ROG RULE BOOK

For overclocking,

HWBOT RULES: http://hwbot.org/article/guides/rules

The ROG rule book is to ensure that rules are followed during ASUS ROG competitions. These rules have been set by ASUS ROG and can only be changed by ASUS. We have added 3 examples to fit different scenarios for each overclocking term to clarify any confusion. Our goal is to ensure that our competitions are streamlined and fair in any situation or competition we may hold.

Overclocking -

WR

World (global) Records – In order to achieve a **"World Record",** one must achieve the top score/scores based on "HWBot" benchmarks at the most current time under "HWBot" rules. There are no hardware restriction limits to reach the top score/scores for benchmarks. There are no restrictions on:
Type of CPU: Any CPU may be used to achieve WR.
Type of GPU: Any GPU may be used to achieve WR.
Chipset: Any hardware chipset may be used to achieve WR.
# of CPU: Any number of CPU may be used to achieve WR depending on hardware setup.
# of GPU: Any number of GPU may be used to achieve WR depending on hardware setup.

Example 1:
The Goal: Set a **World Record**
TYPE: World Records
Benchmark: CPU-Z
Type of GPU: Any GPU
Type of CPU: Any CPU
Chipset: Any chipset
# of CPU: Any
# of GPU: Any
Cooling: Any
Submitted Score: Only CPU-Z submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this mean?
If you are trying to achieve the **WR** for CPU-Z, you must achieve the highest score possible with no hardware restrictions. This means any CPU, GPU, Chipset, Cooling method can be used, but only the top score for the benchmark will win. Individual records for each VGA, Chipset, or CPU (example: GTX260, GTX295, i7 980x) does not apply. But you can use any hardware component to achieve the highest CPU-Z score possible. If a i7 980x receives a score of 6639MHZ and a Celeron 347 receives a score of 8199mhz. The Celeron 347 submission will win over the i7 980x submission.

Example 2:
The Goal: Set a **World Record**
TYPE: World Records
Benchmark: 3Dmark06
Type of GPU: Any GPU
Type of CPU: Any CPU
Chipset: Any chipset
# of CPU: Any
# of GPU: Any
Cooling: Any
Submitted Score: Only 3Dmark06 submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this mean?
If you are trying to achieve the **WR** for 3DMar06, you must achieve the highest score possible using any hardware possible, but only the top score for the benchmark will win. Individual records for each VGA, Chipset, or CPU (example: GTX260, GTX295, i7 980x) does not apply. But you can use any hardware component to achieve the highest 3Dmark06 scores possible. If a GTX480 with i7 920 receives a score of 30,000 and 2x GTX260 i7 980x receives a score of 29,000. The GTX480 with i7 920 will win over the 2x GTX260 i7 980x submission.

Example 3:
The Goal: Set a **World Record**
TYPE: World RecordS
Benchmark: SuperPi
Type of GPU: Any GPU
Type of CPU: Any CPU
Chipset: Any chipset
# of CPU: Any
# of GPU: Any
Cooling: Any
Submitted Score: Only SuperPi submitted scores apply.
Scores Applied: fastest time
Must be submitted after: xx/xx/xxxx

What does this mean?
If you are trying to achieve the **WR** for SuperPi, you must achieve the highest score possible using any hardware possible, but only the top score for the benchmark will win. Individual records for each VGA, Chipset, or CPU (example: GTX260, GTX295, i7 980x) does not apply. But you can use any hardware component to achieve the highest SuperPi scores possible. If a GTX480 with i7 920 receives a score of 5sec 968ms and GTX260 i5 670 receives a score of 5sec 900ms. The GTX260 i5 670 will win over the GTX480 with i7 920 submission.

HSWR

Hardware Specific World (global) Records - In order to achieve a **"Hardware Specific World Record",** one must achieve the top score/scores specific to the categorized hardware based on "HWBot" benchmarks at the most current time under "HWBot" rules. There are no restriction limits to the hardware being used except for what is noted as the restrictor to reach the top score/scores for benchmarks.

