

ALAN AID



TOURNAMENT RULES PACK

July 27th at Wizards Asylum
749 South Jenkins Avenue. Norman, OK 73069

Welcome to Alan Aid! Alan Aid, why Alan Aid?

This is a charity Blood Bowl Tournament for our buddy Alan. He and his family lost their home in the May 20th Tornado and this is our way for having some fun and raising some money for them. We will be taking in all donations whether that be extra prizes for the tournament or money for the family.

PLEASE NOTE: All entry Fees for this tournament will go towards Alan and his family. All prizes will be in the form of Certificates and donated prizes.

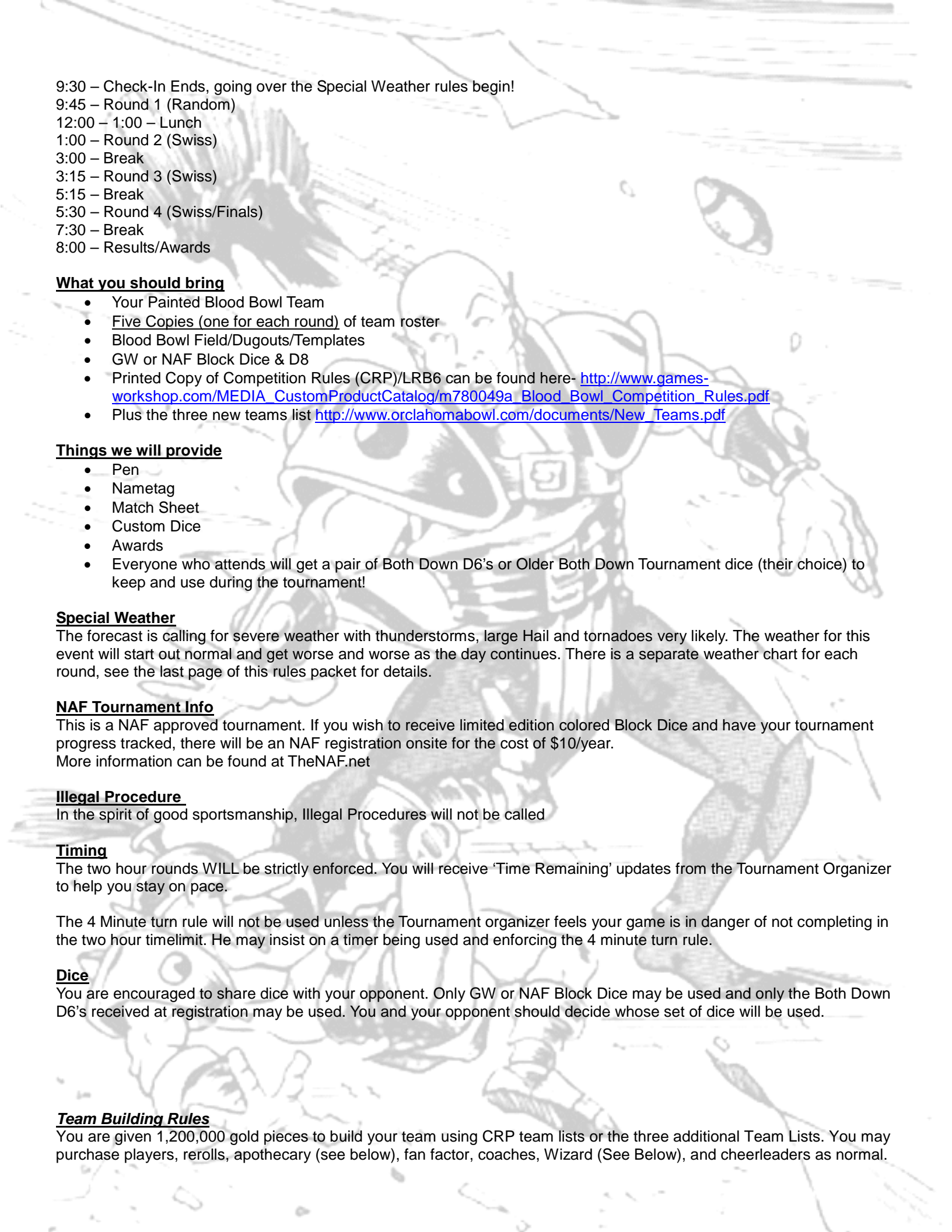
Cost and Sign up!

In order to register for this tournament you must do the following:

- Send \$15 via Paypal to orclahomabowl at gmail dot com
- Send your team roster to orclahomabowl at gmail dot com
- Deadline for Rosters and Preregistration is Tuesday, July 23rd
- There will be on-site registration at a higher entry fee of 25 dollars.
- There will be also be a charity jar so people may donate more to the cause the day of the event.

Tournament Schedule

9:00 – Check-In Starts



9:30 – Check-In Ends, going over the Special Weather rules begin!
9:45 – Round 1 (Random)
12:00 – 1:00 – Lunch
1:00 – Round 2 (Swiss)
3:00 – Break
3:15 – Round 3 (Swiss)
5:15 – Break
5:30 – Round 4 (Swiss/Finals)
7:30 – Break
8:00 – Results/Awards

What you should bring

- Your Painted Blood Bowl Team
- Five Copies (one for each round) of team roster
- Blood Bowl Field/Dugouts/Templates
- GW or NAF Block Dice & D8
- Printed Copy of Competition Rules (CRP)/LRB6 can be found here- http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf
- Plus the three new teams list http://www.orclahomabowl.com/documents/New_Teams.pdf

Things we will provide

- Pen
- Nametag
- Match Sheet
- Custom Dice
- Awards
- Everyone who attends will get a pair of Both Down D6's or Older Both Down Tournament dice (their choice) to keep and use during the tournament!

