6h Mix are organised by staff **DDE**.
Only one address for all DDE Staff Events DDE : www.dde24hroad.com

I) Event Schedule

- From **30 October 2016** to **09 December 23:59 (CET)** : Register / Modify LU

- From **25 November** to **09 December** : Server and login tests

- **Saturday 10 December** :

  o **14:15** (CET) : servers opening : http://dde24hroad.com/6hmix/server.html

  o **14:45** (CET) : map revealed

  o **15:00** (CET) : WU restart + start of the race

  o **21:00** (CET) : fisnish

II) Understand how 6h Mix works

Race is taking part on **3 servers** running simultaneously : a **tech** serv, a **speed** serv, a **dirt** serv.
Ranking will be done by adding up Cps crossed on each server.

You have to choose betwenn **2 race options** :

- **Master Ranking : overall ranking (you run on the 3 enviro)**

This will be the only one ranking rewarded.
Your line up, made of **5 or 6 players**, will run on the **3 servers**. On each server, only 1 player is able to drive.
It means that, for each team, 3 players are playing at the same time : **1 on each environment**.

Overall ranking is made by adding all **CPs crossed on all servers** (ex. for a line up : 1500 CPs tech + 1400 CPs dirt + 1600 CPs speed = 4500 CPs on the overall ranking tab).

You are totally free to divide your players the way you want (they are allowed to drive on the different

server). **Player Changements are free**, the plugin can handle this.

Watch out！On each environment, one player can't run 6h on his own. Also, a player can't drive more than **80% of CPs** on each enviro as this would cause the **disqualification of his team.**

- **Enviro Ranking : you run only 1 environment**

You run **or** speed, **or** dirt, **or** tech.
Your team, made of only **2 players**, will be allowed to drive on only one server (the one you registered to).
You can organise your relay schedule the way you want.

Watch out！On each environment, one player can't run 6h on his own. Also, a player can't drive more than **80% of CPs** on each enviro as this would cause the **disqualification of his team.**

III) Registration

- Depending on the option you chose, overall ranking (**Master Ranking**) or 1 environment only (**Enviro Ranking**), 5∕6 players or 2 players will be registered.

- Team captain will have to fill the **registration form** on the **website forum** competition : http://dde24hroad.com∕4h/forum/viewtopic.php?f=3&t=807

- If you have to **modify your line-up**, please inform us on the topic you created for registering your team on the website forum.

- Registration and LU changments will be closed on : **09 December 23:59 (CET)**

IV) Server and Login Test

Teams are responsible for the accurate registration of member's logins.

A test server will be open from **25 November** to **09 December** in order to check if your login is working on our plugin and test it (http://dde24hroad.com∕6hmix/server.html)

V) Start of the competition

- Official Start: **Saturday 10 of December** at **15:00 (CET)**

- Maps will be revealed **15 minutes** before the official start :

  - On the race server (**password will be given at 14 :15**) : Please don't join the official server if you don't play during the 1st relay : http://dde24hroad.com∕6hmix/server.html

  - Train server : http://dde24hroad.com∕6hmix/server.html

  - Download : http://dde24hroad.com∕6hmix/server.html

At **15:00 (CET)**, **next** wil be make, followed by a **WU** and then **official start** of the race.

VI) During the race

- How our plugin is working : http://dde24hroad.com/4h/forum/viewtopic.php?f=2&t=810

- If you want to **chat (only) with your team**, a special command is dedicated to this : **/tt** (ex : /tt my message to the team). A **Disable Chat** button is now available. It **hides** the general **TM chat** but keeps the team chat **/tt** visible. Once this button is activated, it´s only possible to **read** your team mates messages. If you want to **answer** you have to click **Enable Chat** back.

- Players are free to organise the way they want to swap drivers as long as they comply to the rules mentioned above.

- In case of problems related to the race, please contact the admin team via our Facebook : http://www.facebook.com/DDE24HROAD

VII) Ranking

The ranking will be based on the **number CPs passed** by the members of each team.
In addition to **live ranking** available for drivers, **more detailed rankings** will be available online, under **RANKINGS tab** on website.

VIII) Penalties

- If a driver accumulates **more than 80% of final total CP's** of its team: team disqualification

- Unless you are experiencing problems during the race, please only communicate via the chat for brief supporting messages. Any abuse will be freely punished (you can communicate via /tt team chat, and hide TM general chat).

- Only **classical stadium car** will be accepted (all skins allowed).

- Admin will punish or ban players/teams suspected of cheating or generating nuisances in the general progress of the race.

X) Questions / Requests

- Before and after the race, on competition forum : http://dde24hroad.com/4h/forum/viewforum.php?f=4

- During the race, on the server or on Facebook : http://www.facebook.com/DDE24HROAD