Example 1:
The Goal: Set a **Hardware Specific World (global) Records**
TYPE: Single GPU Record
Benchmark: 3DMark06
Type of GPU: GTX480
Type of CPU: Any CPU
Chipset: Any chipset motherboard that can support a single CPU
# of CPU: 1
# of GPU: 1
Cooling: Any
Submitted Score: Only single GTX480 GPU submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this all mean?
If you are trying to achieve the **HSWR** for 3DMark06, you must achieve the highest score possible using a single GPU Nvidia GTX480. This means only the Nvidia GTX480 may apply, but only the top score for the benchmark will win. Individual component records for CPU or Chipset (example: i7 980x, X58 chipset) does not apply. But you can use the components to achieve the highest 3Dmark06 scores possible. If a GTX480 with X58 receives a score of 30,000 and a GTX480 with P55 receives a score of 29,000. The GTX480 with X58 submission will win over the GTX480 with P55 submission.

Example 2:
The Goal: Set a **Hardware Specific World (global) Records**
TYPE: Chipset Record
Benchmark: 3DMark06
Type of GPU: Any GPU
Type of CPU: Any CPU
Chipset: X58 chipset based motherboard that can support a single CPU
# of CPU: 1
# of GPU: 1-4
Cooling: Any
Submitted Score: Only X58 chipset submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this all mean?
If you are trying to achieve the **HSWR** for 3DMark06, you must achieve the highest score possible using a X58 Chipset based motherboard. This means you must use an X58 chipset based motherboard. Any GPU type and quantity of may be used. Only the top score for the benchmark will win. Individual component records for CPU or Chipset (example: i7 980x, GTX480, X58 chipset) does not apply. But you can use the components to achieve the highest 3Dmark06 scores possible. If a GTX480 with X58 receives a score of 30,000 and a ATI 5870 with X58 receives a score of 29,000. The GTX480 with X58 submission will win over the ATI 5870 with X58 submission.

Example 3:
The Goal: Set a **Hardware Specific World (global) Records**
TYPE: Chipset Record
Benchmark: CPU-Z
Type of GPU: Any GPU
Type of CPU: Any CPU
Chipset: X58 chipset based motherboard that can support a single CPU
# of CPU: 1
# of GPU: 1-4
Cooling: Any
Submitted Score: Only X58 chipset submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this all mean?
If you are trying to achieve the **HSWR** for CPU-Z, you must achieve the highest score possible using a X58 Chipset based motherboard. This means you must use an X58 chipset based motherboard. Any GPU type and quantity of may be used. Only the top score for the benchmark will win. Individual component records for CPU or Chipset (example: i7 980x, GTX480, X58 chipset) does not apply. But you can use the components to achieve the highest CPU-Z scores possible. If an i7 980X with X58 receives a score of 6694MHZ and a i7 920 with X58 receives a score of 6699MHZ. The i7 920 with X58 submission will win over the i7 980X with X58 submission.

BSWRHS

Benchmark Specific World (global) Records Hardware Series - In order to achieve a **"Benchmark Specific World (global) Records Hardware Series",** one must achieve the top score/scores specific to the categorized benchmark under a specific list of hardware, based on "HWBot" benchmarks at the most current time under "HWBot" rules. There are no restrictions to the hardware being used except for what is noted as the restrictor to reach the top score/scores for the specific benchmarks listed.

Example 1:
The Goal: Set a **Benchmark Specific World Records Hardware Series**
TYPE: Single GPU record
Benchmark: 3DMark06
Type of GPU: (any Nvidia Geforce 200 series)
Type of CPU: Any CPU
Chipset: Any chipset that can support a single CPU
# of CPU: 1
# of GPU: 1
Cooling: Any
Submitted Score: Only single GPU submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this all mean?
If you are trying to achieve the **BSWRHS** for 3DMark06, you must achieve the highest score possible using a single GPU from the Nvidia Geforce 200 series family. This means any Nvidia 200 series card may apply, but only the top score for the benchmark will win. Individual records for each card (example: GTX260, GTX295) does not apply. But you can use the cards to achieve the highest 3Dmark06 scores possible. If a GTX260 receives a score of 30,000 and a GTX295 receives a score of 29,000. The GTX260 submission will win over the GTX295 submission.

