Welcome to the first every tournament ran by THBBL and BGC!  
  
The key information  
When:  
26th & 27th October 2024  
Where:  
Novotel, Victoria St, Redcliffe, Bristol BS1 6HY  
Parking:  
TBC  
  
We accept no responsibility for parking issues!  
  
How much:  
£35  
  
All payments are to be made by PayPal FRIENDS AND FAMILY PAYEMENT ONLY to THBBL.Pumpkinbowl@gmail.com  
  
Can we ask that along with payment you send us your email, name and NAF number & name

What do you get:  
Each coach will receive a 3d printed mascot model and 2D (1 THBBL and 1 GBC) in there welcome pack (I am hoping to add in some other items depending on ticket sales)  
  
What should you bring: Your team which must be painted to 3 colours minimum, based and WYSIWYG, proxies are allowed but must be themed to match as a team and positions must be clearly identifiable, a pitch, your dice, any relevant markers, tokens, templates and gifts for your lovely organisers and referees

There may be some pitches on site but not enough for the entire event so people will need to bring some with them.  
  
Rules:

All teams are reset after every game using the resurrection format. No SPPs are required to be recorded, injured or dead players are healed, there are no winnings rolls and raised players are lost.  
  
The round time is 2 hours 15 Mins per round  
  
Unless rolled on the kick-off table, weather will always be Perfect Conditions.  
  
The scoring for the event will be 3 points for a win, 1 point for a draw and 0 for a loss.  
  
Tied coaches are separated on Strength of Schedule, then total combined TD and CAS difference, followed by most fouls resulting in a Casualty, if needed.  
  
Non-fouling Casualties are only counted if they would yield SPP. Crowd surfs, thrown rocks, chainsaws, etc… do not count.  
  
12+ players on the pitch – If a team is found to be fielding too many players, the opposition coach may choose which player(s) are sent off. If a team is found to be fielding less than 11 players, the drive must be played out with that many players on the pitch (no additional players can be brought on).

Rosters are to be submitted to tourplay by 20th October.

TEAM CREATION

Every team is permitted to spend 1.15m Gold Crowns at creation. All 30 official teams are permitted at the tournament. All Inducements may be taken that are listed in the main rules, death zone and almanacs, except for Giants, Wizards, Special Plays, Biased Referees and Unlimited Mercenaries.

Star Players - Only Tier 4 teams are allowed star players and the highlander rule will also be in effect for star players so if both coaches are taking the same one neither can be played.

All teams will be given a free mascot to be used during their matches with the model to represent be given to them on the day as part of their welcome pack.

SKILL CHOICES  
All 30 races are tiered. Each tier has an allocation of skills, and a set of restrictions on those skills listed below.

Tier 1 – 6 primary skills – no stacking

Teams in tier 1 - Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elves, Vampires.

Tier 2 – 7 primary and 1 secondary - no stacking.

Teams in tier 2 - Black Orc, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, High elf, Slann.

Tier 3 – 8 primary and 1 secondary - no stacking.

Teams in tier 3 - Chaos Chosen, Chaos Renegades, Imperial Nobility, Nurgle, Old World Alliance, Tomb Kings

Tier 4 – 9 primary skills and 2 secondary, players can have a primary, stacked primary or a secondary skill but you are not allowed to stack primary and secondary skills on the same player.

Teams in tier 4 - Goblin, Halfling, Ogre, Snotling, Gnomes (this is subject to change in the next couple of months)

PRIZES  
We will be using the ‘Highlander’ (there can be only one) approach to prizes, where coaches are only eligible for one prize. If a coach has won more than one prize, they will either receive the highest ranked prize, or be given the choice. The unchosen prize/s will then go to the next eligible coach.  
  
First Place; Second Place; Wooden spoon, Most casualty (non-fouling), Best stunty, Most fouls and best painted.

There will also be spot prizes announced on the day.

Timings

Day 1

9:00 – Arrival and registration

9:30 – Announcements and housekeeping

9:45 – Game 1

12:00 – Lunch – Best painted entries put on show.

12:45 – Game 2

15:00 – Break

15:15 – Game 3

17:30 – End of day 1

Day 2

9:00 – Welcome and announcements

9:30 – Game 4

11:45 - Lunch

12:30 – Game 5

14:45 – Break

15:00 – Game 6

17:15 – Announcements and prizes

17:45 – Done for the weekend.

We will have a limit of 2 hours 15 mins, per game. If anyone wishes to play to a clock at any point (either before a game begins or during) then both players are required to use a chess clock, there are various apps available to allow you to do this yourselves.

If a round is called, coaches will play to the end of an equal turn for them both (e.g. if the round was called when one coach was in the middle of their turn seven, the other coach would get to complete their turn seven. If the round was called when one player had already finished their turn seven, the second player would get to complete their turn seven).

There are cafes and coffeeshops a short walk away along with a Sainsburys but we will also be placing a lunch order in advance so there will be details available for those who wish to place an order which will be emailed out to attendees closer to the event.

Software – We will be using Tourplay and will share the details for registration of teams closer to the event.