

THE BLACK ORIFICE PRESENTS...

The 2016 UK Guild Ball MASTERS Weekend

Two Guild Ball tournaments, Saturday 9th and Sunday 10th July 2016

INTRODUCTION

Over the past year I have been collecting data from as many Guild Ball tournaments as I can get hold of and putting the data together to make a rankings of players and guilds in the game. This was developed as a tool to satisfy my curiosity, but has become a source of friendly rivalry and banter between players. So what better way than to settle arguments about who is best than a Masters tournament for the top ranked players in the country?

But this is not just a single event. A 16-player Guild Ball tournament fits comfortably into a single day, so why not expand out the fun to everyone with an Open event running the day before?

The UK Guild Ball Masters is a weekend of two tournaments at the Sanctuary Gaming Centre in Nottinghamshire. Come down on the Saturday for a 32-player Guild Ball tournament, and stay for the Sunday, maybe as a spectator, maybe by winning your way through to compete, and see some of the best players in the country battle for bragging rights and see who will be crowned the 2016 Guild Ball Master. It could be you!

THE SANCTUARY GAMING CENTRE

The events will take place at the Sanctuary Gaming Centre:

St. Michaels & All Angels Church,
St. Michaels Street,
Sutton-in-Ashfield
NG17 4GP

Sanctuary has been created as a haven for tabletop and board-gamers alike and stands out as one of the premier gaming venues in the country. It's hopefully a reasonable travel for lots of people to get to from North and South alike, and a great venue to decide who will be the UK Guild Ball Master 2016.

THE MASTERS OPEN – SATURDAY 9TH JULY

The Masters Open is a 32 player guild ball event, open to anyone. A standard (and hopefully sanctioned) Guild Ball tournament that follows the standards set out in the organised play pack.

It has the additional first place prize of a free ticket to the Invitational on the Sunday, but is otherwise a typical Guild Ball tournament.

Following the [Organised Play](#) pack, this event follows the standard for a Regional Cup, using the following options:

- ⊗ **A Champion is Crowned:** the event runs until one Player has more tournament points than any other Player at the end of a round, or after five rounds have been played, whichever occurs first.
- ⊗ **Play to the final whistle:** Games are played to a 12 VP win condition.
- ⊗ **Team Tactics:** Chess clocks are set to 45 minutes per player. Admin/Clocked out time is 20 minutes total with clocked out players being allowed 1-minute activations. Round length is 110 minutes total.
- ⊗ **Strength in depth (6):** Tournament players are allowed to include 6 models on their team roster in addition to the team captain and mascot. Select your team as follows:
 1. Select a guild to use.
 2. Select an eligible captain model.
 3. Select an eligible mascot model.
 4. Select 6 eligible models from your Guild and/or eligible Union models.
- ⊗ **Hide the Team Sheet:** At step C of the pre-match sequence, players record in secret the 6 models from their team roster (including one captain and one mascot) that will be active for this match. They then simultaneously reveal the 6 active models.

AWARDS & PRIZES

We are hoping to get the Masters Open tournament sanctioned by Steamforged games, but in addition to the prize support provided by Steamforged and any other sponsors we may be able to attract for this event, there will be trophies for the tournament winner and best painted winner, and extra certificates and prizes (dependent on number of attendees) for everyone who achieves 4 wins, regardless of their final position, a special drinking glass for the player voted most sporting and a very special wooden spoon.

EVENT TIMINGS

The event will follow the timings below:

Time	Event
08:30 – 09:00	Registration
09:00 – 10:50	Game 1
11:00 – 12:50	Game 2
12:50 – 13:30	Lunch
13:30 – 15:20	Game 3
15:30 – 17:20	Game 4
17:30 – 19:20	Game 5
19:30 – 19:45	Awards

TICKETS

Tickets for the Masters Open tournament will be priced at £12.50 each and will be available from 12:00 noon on Friday 1st April 2016.

Tickets can be purchased by sending £12.50 as a friends and family payment (or £13.07 if you want to send the reassurance of PayPal's buyer protection) through PayPal, to malladin.ben@googlemail.com.

Money received before the official opening of ticket sales will be refunded.

Attendees who send payment after all the tickets have been sold will be offered the opportunity for a full refund or to be placed on a pre-paid waiting list. Precedence will be given to people on a pre-paid waiting list if tickets become available due to cancellations.

Refunds for cancellations will only be offered up to the 24th June, although may be given later if your ticket can be resold.

Lunch is not included in the ticket price.