Example 2:
The Goal: Set a **Benchmark Specific World Records Hardware Series**
TYPE: Single - Dual GPU record
Benchmark: 3DMark Vantage - Performance
Type of GPU: (any Nvidia series)
Type of CPU: Any CPU
Chipset: Any chipset that can support a single CPU
# of CPU: 1
# of GPU: 1-2
Cooling: Any
Submitted Score: Only Single or Dual GPU submitted scores apply.
Scores Applied: Highest score
Must be submitted after: xx/xx/xxxx

What does this all mean?
If you are trying to achieve the **BSWRHS** for 3DMark Vantage - Performance, you must achieve the highest score possible using a single or dual GPU from any Nvidia series family. This means any Nvidia series card may apply, but only the top score for the benchmark will win. Individual records for each card (example: GTX260, GTX480, Quadro) does not apply. But you can use the cards to achieve the highest 3Dmark Vantage - Performance scores possible. If a GTX480 receives a score of 29,000 and 2x GTX260 receives a score of 30,000. The 2x GTX260 submission will win over the GTX480 submission.

Example 3:
The Goal: Set a **Benchmark Specific World Records Hardware Series**
TYPE: Intel X58 chipset
Benchmark: SuperPi 32m
Type of GPU: (any VGA)
Type of CPU: Any CPU
Chipset: Any X58 chipset based motherboard that can support a single CPU
# of CPU: 1
# of GPU: Any
Cooling: Any
Submitted Score: Only X58 Chipset submitted scores apply
Scores Applied: fastest time
Must be submitted after: xx/xx/xxxx

What does this all mean?
If you are trying to achieve the **BSWRHS** for SuperPi 32m, you must achieve the highest score possible using a Intel X58 chipset based motherboard that can support a single CPU. This means there are no restrictions to the type or quantity in GPU or type of CPU. Only the top score for the benchmark will win. Individual records for CPU, GPU, etc does not apply (Example 980x, 975, 920), only the chipset category counts. You can use any CPU for an X58 Chipset motherboard to achieve the highest SuperPi 32m scores possible. If an i7 920 receives a time of 5min 25sec 734ms and an i7 980x receives a time of 5min 25sec 739ms. The i7 920 submission will win over the i7 980x submissions.

LN2R

LN2 Restriction - Limited to the amount of LN2 that may be used in competition, specified from Asus. Air and water cooling is unrestricted.

LN2RC

LN2 Restriction Cooling- Limited to the amount of LN2 that may be used in competition, specified from Asus. User is open to bring additional cooling method except for LN2 and LHe. Air, water, phase, cascade, dry ice is unrestricted.

LN2RO

LN2 Restriction Open - Limited to the amount of LN2 that may be used in competition provided by Asus or sponsor. User is free to bring their own supply of LN2 in the case additional LN2 is needed. Air, water, phase, Cascade, dry ice is unrestricted. LHe is forbidden.

LN2O

LN2 Open - Asus and sponsor will not restrict the provided amount of LN2.

PR

Phase restriction - Cooling is restricted to Phase, (water)H2O, and Air only. Cascade, Dry Ice, LN2, LHe is prohibited.

H2OR

(water) H2O Restriction - Cooling is restricted to (water)H2O, and Air only. Phase, Cascade, Dry Ice, LN2, LHe is prohibited.

O2R

(Air) O2 Restriction – Cooling is restricted to (air) O2. Water, Phase, Cascade, Dry Ice, LN2, LHe is prohibited.