

# 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 <b>-</b> 5:30 pm	Wrap-up & Announcements
	Championship Match, if time permits

# GUILD BALL PLAYER RECORD SHEET

Player Name	يو				Guild	pii			
Round	Result	Your VPs	Your Goals	Your Take-outs		Opponent's Name			Opponent's VP's
I	W L D 10 0 1								
2	$\begin{bmatrix} \mathbf{W} & \mathbf{L} & \mathbf{D} \\ 10 & 0 & 1 \end{bmatrix}$								
ო	$\begin{bmatrix} \mathbf{W} & \mathbf{L} & \mathbf{D} \\ 10 & 0 & 1 \end{bmatrix}$								
4	W L D								
5	$\begin{bmatrix} \mathbf{W} & \mathbf{L} & \mathbf{D} \\ 10 & 0 & 1 \end{bmatrix}$								
9	W L D								
7	$\begin{bmatrix} \mathbf{W} & \mathbf{L} & \mathbf{D} \\ 10 & 0 & 1 \end{bmatrix}$								
	Team Roster	Round 1	Round 2	d 2	Round 3	Round 4	Round 5	Round 6	Round 7
Captain									
Mascot									
Model 1									

Captain         Mascot         Model 1         Model 2         Model 3         Model 4         Model 5         Model 5         Model 6         Model 8         Model 9         Model 9 <td< th=""><th></th><th>Team Roster</th><th>Round 1</th><th>Round 2</th><th>Round 3</th><th>Round 4</th><th>Round 5</th><th>Round 6</th><th>Round 7</th></td<>		Team Roster	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Mascot       Model 1         Model 3       Model 4         Model 6       Model 6         Model 8       Model 8	Captain								
Model 1         Model 3         Model 4         Model 6         Model 8         Model 8	Mascot								
Model 2       Model 3         Model 4                 Model 5                 Model 6                 Model 8                 Model 8	Model 1								
Model 3         Model 4         Image: Control of the c	Model 2								
Model 4       —————         Model 5       Model 6         Model 7       Model 8	Model 3								
Model 5           Model 6           Model 7           Model 8	Model 4								
Model 6         Model 7           Model 8         Model 8	Model 5								
Model 7 Model 8	Model 6								
Model 8	Model 7								
	Model 8								