

Blood Bowl Tournament Checklist

by Jeremiah Dillon aka Jeremiah_of_SPR

Jeremiah Dillon is co-host of the Skulls and Ones Podcast and has been organizing Blood Bowl tournaments for over 5 years. As a certified meeting professional, he has used his professional knowledge and experience in event planning to help create the below checklist to assist current and prospective tournament organizers to administer their own Blood Bowl tournaments. Should anyone have any suggestions, questions, comments, or concerns, please feel free to email Jeremiah Dillon at jtothedillon@gmail.com.

PRE-TOURNAMENT

7-8 months out

- Survey Blood Bowl community on proposed dates for tournament. Try to establish a date that is accommodating to the majority and does not conflict with other tournaments, events, or holidays.
- If using experimental or untested rules, take this time to provide information on rules you're considering to propose and what to keep in mind/consider.

6 months out

- Once a date is established, communicate with events coordinator/manager at desired location to inquire of space availability and basic arrangements like:
 - Set up time
 - Table/chair requirements
 - Registration fee processing
 - Electrical needs
 - Additional events taking place on same day
 - Miscellaneous
- Set up Facebook page with tournament details such as:
 - Basics
 - Event name
 - Location
 - Date
 - Time
 - Entrance fee
 - What each participant needs to bring
 - Copies of roster
 - Dice (d8, block dice, d16, d6s [if not provided])
 - Models representing team
 - Writing utensil (pen or pencil)
 - Pitch and dug outs
 - Agenda listing start/end time of games, breaks, meals, award ceremony, etc.
 - Tournament Rules. Including (but not limited to):
 - Team value

- Skill and stat allowances/restrictions
 - Scoring (points for win, loss, tie, touchdowns, casualties, etc.)
 - Special tournament rules
 - Awards/prizes and eligibility criteria
 - How to register
 - Tournament logo for marketing and branding.
- Copy and paste (with any needed additional formatting) on other relative websites which will allow for additional promotion.
 - NAF – will definitely need this one since the tournament will have to be approved to qualify for sanctioning. Be sure to go through the proper tournament application.
 - Other sites/forums/Facebook pages

3 months out

- Order trophies. This can be done online or by going to a local trophy shop. Often, local places will have “left-over” trophies that can be bought fairly cheap. As trophies are commemorative, be sure to engrave:
 - Type of trophy. Most Blood Bowl tournaments provide the below (at least), but feel free to think of other awards that could be given.
 - First Place (most tournament points)
 - Second Place (second most tournament points)
 - Most Violent (most casualties inflicted)
 - Highest Scoring (most touchdown scored)
 - Best Defense (least amount of touchdowns allowed)
 - Stunty Cup (most tournament points for a stunty team [hafling, goblins, ogres, etc.]
 - Best Appearance (best painted/modeled team)
 - Name of tournament
 - Location
 - Date
- Order tournament dice. Chessex has the ability to create custom dice. Most blood bowl tournaments provide six-sided dice that MUST be used at the tournament, but are also a fun keepsake. Pricing can fluctuate with complexity (ex: customizing more than one side of the die), but can be inexpensive if using only one image to replace only one side of the die. To create basic custom dice simply:
 - Email Chessex and let them know you want to order custom dice.
 - Provide a picture file (gif, tif, jpeg, etc.) and specify which side you'd like replaced (typically the 1 or the 6.)
 - Let them know what color dice and pips.
 - Provide a desired date to receive the dice, shipping address, and payment information.

2 months out

- This is the time when you should post information on the event's Facebook page and other sites to help generate interest. A few ideas:
 - When Chessex gives you a proof of the custom dice, post it! People like to see what they'll receive.
 - Pictures of the awards (if available).
 - Is the venue doing something unique in connection with your event? Provide information to promote the special opportunity.
 - Will food be provided? If so, what kind?
 - Anything that would add to the enjoyment of the event which will also lead to an increase in attendance.
- Verify with the hosting location that your event is on their calendar and that they'll be ready to receive you and attendees at a specific time, if outside of normal business hours.

