General Info

DATE: 28 Feb - 01 Mar 2015
LOCATION: Victoria Conference Centre 720 Douglas St. Victoria, BC
COST: TBA

Tournament Schedule
Day 1 - 28 Feb 2015
08:30 to 09:00 – Registration & Setup
09:00 to 11:30 – Round 1 (Random)
11:30 to 12:30 – Break
12:30 to 15:00 – Round 2 (Swiss)
15:15 to 17:45 – Round 3 (Swiss)

Day 2 - 01 Mar 2015
09:00 to 11:30 – Round 4 (Swiss)
11:45 to 14:15 – Round 5 (Swiss)
14:15 to 15:00 – Break
15:00 to 15:30 – Results/Awards

What you should bring
- Your Team of Miniatures (should be painted and flocked). You should have numbers on the bases of your miniatures, so that your opponent can differentiate your players at a glance. Shoulder pads are generally not readable from across the table, and coloured rings, while popular, are not as universally accepted.
- 3 copies of your team roster (one to hand in).
- D8, 2D6 and a set of Block dice.
- Pen/Pencil

Things we will provide
- Blood Bowl Pitches and Dugouts
- Awards/Prizes
- Timers
Team Building

Team Building Rules
Coaches have 1,100,000 gold crowns with which to build their teams. All teams will be required to field at least 11 players. This total will include any Star Players purchased. All Star Players are available (for their relevant teams) at their FULL costs; ie, Griff Oberwald is worth 320,000 GC. These stars are treated as players on your roster, though they naturally will still suffer from LONER. Any team may purchase up to two star players, and opposing teams may indeed purchase the same star for the same game. All Inducement options may be purchased for any eligible team, at their usual costs, apart from Wizards, Mercenaries, Extra Team Training and Special Play Cards. This is a Resurrection Format so the roster you submit is the team you will use each game. There is no Star Player Points throughout the tournament and no winnings either.

Player Skill Package
After purchasing your team of 11 or more players (including Stars) and any Inducement options, you may take up to six additional skills for your team. These skill packages do not affect or go against the 1,100,000 gold crowns you get to build your team. Each coach may take a skill "package" consisting of either:
· 6 regular skills;
· 4 regular skills plus one “double;” or
· 2 regular skills and 2 “doubles;” and
· No attribute picks are allowed.

*Note: Star players may not be given additional skills; no player can add more than one skill; and no skill can be chosen more than twice by any team

Rule for Multiple of the Same Star Player
This is a once in a lifetime event for most of the guys. As such, some players may pretend to be a Star Player or some of the smart ones will be cloned by Wizards to get double the pay. What does that that mean? Star Players may play for both teams. There is no “Highlander Rule”. Star Players follow the same rules that are in the CRP Rule Book. 0-2 Star Players may be purchased per team.

Injured/Killed Players
As previously stated this is a Resurrection Formatted Tournament. All injuries will be cured and all killed players will be resurrecting so that you start each game with your original roster.

Illegal Procedure
Illegal procedures will not be used in the name of sportsmanship
Timing
The game round time limit WILL be strictly enforced. You will receive ‘Time Remaining’ updates from the Tournament Organizer to help you stay on pace. To help with this the 4 Minute turn rule will be in effect. At each table a timer will be present and used.

Scoring
After each round you will fill out both the game sheet based on the game just completed.
- A WIN is worth 60pts
- A DRAW is worth 30pts
- A LOSS is worth 10pts
- If you lost by 1 Touchdown, you earn +2 bonus pts
- If you won by 2 or more Touchdowns you earn +2 bonus pts
- If you won by 3 or more Touchdowns you earn +5 bonus pts
- If you caused 2 more CAS than your opp you earn +2 bonus pts
- If you caused 3 or more CAS than opp you earn +5 bonus pts
- If you finished the game by using all turns +3 bonus pts
- If you email your roster to the Commissioner Dan Martin (hotpanda40K@gmail.com) before 27 Feb 2015 you will earn +15 bonus pts.

*Note 1: Winning by 2 TD does not stack with winning by 3 TD. IE if you won 4-1 you only get a +5 bonus pts. The same goes CAS bullet points above.

Note 2: There is no championship game, the standings will solely be determined by total points

Overtime
There will be no overtime played. If your game ends in a draw, it’s a draw.

Tiebreakers
The Scoring system has been setup to hopefully get the most accurate representation of how everyone has performed. If, by chance there is a tie in Tournament points, the ties will be broken in this order:
- Winning Percentage Head to Head record
- Net TDs plus Net CAS
- Total TDs plus Total CAS

Painting
All teams are should try to meet the minimum painted guidelines. Each model should have at least 3 colors on them and have had some attempt at making them appear finished. Painted teams will receive +10 bonus points added to their final score for the tournament.
Sportsmanship
We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is. Tournament Organizer will strictly enforce the “Don’t be a Douche” policy. Basically, it consists of not performing any acts of Douchebaggery.

Awards
The following awards will be given out after the last round:
- **GottaCon Champion** – Team with the most Tournament Points.
- **Disturbing Presence Award** – Team with the least amount of TDs scored against them.
- **Glory Hog Award** – Team with the most TDs.
- **Outstanding Sportsmanship** – The coach with the most Sportsmanship votes.
- **Best in Uniform Award** – Team with the most votes for painting, conversions, and general appearance.
- **Killer Contract Award** – The team that causes the most Casualties from Blocks/Blitzes. Crowd pushes, chainsaws, bombs and fouls do not count towards this.
- **Bottom Feeder Award** – Goes to the team with the least amount of Tournament Points.

Spread The Wealth
A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards, i.e. Bottom Dweller has to have played in all 4 rounds.

**QUESTIONS?** Email Dan Martin (The Commissioner) at hotpanda40k@gmail.com for Answers!