THE MASTERS INVITATIONAL – SUNDAY 10TH JULY

The Sunday tournament will be a *free* invitational 16 player event. Invites will go out to the top players from the rankings, with one spot reserved for the winner of the Masters Open.

Following the [Organised Play](#) pack, this event uses the following options:

- ☉ **It's not over 'til it's over:** The tournament takes place over four rounds with the victor and runners up being determined only after the final round has been completed.
- ☉ **Play to the final whistle:** Games are played to a 12 VP win condition.
- ☉ **Team Tactics:** Chess clocks are set to 45 minutes per player. Admin/Clocked out time is 20 minutes total with clocked out players being allowed 1-minute activations. Round length is 110 minutes total.
- ☉ **Championship Event:** Your roster size is 9 models, including Captains and Mascots.
 1. Select a Guild to use.
 2. Select 1-2 eligible Captain models.
 3. Select 1-2 eligible Mascot models.
 4. Select a number of eligible models from your Guild and/or eligible Union models up to a roster size of 9, including Captains and Mascots.
- ☉ **Move and Counter-Move:** At step C of the pre-match sequence, follow the steps below:
 1. After swapping rosters both players roll a die, re-rolling any tied results. The winner chooses to be either 'Player A' or 'Player B' during this team selection process. Once the winner has chosen, proceed with the following steps:
 - Player A selects a model from their roster to be active in the match and places the model's card on the table.
 - Player B selects a model from their roster to be active in the match and places the model's card on the table.

These steps are repeated until both Players have 6 active models selected for the match. Remember that one mascot and one captain are mandatory choices for each team.

TICKETS

Entry to this event is free, but you will need to get yourself there and buy your lunch.

EVENT TIMINGS

The event will follow the timings below:

Time	Event
08:30 – 09:00	Registration
09:00 – 10:50	Game 1
11:00 – 12:50	Game 2
12:50 – 13:30	Lunch
13:30 – 15:20	Game 3
15:30 – 17:20	Game 4
17:30 – 17:45	Awards

AWARDS & PRIZES

As the premier event, the Masters Invitational will have high quality trophies. There will be a cup for the player crowned as The Master, and special trophies for everyone who gets three wins at the event, regardless of their final position. In addition there will be a special drinking glass for the player voted most sporting and a very special wooden spoon.

HOW THE INVITATIONS WILL WORK:

On the 31st May, a snapshot of the [Black Orifice rankings](#) will be taken. All invites will be based on the table at this point. (Any historical events for dates before this date, but that are added after this date will not be included.)

Guild Master Invites

The first phase will be to offer invites for the eight “Guild Masters” to the UK players ranked highest in each individual guild.

Accepting an invite as a Guild Master means that you must play using that guild at the Invitational.

If these invites are declined, they will be offered to the next highest ranked UK player in the same guild (and so on), provided that player is also within the top 50 overall UK ranked players.

If a Guild Master slot cannot be filled, an extra Overall slot will be added to the next phase of invites.

Note that the Hunters guild will not be included in the Guild Master invites this year.

Open Invites

The second phase will see invites going out to the highest ranked overall UK players who have not already accepted an invite. There will be at least seven such invites available,

but more may be added if Guild Master slots cannot be filled for all guilds.

Accepting an Open invite allows you to choose the guild you want to use at the event as late as registration at the Invitational on Sunday morning.

Open invites will go out first to the seven highest ranked players who have yet to accept an invite. This could mean that a player receives a second invite, and indeed they may prefer to decline the Guild Master invite so as to allow themselves the option of bringing whatever guild they want.

If an Open invite is declined it will be offered to the next highest ranked player to have not yet accepted an invite or received an Open invite. This process will continue until all available slots at the event have been filled.

Masters Open Invite

One slot at the Masters Invitational will be reserved for the highest placed player at the Masters Open tournament on the Saturday, who does not already have an invite.

If the top placed player has already accepted an invite, or chooses to decline the invite, the next highest placed player will be invited, and so on until the slot is filled.

If not all 16 places at the Masters Invitational have been filled, additional places may be made up from the highest ranked players at the Masters Open.

FIRST ROUND DRAW

It is the intention to film the draw for the first round of the event and put it up on you tube. The draw will be released on Sunday 3rd July.

Players will be seeded into 4 pools for the draw based on their overall ranking position.

Matches will be drawn from payers in each of these pools, matching up players in pool 1 against players from pool 4, and players from pool 2 against players from pool 3.

Matches then progress as per a normal Swiss Pairings tournament, but Strength of Schedule will be used as the first tie break criteria, followed by VPs scored, then VP difference as per the Organised Play document.