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Dear Florida Tech Students,

Thank you for your interest in competitive esports at Florida Tech. I am thrilled to be here and look forward to meeting you. I am committed to your success as a student and player – the ultimate goal of graduation, and along the way, providing a place to live out your passion of gaming and esports in healthy, organized manners. This year will bring exciting changes to our campus gaming community on all level - the launch of a dedicated facility, new leadership, in-depth exposure to collegiate esports, and a lasting memory of your time at Florida Tech. This industry is more than a video game, it is a vehicle of learning, community and friendship.

GLHF!

Miss Dana Hustedt, Director of Esports (she/her)

Team Benefits

❖ University recognition as a member of the Esports varsity, junior varsity, or club.
❖ The ability to participate in sanctioned intercollegiate play as part of the official Florida Tech team.
❖ Coaching and analysis of your play and performance, as well as scrimmages and additional broadcast show matches when available.
❖ The opportunity for Esports to include you and your play in broadcasts, photoshoots, highlight packages, media guides, websites, and other official publications.
❖ Unlimited access to the Esports team practice facility during practices and personal play.
❖ Access to official team gear.
❖ The opportunity for travel when selected for a travel squad.
Who can tryout?

- Full-time degree seeking students.
- Students with a GPA of 2.5 or better.
- Students in good standing according to the Florida Tech Code of Conduct and Florida Tech Esports Student Handbook.
- Students that meet the minimum qualifications by the application deadline, August 27, 2021.

Team Levels

**Competitive:** All competitive rosters will have limited spots available. All competitive teams will have dedicated practice time, supporting staff and potential travel opportunities. Competitive teams will also receive team gear.

**Varsity:**
- Highest form of the competitive aspect of the program
- Varsity teams compete in national collegiate seasons, tournaments, and leagues

**Junior Varsity:**
- Focus on growth and development, may be lower skill level
- Any Junior Varsity only title can become a varsity title through title evaluation process.

**Club:** Club teams are separate from competitive teams.
- Student-led and organized. Anyone can join regardless of skill level.
- Play your favorite games on your own time. You will have access to a furnished facility with PCs, consoles, and gaming library.
- You WILL need to own the game and will be prompted to sign in on the respective platform.
- Casual gaming lets you play with friends or others who share your interests!
- No scholarships or coaching are available
What to Expect

What: One (1) interview + one to two days of up to six (6) hours of structured play.

When: Weekends of September. See Page 7 of this packet.

Where: Esports Center (Ruth Funk Building on campus between the SUB and Library)

Applications: The tryout application will be live until **August 27, 2021, 11:59PM EST**.

We encourage students to expand their game knowledge and rank over the summer before the final applications are due. We will review applications and notify students if they have met the minimum qualifications to attend your respective game title tryout.

During tryouts, you will be observed and scored by our coaches and analysts. To best evaluate your abilities, we will ask you to play in conditions like those experienced during practice and competition. We recognize that practices and competitions may be stressful but that these are critical components to competitive esports. Therefore, we emphasize that players focus on presenting their teamwork, technical skill, and game knowledge to the best of their abilities.

**Evaluation Areas**

- Communication
- Technical Skill
- Play Skills
- Teamwork
- Game Knowledge
- Performance Under Pressure
- Leadership

- Flexibility
- Strategy
- Work Ethic
- Rank
- Potential
- Attitude
- Feedback
### Varsity & Junior Varsity Tryout Requirements

**League of Legends (LoL)**

- Top
- Jungle
- Mid
- Attack Damage Carry
- Support

<table>
<thead>
<tr>
<th>Varsity</th>
<th>Junior Varsity</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rank:</strong> Diamond 3+, Roster 5</td>
<td><strong>Rank:</strong> Gold 2+, Roster 5-10</td>
</tr>
<tr>
<td><strong>Practice:</strong> Weeknights, 3 – 4</td>
<td><strong>Practice:</strong> Weeknights, 3 – 4</td>
</tr>
<tr>
<td><strong>Competition:</strong> Every Saturday of the Spring semester. Other events may vary by organizer and event.</td>
<td><strong>Competitions:</strong> May vary by organizer and event.</td>
</tr>
<tr>
<td>❖ Collegiate League of Legends</td>
<td>❖ CSL</td>
</tr>
<tr>
<td>❖ Upsurge</td>
<td>❖ Upsurge</td>
</tr>
<tr>
<td>❖ Other</td>
<td>❖ GGLeagues</td>
</tr>
</tbody>
</table>

