



Wargaming.net Gold League Season 5 Finals

Folsom Street Foundry

1425 Folsom Street

San Francisco, California

Sunday March 15, 2015

Finals Packet

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<p><i>We would like to request that players be active in social media throughout the entire trip. It would be great to have pictures of your journey to San Francisco as well as your overall Finals experience.</i></p> <p>#WGLFinals</p> <p>#WGLNA</p> <p>#WorldofTanks</p>	<p><u>Prize Breakdown</u></p> <p>1ST \$75,000</p> <p>2ND \$45,000</p> <p>3RD \$20,000</p> <p>4TH \$10,000</p>
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INTRODUCTION

Congratulations! You are one of the top tankers in North America and have found yourselves just a few caps and kills away from \$75,000! That's right, your team stands two match wins away from being crowned the WGLNA Gold League Season 5 Champion.

This packet will serve as your guide throughout the Finals; it will tell you everything you need to know in order to ensure a successful event.

***On media days and event day ALL players need to be wearing their team jersey and pants/jeans/slacks.**

LODGING & STIPENDS

The WGLNA is providing rooms for 8 players per Team. Each team has been booked for 4 rooms, so two to a room. To ensure everyone arrives on time the team will also receive a stipend for local travel (\$500 per team), please coordinate accordingly. Additionally, each player will receive \$160 for meals (\$40 per player, per day). You will receive \$80 on the first media day, \$80 on the second media day. The stipend is capped at 8 players and no additional money will be given out. San Francisco has several restaurants within walking distance from the venue and the hotel. Additionally, there may be snacks and water available during the match day.

HOTEL

**JW Marriott San Francisco Union Square
50 Post Street
San Francisco, California
415-771-8600**

ARRIVAL (WEDNESDAY)

You will be arriving on Wednesday, March 11. It is up to you to coordinate all of your local travel in San Francisco, including airport transportation. As mentioned above you will be receiving a travel stipend. The BART, Bay Area Rapid Transit, is a great and cost effective way to get to and from the airport.

WG OFFICE MEDIA DAY (THURSDAY)

Arrival Time

All teams must arrive by 8:00 AM PST.

Media Day is a very important piece in the WGLNA Season 5 Finals. This day allows us to gather video, photos, interviews, and build pieces that will tell your stories throughout the weekend. To get your travel and meal stipend you must be on time. Any player not on time and in jersey forfeits their stipend. Teams will receive their travel stipend on Thursday as well as half of their individual player stipend, the other half coming on Friday.

Below is the address of the site where we will conduct the Thursday Media Day. You will be held responsible for your own travel to the media day studio (a stipend will be provided, as noted above). We would also recommend bringing a jacket and shoes you feel comfortable walking around in.

Wargaming Headquarters

1480 64th Street Suite 300

Emeryville, CA 94608

MEDIA DAY (FRIDAY)

We will have a quick Media Day to gather green-screen shots at our Finals Location, Folsom Street Foundry, on Friday and the schedule is as follows:

2:00 PM - 3:00 PM : I Love Lamp

3:00 PM - 4:00 PM : eLevate

5:00 PM - 6:00 PM : The Cunninghams

6:00 PM - 7:00 PM : SIMP

*Upon arrival for the second media day all players who show up on time and ready to go **with their jerseys** on will receive the second half of their stipend.*

Folsom Street Foundry

1425 Folsom Street

San Francisco, CA 94103

FREE DAY (SATURDAY)

On Saturday there is no schedule that you need adhere to. You are free to explore the city of San Francisco or relax as you see fit for the big day on Sunday.

- Your team will receive a local travel stipend, so carpool when you go places, so this money doesn't go too fast. Here are some sights to see:

- Golden Gate Bridge / Golden Gate Bridge Park
- Alcatraz Island
- AT&T Park - 24 Willie Mays Plaza - (San Francisco Giants -- MLB)
- Fishermans Wharf / Pier 39

- 8 players will receive a total food stipend of \$160 if they show up to both media days.

