





1. Interpretation

1.1. The Computer Gaming Players Association (“CGPA”) reserves the right to interpret the provisions of these rules and regulations for Corona Convalescence Championship 2020 (“CCC Rules”) at its discretion and may supplement, interpret or reinterpret the CCC Rules by way of written corrigendum, oral diktats or pronouncements via social media in any instances warranting such supplementation, interpretation or reinterpretation, as the case may be.

1.2. Unless the context otherwise requires, words in the singular include the plural and vice versa and a reference to any gender includes all other genders.

1.3. Definitions

“Team” shall mean any team of at least 5 (five) members, constituted in terms of the CGPA Auction Rules, solely for participation in the CCC 2020;

“CGPA Admin” shall mean: (a) any of Mr Aneek Bangabash, Mr Maheshnarayan Sarasan, Mr Shubhojit Ghosh and Mr Ashutosh Sharma; (b) all of them collectively; or (c) such other person as may be nominated by any of the persons identified in (a) above;

“CCC 2020” shall mean the Corona Convalescence Championship 2020;

“AOE II HD” shall mean Age of Empires II (2013): HD, played on the platform Steam;

“AOE II DE” shall mean Age of Empires II: Definitive Edition

“Match” shall mean such match played on AOE II HD or AOE II DE;

“Game” shall mean a series of Matches played between any Team, up to a maximum number 5, with each Game comprising of odd number of Matches, to be decided on a win-loss ratio;

2. CCC 2020 Format

CCC 2020 will follow a league – championship format with Group Stages and then Playoff culminating in the Final to decide the Champion.

2.1. Group Stage

2.1.1. The CCC 2020 will comprise of 6 (six) participating Teams, categorized into 2 (two) groups of 3 (three) Teams each.

2.1.2. The categorization of Teams into groups shall be randomized. CGPA may, at its discretion, override any randomization to implement any manner of categorization of the Teams.

2.1.3. Each Team in a group will compulsorily play the other Teams in their respective groups at least 2 (two) times. All Games in the group stages will consist of 1 (one) Match each and will be played by 3 (three) members from each Team in a 3v3 format.



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2.1.4. Out of the 2 (two) Games a Team plays against another Team in the CCC-2020, 1 (one) Game will be designated as a “Motherland” Match, being a home Game, and the other, “Capitalist Scum”, being the away Game.

2.1.5. For every Game won, the Teams will be awarded 3 points.

2.1.6. If a Team is unable to field the minimum number of players required for any Match for any reason whatsoever then such Team: (a) shall be permitted, at the sole discretion of CGPA, to compete and play with lesser number of players or (b) in the event the Match cannot be completed in accordance with Rule 2.1.6 (a) above, shall deem to have forfeited such Match of the relevant Game. It is clarified that if a Team is unable to field the required number of players and is permitted to play with less than required number of players, the opposing Team shall not be required to reduce the number of players for the Match. A Team will be deemed to be unable to field a player in a Match if the player does not join the relevant Match within 20 minutes of such Match being hosted by CGPA nominated host with the CGPA designated password.

2.1.7. In case of a 3-way tie amongst all 3 Teams in a group, it will be resolved in the following manner-

2.1.7.1. A 2v2v2 King of the hill (KOTH) (map size - 6 players-/Normal) will be played between all 3 Teams on Ghost Lake. The winning Team will finish on top of the group.

2.1.7.2. The losing Teams in the 2v2v2 KOTH will play a 4v4 KOTH (map size- 8 players/Large) on Ghost Lake (“KOTH Eliminator”). Winner of the KOTH Eliminator will finish 2nd in the group and the losing Team will be eliminated.

In case of a tie between two Teams in a group – the tied Teams shall play 4 v 4 KOTH and the provisions of 2.1.7.2 shall mutatis mutandis apply.

2.2. Playoffs

2.2.1. The Teams finishing with most number of points in their respective groups will play each other in a Game comprising of 3 Matches (“Qualifier-1”). The winning Team will qualify for the Final. The losing Team shall play the winning Team of the Eliminator (see below).

2.2.2. The Teams finishing with 2nd highest number of points in their respective groups will play each other in a Game comprising of 3 Matches (“Eliminator”). The Team losing the Eliminator shall be eliminated from the tournament.