1 month out

- Test your tournament scoring system. Some organizers use excel, but many utilize SCORE which is a free downloadable program specifically designed for Blood Bowl tournaments and can produce a file containing tournament results that can be uploaded to the NAF site.
- Create the match report for each round. It should include:
 - The round number (1, 2, 3, etc.)
 - Team names
 - A way to track relative statistics (points scored, casualties suffered, etc.)
- Create sheet for scoring paint/hobby aspect. Not all tournament include paint scores, but if you choose to do so, consider including points for:
 - Quality of painting (tabletop, above tabletop, work of art, etc.)
 - Models numbered?
 - Models identifiable? (All the same or different models for catchers, throwers, blitzers, etc.)
 - How well are the models based?
- Create a tournament sign-in sheet and include:
 - Player's name
 - Team name
 - Race (orc, high elf, dwarves, etc.)
 - NAF Name
 - NAF Number (don't worry if they don't have it, you can look this up later on the NAF site.)
 - Email address (always good to have a communication method incase their NAF name or number doesn't show up.)

- Create NAF sign up/renewal sheet and include:
 - Player's name
 - Proposed NAF Name (if creating new account)
 - New account or renewing membership?
 - Email address
 - Payment info
- Create list for reporting trophy recipients during award ceremony. This will help expedite announcements and should contain:
 - Player's name
 - Team Name
 - Supporting statistics. Examples:
 - Highest Scoring: how many touchdowns did they score?
 - First Place: what was their total number of match points?
 - Best Defense: how many touchdowns did they allow?
- Create table-top sign for registration.
- Copy and cut paper passing charts, scatter, and throw-in templates.
- Pick up your trophy order if not being delivered.

1 week out

- Copy and cut (if needed) match reports, paint scoring sheets, sign-in sheets, NAF sign-up/renewal sheet, and any other printed material.
- Should you be required to play in the tournament due to an odd number of attendees, create your team roster (per the tournament rules) and have your team ready.
- Re-verify with the hosting location that they'll be ready to receive you and attendees at a specific time, if outside of normal business hours.
- Create list of announcements and reminders to give at the event which should include:
 - Welcome
 - How to support the venue (buy products, tip your waiter, etc.)
 - Clean up instructions
 - Provide feedback on the rules
 - Dates for future tournaments
 - Agenda
 - Overview of tournament rules
 - Opportunity for questions

DAY OF THE EVENT

- Load up your car and plan to arrive at the hosting location one-hour prior to when registration opens. This will give you plenty of time to set up the registration desk and arrange tables.

- Check-in with the venue staff. Inquire if there is anything to keep in mind (other events taking place, for example) and if they have any particular product they'd like you to promote.
- As games are played, make notes of any needed improvements for the next event. It will be difficult to remember later! This could include:
 - Rounds being longer or shorter.
 - Rule refinements.
 - Implementing feedback.
- Take pictures of the event throughout the day(s) and of each award winner.
- To help stay on schedule, make periodic announcements of how much time is left in the round (1 hour, 30 minutes, 15 minutes, etc.)
- After final round, fill in the awards list to help expedite the awards ceremony.
- Once the event concludes, make sure everything at the venue is returned to its original state.
- Thank attendees and staff members for their participation and support.

POST EVENT

One-two days after

- Upload the tournament results to the NAF site. This will have to be done manually if the SCORE program wasn't utilized, but always double check and/or compare NAF screen names and numbers to ensure they will be accepted by the website.
- Post pictures on the promotional website(s) which will serve as both commemoration and help to promote future events.
- Take the opportunity to ask for feedback once again. Sometimes people need time to process the experience before they're ready to provide helpful tips.
- Pat yourself on the back for completing the task of running a tournament from start to finish!

EXHIBITS

The following pages are samples of the documents referenced above. These templates (listed below) are actual documents used in previous tournaments and are provided here for current or prospective tournament organizers to create their own rules, reports, and sign-in sheets. As previously mentioned, all feedback is welcome.

