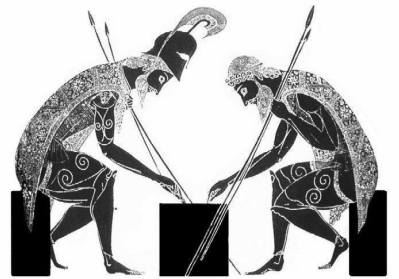


Mind Sports Olympiad Tournament Rules & Information for:

# Catan

**Warfare 2023 - Saturday 11th November 2023 12:30**



## 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.

12.00: Check In Opens

12.30: Check In Closes. Welcome & Introduction from Arbiters

12.35: Round 1

14:25: Round 2

16:15: Round 3

18:15: 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: 3 rounds
- Players per Table: 4

## Standings

Tournament Standings are determined as followed:

1. Most Games Won
2. In game Victory Points scored
3. Points differential to best opponent in each game, summed together
4. Percentage of points scored in each game, summed together

## Draw Methodology

- Round one is drawn randomly.
- Round two is drawn balanced (i.e. each board consists of a player from each quarter of the rankings table going into that round). Repeat matchups are avoided and seating positions are balanced as far as possible.

- Round three is drawn ordered by the tournament standings, i.e. the top four players onto the first table, and so on. Players choose their starting seat in order of tournament standings (highest picks first).

### **Tournament Specific Rules**

- There are no restrictions to table talk during the game. Players may offer suggestions or advice to their opponents as they see fit, however promises for future actions are not binding.
- A player's turn is ended by the act of passing the dice to the next player.
- The "In game victory points scored" taken to determine Tournament Rankings cannot exceed 10 for any player from any one game. If you score more than 10 victory points you will only contribute 10 to your score. It is possible for a player to score 10 without winning the game (if they are on 10 victory points when another player claims the win on their turn).

### **Game Rule Clarifications**

- The trading and building phases can be carried out simultaneously. You can perform these actions in any order you choose on your turn.
- A player may play Development Cards prior to rolling the dice on their turn.
- A Development Card cannot be played on the same turn that it is bought. When buying a Development Card players should make sure to keep that card clearly separated from other Development Cards they have purchased previously so that it is clear which card(s) are new. Exception – a victory point card may be revealed immediately after purchase to claim the 10 victory points to win the game.
- The "friendly robber" variant is not played. The robber may be placed on players from the start of the game.

### **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 90 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.

### **Tie-Breaking Procedures**

- A win cannot be tied in Catan as players can only win on their own turn. Tie-breaks for other positions are not required for this tournament