2.2.3. The losing Team of the Qualifier-1 and the winning Team of the Eliminator will play a Game of 3 Matches to decide the 2nd Team participating in the Final (“Qualifier – 2”).

2.3. The Qualifiers, Eliminators and Final Game will consist of three- 4v4 Matches (only 2 to be played in case it is 2-0).



2.4. The maps (from the map pool specified in Rule 5.4.2.) for the Qualifiers, Eliminators and Final Game will be picked in the following manner

- 2.4.1. First Match- Coin Toss will be conducted to select map for 1st Match;
- 2.4.2. Second Match- Loser of the Coin Toss decides the map for the 2nd Match;
- 2.4.3. Third Match- Random Map from the Pool, from the map pool specified in Rule 5.4.2.

“Coin Toss” shall mean a live coin toss to determine pick order of maps for the Qualifiers, Eliminators and Final Game which will be conducted on justflipacoin.com or such other mechanism by and as may be deemed appropriate by the CGPA Admin.

2.5. Veto rule mentioned in Rule 5.4.3 doesn't apply for Playoffs and Finals.

3. Team Composition

3.1. Each Team participating in the CCC 2020 shall have at least 5 players.

3.2. Only the Manager will be entitled to nominate players for a Match in any Game.

4. Vodkas- Currency of CCC 2020

4.1. Each Team will receive 50 Vodkas at the beginning of CCC 2020.

4.2. For the Group Stage, a Team will receive additional Vodka at the rate of 30 Vodkas for winning each Game and 15 Vodkas for losing a Game.

4.3. For the Qualifiers and Eliminators, a Team will receive additional Vodka at the rate of 50 Vodkas for winning each Match and 25 Vodkas for losing each Match. Winner of the Qualifier and Eliminator Games gets 50 Vodkas and Loser of the Qualifier 1 gets 40 Vodkas.

4.4. Vodkas can be earned by completing micro challenges from the given set of micro challenges on the CGPA website.

4.4.1. A Team is permitted to attempt maximum of 2 micro challenges per player in a Match.

4.4.2. In a Match, players in the same Team cannot attempt the same challenge. The challenges completed by each player in a Match have to be unique.

4.4.3. For any challenge to be valid, the player must claim the micro challenge by indicating the same in In-Game All Chat as and when the player is attempting the micro challenge. After the relevant Match, the Team is required to send details of the bounties including time stamps completed by each member of said Team by the manager via email to admin@cgpa.co.in which will then be verified by the CGPA Admin.



4.4.4. A micro challenge will be eligible for receipt of Vodka post validation by the CGPA Admin.

4.4.5. An individual player cannot repeat a micro challenge which has been successfully completed by him/her.

4.4.6. Players will get 100% of the micro challenges Vodka on offer, in case of victory, and only 50% of the Vodka on offer, in case of loss.

4.4.7. The maximum Vodkas that may be earned by completing individual bounties are capped at 30 Vodkas for each Team in the group stages.

4.5. Vodkas can also be earned by doing macro challenges from the given set of Team challenges on the CGPA website.

4.5.1. Macro Challenges should be announced by the Team attempting the challenges at least 1.5 hours prior to the start of the relevant Match.

4.5.2. Only the home Team can attempt macro challenges in the group stages.

Provided that, in Games forming part of Playoffs, Eliminators and Final Games, only the Team deciding the map based on result of coin toss can attempt a macro challenge. Macro challenges cannot be attempted in the third Match of any Game forming part of Playoffs, Eliminators and Final Games.

4.5.3. Points will only be awarded for macro challenge in case of victory. No points will be awarded in case the home Team attempting a challenge loses the Match.

4.5.4. Macro challenges cannot be repeated by a Team in group stage.

4.5.5. For the macro challenge where a player is added to the opposite Team, cost of picking a player and assigning civ are not imposed on opposite Team.

