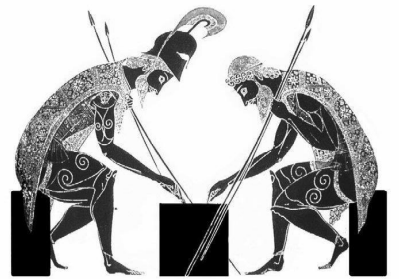


Mind Sports Olympiad Tournament Rules & Information for:

# Carcassonne

**Warfare 2023 - Saturday 11th November 2023 13:00**



## Arrival

Please come to the Tournament Admin desk with your ticket to Check In for the tournament. Check In will be open for the 30 minutes leading up to the published start time. You can Check In at any time during this period. Please be in the tournament area at the start time and we will assign you to your first table (tables with games on them will be a good hint of where the games will be played).

## Tournament Schedule

Please note that this schedule is only an approximation to try and help you plan your day. We will endeavour to stick as closely to the schedule as we can however sometimes games go long. Please confirm with an umpire when the next round is due to start before leaving the playing area.

12.30: Check In Opens

13.00: Check In Closes. Welcome & Introduction from Arbiters

13.05: Round 1

13:50: Round 2

14:35: Round 3, followed by a short break.

15:45: Round 4

16:30: Round 5

17.15: Grand Final

18.00: Prize Giving & Conclusion

If at any time you would like to withdraw from the tournament you are more than welcome, however please tell us at the desk so that we don't assign you to any further games and leave other players with a missing opponent.

## Tournament Format

- Tournament Length: 5 rounds plus Grand Final
- Players per Table: 2
- Pairing System: Swiss
  
- Preliminary Rounds: All players play 5 games. Players score 1 point for each win, 0 for a loss.
- Grand Final: The two players with the best tournament ranking from the initial 5 rounds will proceed to the Final.

## Standings

Tournament Standings are determined as followed:

1. Result of the Grand Final
2. Tournament Score in Preliminary Stage.
3. Buchholz ignoring 2 weakest opponents (if still tied then ignoring 1, then 0).
4. In the unlikely event of a continued tie, it will be resolved randomly.

If any game ends in a tie then it will be awarded as a win to the player who played second (as this is considered to be the disadvantaged position).

### **Tournament Specific Rules**

The Abbot Meeple and River Tiles provided with the game are NOT used. Clarification of scoring vs. older rulebook versions:

- Size 2 cities are worth 4 points when completed.
- Completed cities are worth 3 points to each eligible scored field at the end of game

If it is not possible to place a tile in a legal location due to circumstances outside of the rules of the game of Carcassonne, for example because it would hang off the edge of the table, then the tiles may be re-positioned on the table in order to create the necessary space.

Turns are considered completed once a tile has been placed and a meeple let go of on the tile (or signalling that no meeple will be played to the opponent). Up until this point a player may change their mind about their move but once the meeple has been let go the move is final.

During the Preliminary Rounds the draw will determine who is the start player. Players should expect to play a similar number of games as the start player and as the second player. For the Grand Final, the tournament leader receives the choice of who is the starting player.

### **Clock Timings**

- No clock is used by default during the tournament. Instead players are expected to play at a reasonable tempo such that the average game should finish within 30 minutes.
- The arbiter at his/her discretion may apply a turn timer at any time during the game in order to speed up play. Once the timer expires the active player passes and may not take any further actions. The dice are passed to the next player to begin their turn.
- The Grand Final shall be played with a clock time of 15 minutes per player if both players agree, or if the final starts after 17:30. If a player runs out of time, they are not permitted to take any further turns, but still draw tiles and discard them.