- Tournament rules
- Registration table sign
- Sign-in Sheet
- NAF sign-up/renewal sheet
- Match Reports (2 per page)
- Painting Report (2 per page)
- Awards List

Exhibits

Skulls and Ones Podcast is pleased to present The Fifth Annual RABBL (Richmond Area Blood Bowl League) Fall Tournament: Vendetta Bowl! This will be NAF (www.thenaf.net) sanctioned Blood Bowl tournament scheduled for Saturday, November 5, 2016 at Battlegrounds (www.battlegroundsrva.com) in Midlothian, Virginia!

Basic Details

Event Name: 5th Annual RABBL Fall Tournament: Vendetta Bowl

Place: Battlegrounds in Midlothian, Virginia (see "Store Information" below for address, phone number and web address)

Date: Saturday, November 5, 2016

Time: 9:00 AM – 7:45 PM (see "Agenda" below for more details)

Entrance Fee: \$20 per player, \$25 for Non-NAF members (extra \$5 will go to cover cost of annual NAF membership)

What Each Participant Must Bring

- 3 copies of their team roster (see "Roster Creation" below)
- Block Dice, d8 and 2d6s
- Models representing their team and players. Each player must be numbered.
- Pen or pencil
- A pitch and dug outs (not required, but if you have a pitch/dug outs please bring them with you to ensure we have enough!)
- A model representing the Star Player Guy Fawkes (see Guy Fawkes below)

What Each Participant Receives

- 3 games of Blood Bowl
- A set of custom dice
- An opportunity to win 1 of 14 awesome trophies (see "Awards/Trophies" below)
- 2 tailgating sessions featuring bacon-wrapped hot dogs—the official food of RABBL

Agenda

9:00 AM – 10:45 AM, Tailgating and Registration

11:00 AM – 1:15 PM, First Round

1:30 PM – 3:45 PM, Second Round

4:00 PM – 4:45 PM, Tailgating/Dinner Break

5:00 PM – 7:15 PM, Third Round

7:45 PM, Award Ceremony

Tournament Rules

Games will be played using the rules from the Blood Bowl Competition Rules Pack with the following modifications:

- Illegal procedure will not be in effect.
- Turns will not be timed unless Coaches prefer otherwise. Simply discuss this with your opponent before each match begins.
- Rosters are reset after each round. This means players are restored to health/life, star player points are not accumulated, no improvement rolls are made and no gold is earned.

Roster Creation

- Each Coach has an allowance of 1,100,000 gold pieces to create their roster and purchase skill and stat increases. Reference the Blood Bowl rule book for appropriate values and rules. The following restrictions

apply:

1. No player may be given more than one skill OR stat increase.
2. No player may be given a stat increase in addition to a skill (it's either one or the other!)
3. No more than 2 players may be given the same skill.
4. No more than 2 players may have the same stat increase.
5. No extraordinary skills may be taken.
6. Strength or agility stat increases may not be taken.
7. Players with strength of 5 or more may not be given double skills unless they play for a Goblin, Halfling, or Ogre team.
8. Star players may not be given any skills or stat increases.
10. You must have at least 11 players on your roster. Please note: Star Players purchased during team creation can count towards the minimum 11 players required for a team.
11. Each team must include the Star Player Guy Fawkes (see "Guy Fawkes" below.) Guy Fawkes does count towards the 0-2 Star Player limitation.
12. Inducements may be purchased during team creation, including Star Players, but excludes Wizards, Special Play Cards and Unlimited Mercenaries. These inducements are considered a permanent part of the team and can be used each game. Opposing teams may have the same Star Player, contrary to the rule book.
13. Teams may be selected from the 21 races in the rulebook in addition to the 3 new teams approved by the Blood Bowl Rules Committee (Chaos Pact, Slaan, Underworld Pact).
14. The following teams will be eligible to win the Stunty Cup: Halfings, Ogres, Goblins, Lizardmen (no Saurus Warriors), and Underworld Pact (no skaven players). See "Awards/Prizes" below.

Pairing and Scoring

Opponents will be selected randomly for Round 1. Rounds 2 and 3 will be selected using the system of Swiss pairing (most points vs. most points, lowest points vs. lowest points, etc.) Coaches are awarded points based on the following:

- +20 points for each win
- +10 points for each draw
- 0 points for each loss
- + 1 point for each touchdown scored
- + 1 point per casualty (Only those that would normally result in SPPs)
- + 1 point for opponents' Guy Fawkes suffering a casualty by any means.