4.5.6 - Only one Macro challenge can be attempted in a single Match. the additional player cannot attempt micro challenges

4.6. For each pause, Vodkas will be deducted per minute from the account of the Team that pauses in the following manner, unless otherwise determined by the CGPA Admin due to any extenuating circumstances:

4.6.1. If a Match is paused for up to 2 minutes, then 2 vodkas will be deducted from the Team which initiated the pause.

4.6.2. Beyond 2 minutes, 1 vodka per minute will be deducted from the Team which has paused the Match. For sake of clarity a pause of 2.01 minutes will result in a cost of 3 vodka.

4.6.3. In case a Team pauses the Match in excess of 3 times, then after the 3rd pause, a standard cost of 1 vodkas per minute will be deducted from the Team which has paused the Match.



4.7. Teams are encouraged to spend the Vodkas as any unnecessary hoarding will require the State to undertake equalitarian measures to ensure equal redistribution of Vodka amongst more deserving Teams, as may be arbitrarily determined by the State in consultation with CGPA. It is clarified that CGPA, and not the State, will have the ultimate authority in determining any confiscation and subsequent redistribution of Vodka.

4.7.1. After the group stages, Teams finishing with highest points in their respective groups will be awarded 50 additional Vodkas and Teams finishing in second will be awarded 25 Vodkas.

5. Teams, Civilizations and Maps

5.1. Only players registered with CGPA are eligible to participate in CCC 2020. *All players must use the same call sign as indicated by them during the registration process, for the entire duration of CCC 2020, unless a change is permitted by CGPA.*

5.2. Teams will be selected by an auction and upon conclusion of the auction process, each Team shall inform CGPA of its Team name and player tiers by a single email to admin@cgpa.co.in by 2 PM on 03.12.2020. The Team name and player classification email shall have the subject line – “CCC 2020 – [Team Name]”.

5.3. Drafting Civilizations/Picking players

5.3.1. Picking players- For every repetition of a player by a Team in multiple Matches, a uniform cost will be payable, calculated as the square of the Matches played by the relevant player. Illustratively, for the 1st Match, the cost will be 1 Vodka, 2nd Match 4 Vodkas, 3rd Match 9 vodkas and so on.

5.3.1.1. In the Qualifiers and Eliminators, such cost for repetition of player will be divided by 2.

5.3.2. Team composition has to be declared by Managers to CGPA Admin two hours prior to the relevant Game.

5.3.3. Picking civilizations

5.3.3.1. Teams should disclose the civilizations and the civilization they propose to ban for any Match 1 hour prior to the Match to the CGPA Admin.

5.3.3.2. The base cost of each civilization will be posted on the CGPA website which will be separate for AOE II HD and AOE II DE. Choosing a random civilization will cost 1 Vodka.



5.3.3.3. Every time a player repeats a civilization a quadratic cost will be imposed on such repetitions. For illustration additional cost of 1, 4, 9, 16, 25 Vodkas and so on will be imposed on repetitions.

5.3.3.4. In the event a civilization is repeated by a Team for a different player across different Matches a quadratic cost will be imposed from the 4th Match onwards for choosing the same civilization by any Player of the same Team.

5.3.3.5. Civilization cost for a ban for a Match is 5 Vodkas. In case a Team bans a civilization, then neither of the Teams (including the Team banning the civilization) can pick that civilization for said Match.

5.4. Deciding Maps

5.4.1. The home Team will be picking maps for each Match of the relevant Games. Maps cost 10 Vodkas per pick and every time the home Team repeats a map, an incremental cost of 10 vodkas will be imposed. (For illustration- first pick will cost 15 Vodkas, second pick will cost 25 Vodkas, third pick will cost 35 Vodkas and so on). Picking Random Map from the pool of maps given in rule 5.4.2 will cost 1 Vodka.