Special Weather

The forecast is calling for severe weather with thunderstorms, large Hail and tornadoes very likely. The weather for this event will start out normal and get worse and worse as the day continues. There is a separate weather chart for each round, see the last page of this rules packet for details.

NAF Tournament Info

This is a NAF approved tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked, there will be an NAF registration onsite for the cost of \$10/year. More information can be found at TheNAF.net

Illegal Procedure

In the spirit of good sportsmanship, Illegal Procedures will not be called

Timing

The two hour rounds WILL be strictly enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace.

The 4 Minute turn rule will not be used unless the Tournament organizer feels your game is in danger of not completing in the two hour timelimit. He may insist on a timer being used and enforcing the 4 minute turn rule.

Dice

You are encouraged to share dice with your opponent. Only GW or NAF Block Dice may be used and only the Both Down D6's received at registration may be used. You and your opponent should decide whose set of dice will be used.

Team Building Rules

You are given 1,200,000 gold pieces to build your team using CRP team lists or the three additional Team Lists. You may purchase players, rerolls, apothecary (see below), fan factor, coaches, Wizard (See Below), and cheerleaders as normal.

Having at least one Star Player on your team is required (See below). Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED. With that said, you may purchase any other inducements as part of your team built.

APOTHECARY NOTE: Apothecaries hired for Alan Aid will work on any of the Star Players taken.

WIZARD NOTE: A single WIZARD may be purchased for 100K but may ONLY use the Fireball Spell.

CRP Star Players (Storm Chasers)

Note: Every team must include at least one Star Player from the CRP Rule Book that is available to that team, Having 10 players plus a Star Player is allowed.

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 as there is no "Highlander Rule"**.

Additional Skills

You can choose one of the following skill packages to add to players on your team.

- Package A: 6 normal skills
- Package B: 4 normal skills and 1 doubles skill
- Package C: 2 normal skills and 2 doubles skills

You may only assign one additional skill per player, and no skill may be taken more than three times. You may not assign a skill to a Star Player.

Scoring

After each round you will fill out both the game sheet and the etiquette 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 caused 1 more CAS from Blocking than opp you earn +2 bonus pts
- If you caused 2 or more CAS from Blocking than opp you earn +5 bonus pts
- If you clear the pitch you earn +5 bonus pts
- If you won by 2 Touchdowns you earn +2 bonus pts
- If you won by 3 or more Touchdowns you earn +5 bonus pts
- If you finished the game by using all turns +3 bonus pts
- If you CAS (by any means) the Storm Chaser (Star Player) of the opponent +3 bonus pts

There is a 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:

- Total Points
- Winning Percentage
- Strength of Schedule
- Head to Head record
- Net TDs plus Net CAS
- Total TDs plus Total CAS

If it is still a tie at that point, the tournament organizer will use his best judgment in finding a way to break the tie.

Painting

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some attempt at making them appear finished.

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.

Sportsmanship Awards will be determined based on answers given in the Etiquette Sheet.

Tournament Organizer will strictly enforce the "Don't be a Douche" policy. Basically, it consists of not performing any acts of Douchebaggery.

Awards (NOTE: ALL AWARDS WILL BE CERTIFICATES)

The following awards will be given out after the last round:

- Alan Aid Champion - Winner of Top Table in Round 4
- 2nd Place - Loser of the Top table round 4
- Del Zine Cup (3rd Place).
- Best Offense Certificate - Team that scored the most TDs
- Best Defense Certificate - Team that allowed the fewest TDs
- Most Brutal Certificate - Team that inflicted the most Casualties from Blocking
- Stunty Cup – Highest rated Stunty Team (Halflings, Goblins, Ogre) in standings
- Best Appearance - Best looking team as decided by player vote. Tournament Organizer will have final say and break any ties.
- Best Sportsman - Best Sportsman as decided by player vote. Tournament Organizer will have final say and break any ties.

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. Back of the Pack has to have played in all 4 rounds.

QUESTIONS? Email us at **OrclahomaBowl@gmail.com** for Answers!

ROUND 1 - EF1 Weather table

2	Sweltering Heat
3	Very Sunny
4-10	Nice
11	Pouring Rain
12	Blizzard

ROUND 2 - EF2 Weather table

2	Sweltering Heat
3	Very Sunny
4-8	Nice
9-11	Pouring Rain
12	Blizzard

ROUND 3 - EF3 Weather table

2	Sweltering Heat
3	Very Sunny
4	Nice
5-8	Pouring Rain
9-10	Blizzard
11-12	Combine effects of Pouring Rain and Blizzard

ROUND 4 - EF4 Weather table

2	EF5- Get underground! Combine effects of Sweltering Heat, Pouring Rain & Blizzard
3	Very Sunny
4	Pouring Rain
5	Blizzard
6-11	Combine effects of Pouring Rain and Blizzard
12	EF5- Get underground! Combine effects of Sweltering Heat, Pouring Rain & Blizzard