Here are some good options near the venue:

- SO - (asian fusion) Good price and nice and close.
- Citizen's Band - (american) Versatile menu but a little more pricey.
- Smashburger - (burgers) Cheap, quick, and delicious.
- Ike's Place - (sandwiches) A place where all the locals go to get a BIG sandwich.
- Boudin Bakery & Cafe - (bakery/cafe) This place is different from all the others, it isn't just a restaurant its an EVENT; never a dull moment at Boudin's Bakery. It is a few miles away but definitely something you'll want to experience.

Finals Day Breakdown (Sunday)

9:30 AM (PST)

- All players are to arrive at Folsom Street Foundry and check in with Admin (address listed on page 5).

11:00 - 11:30 AM (PST)

- Doors open to the public and pre-show starts.

12:15 PM (PST)

- 1st Semi Final Match begins: Cunninghams vs eLevate

1:45 PM (PST)

- 2nd Semi Final Match begins: SIMP vs I Love Lamp

3:15 PM (PST)

- 3rd/4th Place Match begins.

5:00 PM (PST)

- Final begins.

7:00 PM (PST)

- Trophy Presentation

9:00 PM (PST)

- After party

**There will be a designated practice area where teams “on deck” will be able to warm up and play before their matches begin. They will receive specific instructions from the Admin as to when and where they must report for Team introductions at the beginning of their match.*

DEPARTURE

You will be departing San Francisco on Monday, March 16 unless you have a different departure date approved by the Admin. A reminder to those who would like to extend their stay; all stipends and lodging end on Monday the 16th. It will be up to you to book and pay for your own hotel room.

RULES

All Rules will be the same as during the playoffs.

- Map picking will start with the higher seed getting their choice of “heads” or “tails.” The winner of the coin toss will have a choice of either banning the first map or deferring for their choice of role in map one. The team that chooses the first map will get their choice of role in map two. (The same process as the regular season and playoffs).
- Tank Selection will work the same as all season, with a 60 second timer being initiated by the admin after both captains have confirmed that map, players, and side are correct in training chat.
 - Teams are allowed one timeout per match.
 - Timeouts will only be awarded if a team calls for it BEFORE the 60 second timer starts. Once the timer starts no timeouts will be allowed.
- Sides of the stage will be determined on event day.

**For a more detailed look at the rules please utilize your WGLNA S5 Player Handbook -- Section 4*

<p style="text-align: center;">Professionalism</p> <p>Remember that you are representing the WGLNA and your team and as such should act accordingly at all times. Please review the WGLNA rules for more details and specifics!</p>	<p style="text-align: center;">Punctuality</p> <p>It is imperative that you and your team show up on time! Each day you are scheduled your entire team needs to be present.</p>
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FAQs

Q: When do we get paid?

A: 30 days after payment forms are filled out.

Q: How do we get around?

A: It is recommended that you either download Uber or Lyft. Uber and Lyft are transportation companies that connect riders to drivers through their apps. You use the free app on your phone to request a car to pick you up at your location and all payments are processed through the app, no awkward exchange of money with a stranger. Each team will be provided a local travel stipend of \$500, so you should also carpool so as not to spend that money too quickly.

Q: Are our hotel rooms assigned?

A: Yes, your roommates have already been determined, but if one guy is a snorer or you want to room with a friend, nobody needs to know if you guys started swapping around amongst your teams.

Q: Do we have to give receipts for local travel and food, similar to flights outside of US or Canada.

A: No! The \$500 for local travel and \$40 per day for food is yours to spend as you wish, although it is recommended you use it for the assigned purposes. Anything left over is yours to keep. You only need to show up on media day to receive it.

CONTACT INFORMATION

Should you have any questions leading up to or during the event please contact the following WGLNA staff:

Chris Karlewicz <i>Commissioner</i> c_karlewicz@wargaming.net 510-381-0219	Donovan Henrikson <i>Product Manager</i> d.henrikson@eslgaming.com m 714-425-3459	Tim Cristalli <i>Admin</i> t.cristalli@eslgaming.com 860-944-6261
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We all look forward to seeing you in San Francisco!!