5.4.2. Map pool for the tournament shall comprise of the following maps:

- 5.4.2.1. HC2 Arabia
- 5.4.2.2. ECL Team Acropolis
- 5.4.2.3. ECL Cross
- 5.4.2.4. Arena 2.1
- 5.4.2.5. HC2 Hideout
- 5.4.2.6. ECL Oasis
- 5.4.2.7. ECL Valley
- 5.4.2.8. HC2 Rooster
- 5.4.2.9. Serengiti
- 5.4.2.10. BoA Beachfight
- 5.4.2.11. ECL Eldorado
- 5.4.2.12. ECL Enemy Archipelago
(only for 3 v 3)
- 5.4.2.13. ECL Kilimanjaro
- 5.4.2.14. ECL Team Islands
- 5.4.2.15. ECL Bedouins
- 5.4.2.16. WiC Team Migration
- 5.4.2.17. ECL Yucatan
- 5.4.2.18. ECL Golden Pit

5.4.3. Away Team can veto the map picked by the Home Team 2 times- for a cost of 10 Vodkas each time they veto a map.



5.4.4. In case the away Team vetoes the map picked by Home Team twice, the Match will be played on a random map from the map pool mentioned in rule 5.4.2. This rule will not apply for Playoff Games or Finals.

5.4.4.1-In case the veto is exercised by the Away team for the first Map, the Home team has the option of picking another map for the same 10 Vodkas (which can be again vetoed) or pick a random map from the pool of maps listed in rule 5.4.2 for 1 Vodka.

5.4.4.2-Map repetition cost will be imposed on the map that is played and not the map that is vetoed. In case of 2 vetoes, cost of 1 Vodka will be imposed on the Home Team for playing on the random map from the pool of maps listed in rule 5.4.2.

5.4.5. Map picks and veto - 1st map pick is to be informed 3 hours prior to the game to CGPA admin and Manager of opposite team. 1st Veto to be exercised within the next 10 minutes prior to the game to CGPA admin and Manager of the opposite team. In case of Veto, a second map is to be chosen in the next 10 mins prior to the game to CGPA admin and Manager of the opposite team. 2nd veto to be exercised within the next 10 mins prior to the game to CGPA admin and Manager of the opposite team.

5.5. Map Size

5.5.1. Map size for 3v3 Games shall be the 6 player map.

5.5.2. Map size for 4v4 Games shall be the 8 player map.

6. Match Settings

6.1. Data Set – Data Set- Expansions / Data Mod- Definitive Set (for AOE II DE)

6.1.1- Teams have the option of playing their Match on AOE II DE or AOE II HD, subject to both Managers giving their consent for the same. It is clarified that in case both Managers cannot agree on playing on AOE II DE, the Match must be played on AOE II HD. This decision has to be made 24 hours prior to the Match. In case the match is played on DE, teams cannot select the spawn points for their players.

6.2. Game – Random Map, unless otherwise decided by the CGPA for the purposes of resolving ties in the group stages.

6.3. Map Style – Standard

6.4. Location – As per map selection guidelines given under rule 5.4

6.5. Map Size – As per map selection guidelines under Rule 5.5

6.6. Difficulty – Standard

6.7. Resources – Standard

6.8. Population – 200

6.9. Reveal Map – Normal

6.10. Starting Age – Standard

6.11. Ending Age – Standard



6.12. Treaty Length – None

6.13. Victory – Conquest

6.14 Team Together, Lock Teams, Lock Speed and Record Game will be selected for all Matches in all games.

6.15 Game Speed - Normal (one for AOE II HD)

7. Connection Issues and other interruptions

7.1. Players participating in Matches in the CCC-2020 shall save the game as soon as the game screen loads and every 5-10 minutes of in-game time, thereafter.

7.2. If any 2 Teams are unable to complete a Match in the CCC 2020 due to connection issues or latency issues then:

7.2.1. If the concerned Match was hosted and has progressed beyond 5 minutes of in-game time, such Match shall be saved and exited by each player for restoring. If there is no latest playable saved file available, the Match shall be restored from the last saved playable file as saved by any of the players in compliance with Rule 7.1 above.

7.2.2. If the concerned Match was hosted and has not progressed beyond 5 minutes of in-game time, such Match shall be restored with the initial save file as saved by any of the players in compliance with Rule 7.1 above.

7.2.3. If one or more players of a Team are unable to connect to the hosted Match or have more than 500 ping with one or more players, such players shall be provided a connection period of 20 minutes for joining the Match or for the ping to settle.

7.2.3.1. If after 20 minutes the issue is not resolved, the Manager from such players' Team shall decide if the concerned players should be dropped entirely. The Manager has the option to pick another player from her Team for a cost of 10 Vodkas. The player repletion cost as specified in Rule 5.3.1 will be imposed on both players in such scenario.

