



## **Annual Statement regarding 2018 & 2019 IESF Esports World Championships Qualifiers**

### **AESA 2019 IESF Esports World Championships National Qualifiers**

This year the AESA held national qualifiers across Australia for Dota 2 and Tekken 7. Top competitors who qualified were flown to Sydney to compete in a national qualifier final.

For Dota 2 online qualifiers were conducted and managed thanks to Critical Hit Entertainment; as well as numerous volunteers.

For Tekken 7 state qualifiers were conducted in New South Wales, Victoria, Queensland, South Australia, and Western Australia. The state qualifiers were managed thanks to Perth Iron King Arena in Western Australia, Couch Warriors in Victoria, Jonathan 'asa' Wai in Queensland, and Critical Hit Entertainment with assistance from Youssef 'faYd' Faddoul in New South Wales; as well as numerous volunteers.

The national qualifier final were managed thanks to: Youssef 'faYd' Faddoul as a contracted consultant and expert tournament organiser for Tekken 7, and Critical Hit Entertainment for donating production staff, equipment for both events and tournament support for Dota 2; as well as numerous volunteers.

This year's costs associated with the state and national qualifiers and attendance at the IESF Esports World Championships include event production, a prize pool for finalists, interstate flights and accommodation for national qualifiers, and international flights for the final qualifying six AESA representative athletes and an AESA delegate to the IESF Esports World Championships. Additional volunteers expected to support the AESA at the IESF Esports World Championships will fly at their own cost.

Athletes are allowed to bring coaches or additional support staff at their own cost.

No money is provided by the IESF to the AESA to host Australia's national qualifiers.

### **AESA 2018 IESF Esports World Championships National Qualifiers**

Last year, state and national qualifiers were held for CS:GO, League of Legends, and Tekken 7.

Parties that contributed to the hosting of the state and national qualifiers included: Perth Iron King Arena in Western Australia, Couch Warriors in Victoria, Checkpoint Esports in Queensland and OzHadou in New South Wales, MSY Technology for hosting a live stage and broadcast at Animaga featuring the top two League of Legends and CS:GO finalists who qualified from the online national qualifiers, Critical Hit





Entertainment for hosting the Tekken 7 finalists who qualified from the state qualifiers at the Esports Conference at the ICC Sydney and for hosting the online national qualifiers for League of Legends and CS:GO, and numerous other volunteers.

The AESA confirms that in 2018, the AESA was successful in tendering for flight support from the IESF for 11 athletes and 1 AESA delegate.

Each year the IESF allows member nation bodies to tender for flight support. Tendering success is measured against the member nation bodies' performance and conduct over the year. The AESA has been proudly successful in receiving flight support for its athletes for five consecutive years.

Last year, the AESA also recommended to the host country's event organiser, a number of its previous event commentators with both Matthew Bowerman (MattyB) and Robert Munday (Munday), being successfully contracted to provide event commentary at the 2018 IESF Esports World Championships.

Both received additional flight support and accommodation.

All additional volunteers who supported the AESA at the IESF Esports World Championships in 2018 flew at their own cost.

### **How flight support is arranged.**

Flight support is booked by the IESF on behalf of athletes and nominated delegates. Booking authority is not provided to member nations and no money is provided to member nations by the IESF for flight support. Member nations do not have authority to book or allocate flight support.

The IESF has never provided AESA flight support or accommodation to coaches.

The AESA sincerely thanks all those who have contributed their energy and time supporting the AESA, and to each year making the national qualifiers possible.

*Supporting statements from the International Esports Federation and Chinese Taipei Esports Association are attached overleaf.*





**No: 2019-0096B**

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**Date: 17<sup>th</sup> OCT 2019**

**SENDER:** Mr. Colin Webster, President of International Esports Federation (IESF)

**RECIPIENT:** TO WHOM IT MAY CONCERN

**SUBJECT:** STATEMENT REGARDING 2018 IESF WORLD ESPORTS CHAMPIONSHIP

Dear Sir or Madam

Australian Esports Association (AESA) is a non-profit, volunteer organization recognized as the full member of the International Esports Federation (IESF). IESF confirms that, AESA is currently a member in good standing.

It is AESA's duty to host National Trials to determine the teams/athletes that represent Australia at IESF Esports World Championships. Athletes that are so selected to represent Australia on the world stage, in the only globally national-representative esports tournament in the world. AESA is a volunteer organization, each year such National Trials are made possible by the efforts of volunteers, donating esports community, and contributing sponsors.

IESF too confirms that for IESF's 2018 Esports World Championships, IESF supported flights and accommodation to AESA for:

- Five(5) x CS:GO players
- Five(5) x League of Legends players
- One(1) x Tekken 7 player

IESF also provided accommodation for one (1) AESA official, and one(1) Media from Australia

No other support was provided by IESF to AESA, and all auxiliary staff (coaches, etc) received no benefit from IESF.

Yours sincerely,



Colin Webster, President





TO The Australian Esports Association (AESA),

Chinese Taipei Esports Association (CTESA) as the Host of the 10<sup>th</sup> IESF Esports Association, hereby clarifies only flight tickets and accommodation of the players (5 CS:GO players, 5 x League of Legends players and 1 x Tekken 7 player) and one official representing the AESA were covered by CTESA.

The two Australian commentators for CS:GO, including Matthew 'Matty B' Bowerman and Robert 'ManicMunday' Munday, were hired for their expertise by CTESA with international transportation and accommodation covered.

Except for the expenses mentioned above, there were no other financial support to the AESA.

We cherish the partnership with AESA very much and look forward to more potential collaboration with AESA in the future. Let's keep working together to promote sustainable Esports development.

Best Regards,

Kurt Hung  
Secretary General  
Chinese Taipei Esports Association (CTESA)  
October 16, 2019

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## About the AESA

The Australian Esports Association is a non-profit, volunteer organisation founded in April 2013 as an independent representative peak-body and focused source of advocacy for esports.

The AESA holds the core values for the advancement of esports in Australia, the recognition of esports, promotion of good governance and creation of a fair play environment, promotion of education and research and athlete outreach.

From 2013 the AESA has been recognised as the full member for Australia by the International Esports Federation, currently comprising 52 nationally representative esports organisations, 29 of these nations officially recognising esports by their government or National Olympic Committee.

The AESA has maintained a full membership status with the IESF each year, keeping all membership fees paid in full and remains in good standing.

