



Chicago Open Tournament

Steam Forged Games Official Guild Ball Tournament rules can be found at:
http://guildball.com/downloads/GuildBall_MFA_OP_HighRes.pdf

Tournament length: “It’s not over, ‘til it’s over” (Modified)

32 players Total - Two Divisions of 16 players each - 4 round event.

If time allows, the winners of each Division will play off in a Championship Match, otherwise all points are tallied at the end to determine a winner:

Ranking will be by TP / Total VPs / VP Difference / Total Goals / Total Take-outs

Match win conditions: “Play to the final whistle”

12 points wins the game

Round Length: MODIFIED FOR ADEPTICON

Chess Clocks are set to 40 min per player, Round length is 90 min

Team Roster Selection: “Strength in Depth”

Single Guild with a fixed Captain, Mascot, plus up to 8 other eligible players

All must be painted per the Adepticon and Guild Ball MFA Organized Play rules packet

Season 2 models which have been released for purchase by Steam Forged and any available for sale at the convention are legal for this event.

Match Roster Selection: “Hide the team sheet”

Each player announces their Guild. Players then select their 6 models from their team roster (including one captain and one mascot per match) by writing them on their score sheet. Players will simultaneously reveal their active models for the match.

Plot Cards: “Season 1”

Season 1 Guild Plots will be used for this event. Players must provide their own Plot Card deck.

Round Tentative Timings:

8:30 am - 8:50 am	Registration
9:00 am - 10:30 am	Round 1
10 minutes	Break
10:40 am - 12:10 pm	Round 2
30 minutes	Lunch
12:40 pm - 2:10 pm	Round 3
10 minutes	Break
2:20 pm - 3:50 pm	Round 4
10 minutes	Break
4:00 pm - 5:30 pm	Wrap-up & Announcements Championship Match, if time permits