7.2.3.2. In any scenario the Match shall start or be forfeited within 40 mins of hosting the Match.

7.2.4. In case any one of the players disconnects for any reason whatsoever from any Match of any Game and there is no save available which can be used to restore the Match then:

7.2.4.1. The spectator of such Match shall confirm to CGPA which player got disconnected and if any player chose to not "save and exit", if such option was available. If there is a dispute between the Managers regarding which player got disconnected, the Managers shall approach CGPA admin with a save file from each Team of such Match for resolution.



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If the option to “save and exit” could have been exercised but a player chose to not select it, then the Team to which such erring player is affiliated to will be deemed to have forfeited the Match unless both Managers agree to restart the Match afresh as per Clause 7.2.4.3 below. If there was no “save and exit” option possible or if the “save and exit” does not result in a save which can be restored, then if the difference in average scores between the Teams at the time of disconnection was more than 3000 points, the Team with higher average scores will be awarded that Match. If the difference between average scores of the Teams was less than 3000 points, then unless both Managers agree to restart the Match afresh as per 7.2.4.2 below, the Team to whom the disconnected player belongs shall be deemed to have forfeited that Match. Provided that in case the difference between average scores of Teams is less than 3000 points and the Match is interrupted due to disconnection of the spectator resulting in the relevant Match not being restorable, then the Match shall be restarted. It is clarified that the Teams will not be able to change players, settings or civilizations for a Match which had to be restarted due to a disconnection.

7.2.4.2. Notwithstanding anything contained herein, the Managers from both Teams playing the concerned Match may decide to restart the Match afresh with same players where the disconnected player is not available provided that there shall not be any change in-game settings, location and civilizations. For any Matches chosen to be restarted afresh, both Teams and CGPA and all the Teams shall make best efforts to ensure that such new Match should start within 60 minutes of the disconnection of the earlier Match.

7.3. If the connection issue during a Match is resulting from power or equipment failure of one of more players playing the Match, then if such Match has not progressed beyond 5 minutes of in-game time, such Match shall be rehosted within 30 minutes of the disconnection or the Team to which the disconnected player is affiliated to shall be deemed to have forfeited the relevant Match, Provided that, CGPA Admin may permit the Team whose player is not available because of power or equipment failure to replace such player at the cost of 10 vodka (The player repletion cost as specified in Rule 5.3.1 will be imposed on both players in such scenario) and the Match shall restart with same civilizations and location as before. If such Match has progressed beyond 5 minutes of in- game time and cannot be restored within 15 minutes of disconnection with same players from the last playable save file due to non-availability of the player facing power or equipment failure, the Team such player belongs to shall be deemed to have forfeited the Match.

8. Game restarts due to inaccessible resource placement or bad spawn:

8.1. The spectator of any Match shall within first 5 minutes of in- game time, check the placement of primary and secondary resources (i.e. 4 sheep, 2 boars, 2 gold mines and 2 stone mines) for all players and if the spectator finds any primary or secondary resources for any player to have generated behind a wood line or on an inaccessible cliff top, with no access to such resources without the player having to cut through the wood, then the spectator should ask the players to stop the Match and announce the call to restart the Match afresh. The players shall upon the spectator calling for restart of the Match, immediately pause the Match and stay in their respective “PLAYER DISCORD CHANNEL” and wait for a CGPA observer to come to the discord channel and confirm the restart ruling. Upon the CGPA observer confirming the restart ruling, the Match shall be restarted afresh with same players and same civilizations on the same location settings.



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8.2. If the CGPA observer does not agree with the assessment of the spectator, CGPA observer shall communicate his decision to permit the Match to continue to both set of players on their respective PLAYER DISCORD CHANNEL and the Match should be resumed only once both set of players have been communicated the decision by CGPA observer. No player should leave his PLAYER DISCORD CHANNEL during the Match pause or communicate with any third person or non-playing members of his Team during the Match pause. CGPA and both Teams shall make best efforts to ensure that the new Match if a restart ruling is made by CGPA Admin, starts within 5 minutes of such ruling being communicated to both set of players by CGPA observer. It is clarified that this rule shall not be applicable with respect to food resources in “locations” for a Match which by default have special resource generation setting for instance, no boars or no sheep in the map for anyone.