### Rocket League

<table>
<thead>
<tr>
<th>Varsity</th>
<th>Junior Varsity</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rank:</strong> 1700 min, 1800+ preferred, Roster 4, up to 8 person rotation.</td>
<td><strong>Rank:</strong> 1400+, Roster 4-8</td>
</tr>
<tr>
<td><strong>Practice:</strong> Weeknights, 3 – 4</td>
<td><strong>Practice:</strong> Weeknights, 3 – 4</td>
</tr>
<tr>
<td><strong>Competition:</strong> Weeknights or weekends. May vary by organizer and event.</td>
<td><strong>Competitions:</strong> Weeknights or weekends. May vary by organizer and event.</td>
</tr>
<tr>
<td>❖ CRL</td>
<td>❖ Other</td>
</tr>
<tr>
<td>❖ Upsurge</td>
<td>❖ LevelNext</td>
</tr>
<tr>
<td>❖ Other</td>
<td>❖ Other</td>
</tr>
</tbody>
</table>

**Preferred Platform – PC or controller connected to PC as most competitive players already do this.**
### Junior Varsity Tryout Requirements

<table>
<thead>
<tr>
<th>Rainbow 6 Siege (R6S)</th>
<th>Valorant</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rank:</strong> Platinum 3+, Roster 7</td>
<td><strong>Rank:</strong> Gold 2-3+, Roster 5-10</td>
</tr>
<tr>
<td><strong>Practice:</strong> Weeknights, 3 – 4</td>
<td><strong>Practice:</strong> Weeknights, 3 – 4</td>
</tr>
<tr>
<td><strong>Competition:</strong> Saturday nights. May vary by organizer and event.</td>
<td><strong>Competitions:</strong> Weekdays or weekends. May vary by organizer and event.</td>
</tr>
</tbody>
</table>
| ❖ R6 Collegiate South  
❖ Upsurge  
❖ Other | ❖ CSL  
❖ Upsurge  
❖ Other |

**NOTE:** Rainbow 6 Siege will compete in FACEIT Collegiate season and is showing a promising following in collegiate game title offering among schools. Right now, we will be competing as an official Competitive Team for the 2021-22 year until any changes happen within the scene, by the publisher and other selection process criteria.

VALORANT has announced they will not be offering a publisher backed collegiate season for the upcoming year, but there will be other possible leagues or tournaments we may participate in. VALORANT may be placed as a club title vs official Competitive Team pending third-party organization of events.

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### DATES TO REMEMBER

<table>
<thead>
<tr>
<th>Event</th>
<th>Date and Time</th>
</tr>
</thead>
</table>
| **ESPORTS CENTER OPENING CEREMONY**  
RUTH FUNK  
**WEDNESDAY, AUGUST 25TH 5-8PM** | |
| **COMPETITIVE TRYOUT APPLICATIONS DUE!**  
**FRIDAY, AUGUST 27 @ 11:59PM EST** | |
| **FIRST CLUB MEETING**  
**TUESDAY, SEPTEMBER 7TH 7PM** | |
| **ROCKET LEAGUE TRYOUTS**  
**FRIDAY, SEPTEMBER 10TH 5-9PM**  
**SATURDAY, SEPTEMBER 11TH 12-6PM** | |
| **RAINBOW 6 SIEGE**  
**SUNDAY, SEPTEMBER 12TH 12PM-6PM** | |
| **LEAGUE OF LEGENDS**  
**FRIDAY, SEPTEMBER 17TH 5-9PM**  
**SATURDAY, SEPTEMBER 18TH 12-8PM** | |
| **VALORANT**  
**SUNDAY, SEPTEMBER 19TH 12PM-6PM** | |
Florida Tech Gaming Club Titles

- Apex Legends
- Call of Duty: Warzone (CoD)
- Counter-Strike: Global Offense (CS:GO)
- Defense of the Ancients (DOTA)
- FIFA
- Fortnite
- Hearthstone
- League of Legends (LoL)
- Legends of Runeterra
- Madden

- Magic the Gathering
- Minecraft
- NBA2k
- Overwatch
- Paladins
- Rainbow 6 (R6)
- Rocket League
- Smite
- Super Smash Brothers Ultimate & Melee
- Tarkov
- Team Fortress 2
- VALORANT

Competitive Title Selection Process

**Student Interest** - Even if a game is popular on campus, there may be factors that limit us to offer it as a competitive title. I.e. Staffing, financial resources.

**Developer/Publisher Support** - We rely on intellectual property holders to provide competitive leagues and tournaments.

**Prize Pool** – We look at potential prize pools that could positively benefit the program and allows us to continue providing the best program and facility for students.

**Competition** - We look at titles other universities offer and if a game has beneficial competitive ecosystems.