

SMK Championship Rules
(Super Mario Kart™ Championship)



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I. Subscription to Championship

For subscribing to the championship you need to fill the subscription form here:

<http://www.ffsmk.org/?task=register>

When you validate the subscription form, you accept conditions of the specified form and this document (normally present on the subscription page). All information that you send are only used for internal staff and organization. Some information are verified (for legal purpose) so we need at least correct first/last name, birth date and email address. If we suspect false information we reserve the right to invalidate your subscription.

Your subscription will be totally validated, when we received your payment. The treatment of payment can take few weeks depend of the type of your payment. If we didn't receive your payment, we send you a reminder mail.

When all steps are done, you must appear in this list: <http://www.ffsmk.org/?task=participants>

Here are the different method to pay:

- By check (for French people)
- By bank transfer
- By paypal

For reminding, sending money by postal mail are not allowed.

II. Member registration

You can subscribe to the ffsmk association. It's not obligatory, but you can have some advantages:

- Get access to a special part on the French forum
- Participate at rules, of the settlement and others topics discussions (survey).
- Get more information about the price of your subscription (where go your money)
- Get some advantages of partnership. (reductions and free places for some convention)

And principally because it help the management of the association ;-)

III. Elements included in the annual championship of mario kart

The subscription fee include:

- Participation of the championship
- Lunch and dinner included
- Soft drinks and beer
- A place for sleep

These different points are general, but depending of the year, the items included can vary (but it's always specified in the subscription form).

IV. Common rules for each game mode

Depending of the year, the game can be in PAL or NTSC. By default (without precisions) the game is played in PAL.

The championship take place in a friendly way, in case of non-respect of these principles (disputes with other participants, violence, overflow, etc..) the head members of the association reserve the



right to exclude members, and in serious case, expelling a player during the championship, without compensation or refund (extremely rare case).

In course tricks and glitches are deny. For getting a list of allowed tricks, please see details here: http://www.smkgp150cc.com/SOAaffiche_records_trick.php

Long Boost (LB), New Boosting Technique (NBT), Infinite Boost (IB) and Slides alle allowed on all game modes. For more information about theses different techniques, please go to the French site ffsmk.org in sub section "Techniques et astuces".

Please note: here is the international forum, people can answer to your questions too :

<http://www.mariokart64.com/cgi-bin/yabb2/YaBB.pl?board=SMK>

Each player can decide to play Player 1 or player 2 on the snes. In case of disagreement there is an excel file (projected for all) indicate specific placement.

V. Time trial specific rules

Each player will play the 20 different tracks. Between each track you can modify your player. But the player have only one try. In case of « give up » or new try, the registered time will be 9''59''99.

Each track are given randomly and each player start to play one by one (for avoiding missing zoomstart audio issues)

Scores will be registered on a form specifically made for that.

Rare case : if the snes crashes, and if it's not due to the player, head of ffsmk will eventually accept a new try.

VI. Match race specific rules

Only one rule: Give up is allowed, but cause direct loss of match.

VII. Battle Specific rules

For avoiding blocking game :

- When you obtain a ghost, you are forced to using it at maximum 10 seconds after obtaining. When abuse is realized, the player can ask to using his ghost. In the case or the ghost where not used 20 seconds after the match is directly loosed by opponent.
- If two players obtain a ghost, they have to use it in maximum ten seconds.
- On the "battle course 2" it's deny to stay in the shallow water too long. After 20 seconds the match is directly loosed by the player who stay too long on the shallow water.

VIII. Grand prix specific rules

After prior agreement of two player of low levels, it's possible to play the mushroom cup instead of the special cup.

Once the grand prix has started, it's forbidden to restart the cup. In case neither of the two players have remaining life please keep your score in mind.



Whenever possible (except by mutual agreement) using Give Up must not be used until one of the two players has finished the race.