9. Doping

9.1. ANY KIND OF DOPING IS FORBIDDEN, UNLESS OTHERWISE CONDONED BY THE NATURE-FIRST POLICY OF THE CGPA.

10. Hosting of Matches:

10.1. No Match shall be started by the players without there being a CGPA nominated spectator and such spectator confirming the start of the Match in the game lobby to the players.

10.2. No one else apart from the CGPA nominated spectator and the players will be allowed to be in the match lobby. 11.

Discord

11.1. CGPA will have two locked channels created (or four locked channels created in case of simultaneous Matches) on discord “Lobby # 1” named “Home Team” and “Away Team” (if four channels are to be created the names will be prefixed with match identifying numerical, which will be communicated to concerned players by CGPA). Each such channel will be a PLAYER DISCORD CHANNEL and only the players who are playing the relevant Match and the Manager will be permitted to join and speak in their respective PLAYER DISCORD CHANNEL (except the CGPA Admin, who will have full access to all channels). Each player playing a Match is expected to join his PLAYER DISCORD CHANNEL atleast 15 minutes prior to the Match.

11.2. The Manager cannot switch discords once the Match has started.

11.3. Members of a Team whose other members are playing a Match will not be permitted to join the PLAYER DISCORD CHANNEL. Such non-playing members shall stay in their own Team’s discord channel in “Lobby #1”. Such non-members can watch the broadcast of the Match being played through the ‘player broadcast’ as detailed under Clause 12.2 below.

11.4. Other than Teams who are playing the Match, all other viewers would be free to join and speak in the CGPA BROADCAST channel where Matches will be broadcasted by CGPA designated caster.



12. Broadcasting of Matches:

12.1. CGPA shall designate a spectator for each Match of the CCC 2020. Such spectator shall not be a member of any of the Teams playing the concerned Match. The spectator shall broadcast the Match on discord common channel named “CGPA BROADCAST” in “Lobby #1”. All viewers shall be permitted to watch this caster broadcast and comment on the Match, except the members of the Teams whose players are playing the broad casted Match.

12.2. The non-playing members of the Teams whose other members are playing the broad casted Match, shall stay in their respective discord channels and will not be permitted to join the PLAYER DISCORD CHANNEL or CGPA BROADCAST channel for the duration of the broad casted Match. The non-playing members may request any of the playing member(s) of the same Team for such playing members’ steam broadcast and such non-playing member (s) may then in turn broadcast the Match (with the point of view of his playing Team member) on discord in his Team’s discord channel to the other non-playing members of his Team.

12.3. Players of any Team participating in CCC 2020 are prohibited from encouraging, engaging in or benefit from any form of steam-sniping. If any member of a Team is found to be in violation of this rule, the Team to which such member is affiliated to will be deemed to have forfeited all its Home Games (irrespective of the result of such Games if already occurred) and lose its right pick civilizations in their Games or veto maps/civilizations. Additionally, the erring player may be banned from CCC2020 and the Team to whom such erring player belongs shall be required to compete with only 4 players in the CCC-2020.

13. Conflicts, disputes and disagreements

13.1. All conflicts, disputes and disagreements between two or more Teams playing a Game at the CCC 2020 must be resolved amongst the relevant Managers, overseen by a CGPA Admin, if deemed necessary by the CGPA, within 30 minutes of a Team calling out a dispute or such other extended time as may be decided by the CGPA Admin in its discretion.

13.2. If the Managers from the disputing Teams fail to resolve the conflict, such conflict shall be deemed to have been referred to the CGPA Admin for final resolution. All decisions taken by the CGPA Admin shall be final and binding on the Teams.

13.3. CGPA shall have the final authority to interpret, remove, modify or otherwise alter any rules, regulations or guidelines for the CCC-2020. All decisions taken by CGPA or the CGPA Admin shall be final and binding on the Teams.

13.4. CGPA shall have the final authority to decide on all matters related to the CCC-2020 and decisions taken by CGPA shall be final and binding on the Teams.



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