirectly requesting or accepting a gift for services promised or rendered in connection with Games, Matches, or any other element of the tournament.



- **Anti-Harassment**

While the Administration acknowledges that competition can bring about passionate and spirited interactions, Participants are expected to treat their opponents, members of the Administration, fans, and all additional staff and personnel of Teams or the Administration with respect. Participants are prohibited from engaging in or using language that disparages a person's race, gender, sexual orientation, color, age, nationality, disability, religion, or any other characteristic or status protected by law.

- **Non-Disparagement**

While the Administration will always value constructive criticism and feedback in relation to the tournament and encourages participants to express their opinions in a professional manner, disparagement and harassment will not be tolerated. Participants are prohibited from using language or otherwise communicating to any person, public forum, or entity in a way that would be considered disparaging or slanderous in connection with the Administration, the Tournament Organizers, or any associates or affiliates of the . Such violations can include but are not limited to: direct or targeted personal attacks towards TOs and associated partners, excessively vulgar outbursts aimed towards TOs and associated partners, or obscene or toxic language aimed at the game title or tournament.

- **Treatment of Tournament Officials**

Tournament officials, including members or representatives of the Administration, Referees, or any other associates or affiliates of the Administration, are to be treated with respect and participants are expected to comply with their reasonable requests. Participants are prohibited from engaging in the use of language or other communication that may be considered demeaning, harassment, denigrating or otherwise unacceptable behavior deemed as such by the Administration in its sole discretion.



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- **Sportsmanship**

Participants of the tournament will be held to a high standard of behavior, communication, and action. Participants are expected to represent the tournament in a professional and courteous manner and are strictly prohibited from engaging in communication or actions that could be considered vulgar, toxic, antagonistic, inflammatory, threatening or generally misrepresent the Administration in relation to the tournament at any time.

Examples of prohibited behavior include:

- Hate speech or discriminatory behavior
- Violent or physical aggression or behavior
- Threats
- Sexual harassment of any kind
- Racist or sexist words, phrases, or gestures
- Extreme profanity
- Any “sound-alike” or “look-alike” words or phrases that reference these topics
- Any other type of conduct deemed inappropriate at the discretion of the Administration or tournament organizer

- **Profanity / Vulgar Speech / Gestures**

Participants are strictly prohibited from using language that would be considered excessively profane, vulgar, demeaning, discriminatory or otherwise unacceptable as deemed by the Administration in its sole discretion. Participants are strictly prohibited from engaging in physical gestures that may be considered offensive, inflammatory, or otherwise unacceptable as deemed by the Administration in its sole discretion on or off official broadcasts or personal channels.





- **Confidentiality**

The Administration may at times share sensitive or confidential information with Participants. The sharing or distribution of confidential information or material given to Participants by the Administration, either intentionally or unintentionally, is strictly prohibited. Confidential information may include but is not limited to information or material not yet released to the general public, a reasonable person knows or reasonably should understand to be confidential, or information or material designated as confidential by the Administration.

- **Equipment**

Participants competing in LAN Events are required to use Administration Provided Equipment, as described in the Handbook. Such equipment includes but is not limited to monitors, consoles, host PCs, desks, and/or chairs.

Additionally, Participants are strictly prohibited from tampering with or damaging, either intentionally or unintentionally, other equipment found in an LAN Event environment. Examples of other equipment include but are not limited to cabling, lighting equipment, cameras, stage elements, LED panels, etc.

The Administration may require additional equipment to facilitate the broader completion and broadcast. In this event, the League will evaluate the additional equipment for competitive integrity concerns prior to requiring its use.

- **Health and Safety**

The Administration is dedicated to maintaining a safe environment for all Participants. For the health and safety of Participants, the Administration may enact additional measures at LAN Events and where appropriate, and Participants are expected to adhere to all health, safety, and security guidelines. All Participants are responsible for following all health, safety, and security practices.



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- **Non-Compliance**

Participants are required to comply with the reasonable instructions given to them by the Administration, including Referees, representatives of the Administration and all auxiliary associates or affiliates of the Administration. Failure to comply with instructions levied by the Administration or its designated representatives may result in penalties.

- **In-Game Behavior**

Participants must adhere to professional standards and represent themselves or organization, and the Administration in a positive light on broadcast, on streams, and in-game.

## **VI. Attendee Expectations**

### **General Expectations**

All attendees are expected to comply with entry requirements and act appropriately when interacting with staff, by being patient and courteous at all times.

If attendees are feeling ill or otherwise not of good health prior to the event, they are expected to refrain from attending the event. If an attendee begins to feel ill during the duration of the event, they are encouraged to inform event staff immediately in order to receive assistance

The CNE and Tournament Organizers are not responsible for lost or missing personal property. Attendees are not to leave items unattended in the event space.

Attendees agree to treat both staff and fellow attendees with respect, and to respect the personal boundaries of each individual attendee.

### **Competitor and Spectator Expectations**

Competitors are responsible for knowing which tournament pools they are playing in and where they will be located. Judges will begin check-in for each pool as early as 15 minutes before the posted start time of each pool. Players who have not checked in to their pool by the time the first round of matches is complete will be disqualified into the losers bracket. A player who has not checked in when their losers bracket match has been called will immediately be disqualified.



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Competitors are responsible for checking all the required tournament settings including but not limited to;

- Desyncing controllers prior to the match
- Negative edge settings

Cheering for your favourite competitors is highly encouraged, however malicious, threatening and discriminatory behaviour will immediately be addressed and attendees may be ejected from the venue.

No attendees are permitted to enter the stage area unless directed by an approved stage manager. Any unauthorized attendee who enters the stage area will be ejected from the venue.

## VII. Prizing

### A. Tournament Administrator

**Digital Sports Administration is solely responsible for organizing and administering the Tournament.**

### B. Prizing Distribution

Players who win a prize will be notified within 72 hours of the conclusion of the competition, and will have 90 days to supply the necessary information and waivers for their prizing to be released.

All prizing is awarded in Canadian funds by The Canadian National Exhibition and is non-transferable, and must be accepted as awarded without substitution. The Canadian National Exhibition assumes no liability if a particular prize is prohibited from distribution to a particular country.

In the event a prize cannot be delivered, no substitutions will be awarded. International delivery may require the consignee/customer to pay duty & taxes and brokerage fees. Please check with your local agency for details on estimated fees. The Canadian National Exhibition will not be responsible for these fees.

Prize payouts for the Street Fighter 6 Tournament will be as follows:



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**Top 8**

- 1st. \$4,000 CAD
- 2nd. \$2,000 CAD
- 3rd. \$1,000 CAD
- 4th. \$500 CAD
- 5th. \$350 CAD
- 6th. \$350 CAD
- 7th \$150 CAD
- 8th. \$150 CAD