Guy Fawkes

Each roster must include the Star Player "Guy Fawkes" and each coach must provide a suitable model representing this player. He has no cost and can only be used by each player during one drive throughout the game. Each coach may choose when to include him in their set up at the start of a drive. Guy Fawkes' stats and skills are as follows:

Movement-6, Strength-3, Agility-3, Armour-8. Dodge, Side Step, Nerves of Steel, Bombardier, Stab, Disturbing Presence, Loner

Special Tournament Rules

During each round of the tournament, the following special rules will be in effect.

Round/Game 1: Traps!

The pitch is riddled with mines. At the start of each turn, the coach must roll a 2d6. If the result is double 1s then one of their own players has stepped on a mine, if the result is double 6s then one of their opponents players has stepped on a mine. Roll for a random player on the appropriate team. The player is immediately knocked down and any players in adjacent squares are also knocked down on a roll of 4+. Make armour and injury rolls for any players knocked down.

Round/Game 2: Exploding Ball!

The game balls have been sabotaged with explosives. When a player attempts to pick up, catch, or intercept a ball and rolls a "1" it explodes! The player is immediately knocked down as are all players in adjacent squares on a roll of 4+. Make armour and injury rolls for any players knocked down. The ball will then behave as normal (scatter, bounce, etc.) Rerolls may be used per usual.

Round/Game 3: Revolution!

The crowd dons their Guy Fawkes masks and increases their level of participation. For this game the following 1d6 kick-off table will be in effect: 1-Get the Ref, 2-Riot, 3-Cheering Fans, 4-Changing Weather, 5-Throw a Rock (bomb), 6-Pitch Invasion

Awards/Prizes

Trophies will be given during the award ceremony for the following:

- 1st Place (most match points)
- 2nd Place (second most match points)
- Most Violent (most casualties inflicted)
- Highest Scoring (most touchdowns scored)
- Best Defense (least touchdowns allowed)
- Stunty Cup (most match points scored by a stunty team)
- Best Appearance (participating coach must have personally painted their team to be eligible for this award)
- Guy Fawkes (best model representing the Star Player Guy Fawkes)
- Most Mediocre (awarded to the participant whose tournament ranking is in the middle of most and least match points)
- SPR Team Spirit Award (awarded to the participant with the most team spirit whether it be in the form of extravagant touchdown celebrations, exceptional sportsmanship, live cheerleaders, etc.)
- Pillow Fighter (least amount of casualties inflicted)
- Bench Warmer (least amount of touchdowns scored)
- Most Spanked (least match points)
- Participant Award (anyone who didn't win an award will roll off against other non-award winners to obtain this most coveted prize!)

How to Register

Step 1.) Email Jeremiah (me) at jtothedillon@gmail.com with the following information: your intention to participate, what team you'll be using, and a copy of your roster. All skill selections and stat upgrades should be depicted in bold.

Step 2.) Show up on the day of the tournament between 9:00-10:45 AM and visit the tournament registration desk to get signed-in and pay the registration fee. (Preregistration is also available. If you would prefer to preregister simply indicate as much when you email your roster and arrangements will be made.)

Store Information:

Battlegrounds

13172 Midlothian Turnpike

Midlothian, VA 23113

804.464.1873

<http://www.battlegroundsrva.com/>

Store Hours:

Monday through Saturday, 12:00 PM - 12:00 AM (except the day of the tournament!)

Sunday, 12:00 N - 8:00 PM.

REGISTRATION

The Fifth Annual

RABBL Fall Tournament



endetta Bowl

Please complete the following:

- 1. Sign-in**
- 2. Pay Registration Fee**
- 3. Submit Roster**

The Fifth Annual RABBL Fall Tournament

 **endetta Bowl**

NOVEMBER 5, 2016 · BATTLEGROUNDS, MIDLOTHIAN

MATCH REPORT

TOURNAMENT ROUND: _____

TEAM: _____

TOUCHDOWNS SCORED: _____

CASUALTIES: _____

KILLED GUY FAWKES? _____

VS.

TEAM: _____

TOUCHDOWNS SCORED: _____

CASUALTIES: _____

KILLED GUY FAWKES? _____

LIKE US ON FACEBOOK: RABBL
PODCAST: SKULLS AND ONES
STORE: WWW.BATTLEGROUNDSRVA.COM

The Fifth Annual RABBL Fall Tournament

 **endetta Bowl**

NOVEMBER 5, 2016 · BATTLEGROUNDS, MIDLOTHIAN

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LIKE US ON FACEBOOK: RABBL
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The Fourth Annual

RABBL BACON BOWL

APRIL 2, 2016 · BATTLEFIELDS, MIDLOTHIAN

PAINT SCORING/COMPETITION

TEAM: _____

IS EACH MODEL IN THE TEAM COVERED WITH PAINT OF SOME TYPE, WITH NO BARE METAL OR PLASTIC VISIBLE?

No +1 POINT

HOW DETAILED ARE ALL THE MODELS?

NOT +1 POINT +2 POINTS +3 POINTS

ARE ALL OF THE TEAM'S PLAYERS CLEARLY NUMBERED?

No +1 POINT

ARE ALL OF THE POSITIONAL PLAYERS EASILY IDENTIFIABLE?

No +1 POINT

HOW WELL BASED ARE ALL THE MODELS?

NOT +1 POINT +2 POINTS +3 POINTS

DOES THE TEAM HAVE MATCHING OR TEAM THEMED TOKENS, MARKERS, GAME BALLS, ETC.?

No +1 POINT

REFEREE! PAINTED, DETAILED BASED?

(PAINTED, DETAILED, BASED)

No +___ POINTS (3 MAX)

TOTAL PAINTING SCORE: _____

BEST APPEARANCE SECOND THIRD

The Fourth Annual

RABBL BACON BOWL

APRIL 2, 2016 · BATTLEFIELDS, MIDLOTHIAN

PAINT SCORING/COMPETITION

TEAM: _____

IS EACH MODEL IN THE TEAM COVERED WITH PAINT OF SOME TYPE, WITH NO BARE METAL OR PLASTIC VISIBLE?

No +1 POINT

HOW DETAILED ARE ALL THE MODELS?

NOT +1 POINT +2 POINTS +3 POINTS

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HOW WELL BASED ARE ALL THE MODELS?

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DOES THE TEAM HAVE MATCHING OR TEAM THEMED TOKENS, MARKERS, GAME BALLS, ETC.?

No +1 POINT

REFEREE! PAINTED, DETAILED BASED?

(PAINTED, DETAILED, BASED)

No +___ POINTS (3 MAX)

TOTAL PAINTING SCORE: _____

BEST APPEARANCE SECOND THIRD

The Fifth Annual RABBL Fall Tournament



SATURDAY, NOVEMBER 5, 2016 · BATTLEGROUNDS, MIDLOTHIAN, VA
AWARD WINNERS

MOST SPANKED

NAME:

TEAM:

TOTAL MATCH POINTS: _____

BENCH WARMER

NAME:

TEAM:

NUMBER OF TDs SCORED: _____

PILLOW FIGHTER

NAME:

TEAM:

TOTAL NUMBER OF CASUALTIES: _____

SPR TEAM SPIRIT AWARD

NAME:

BEST APPEARANCE

NAME:

TEAM:

GUY FAWKES

NAME:

MOST MADIOCRE

NAME:

TEAM:

TOTAL MATCH POINTS: _____

MOST VIOLENT

NAME:

TEAM:

TOTAL NUMBER OF CASUALTIES: _____

BEST DEFENSE

NAME:

TEAM:

NUMBER OF POINTS ALLOWED: _____

HIGHEST SCORING

NAME:

TEAM:

NUMBER OF TDs SCORED: _____

STUNTY CUP

NAME:

TEAM:

TOTAL MATCH POINTS: _____

2ND PLACE

NAME:

TEAM:

TOTAL MATCH POINTS: _____

1ST PLACE

NAME:

TEAM:

TOTAL MATCH POINTS: _____