

**Block Around the Clock XI**

***24 Hour Blood Bowl Tournament***

*Saturday 29th June through to Sunday 30th June 2024*

*Ridley Park Pavillion*

*Blyth*

*North East UK*

*FORMAT*

*This tournament is not for the faint of heart!*

For those looking for something a little different though, it is a perfect chance to get a load of games in, in a relaxed and fairly unique environment, against like-minded, sleep deprived coaches!

It is an 11 game 24 hour tournament, beginning at 11am Saturday 29th June ending early Sunday morning on Sunday 30th June 2023, allowing a full days recovery.

All coaches are included in a random pre-draw format before the tournament begins, which will decide which 11 opponents you play, and in what order.

This format allows you to know the schedule of your games and means that games can be played

when opponents are available, so there is less waiting between rounds.

If there are more than 12 entrants then inevitably people will get different draws of opponents. Without the Swiss system that tournaments usually use this can also result in people getting ‘easier’ or harder’ draws. While we acknowledge this isn’t ideal, it has worked perfectly at every previous Block Around the Clock and we have never had any complaints.

In addition, if for any reason we end up with an odd number of coaches there will be a round where the coach gets a bye, giving them an automatic 2-0 victory. However this will only be under exceptional circumstances as it is not feasible to have a spare man for a 24hour tournament.

*Venue*

The tournament will be held in Ridley Park Pavilion, Blyth.

Venue’s closest postcode is NE24 3AY, a two minute walk from the Pavillion and free on street parking is available along the majority of Park View.

There is a local shop 100 yards and the Tournament will be offering free tea and coffee for the duration.

If anyone needs local knowledge for hotel booking or travel please ask.

*Entry Costs/Payment*

Entry cost is £15 for NAF members, and £20 for non-NAF members (including the £5 sign up cost).

Payments can be sent by PayPal to ***im\_iain@hotmail.com***

Please ensure you send the money via **‘friends & family’** so no fees are taken and include that the payment is for ‘BATC’ and includes your coach name.

*NAF*

This tournament is open only to members of the NAF. There will be a NAF representative to complete sign ups present at the tournament, so this can be done on the day. Joining the NAF costs only £5 and you will be given a welcome gift in person on the day too.

All games will be NAF ranked.

*CAPACITY*

The tournament will be capped at 18 entrants. There will be a waiting list for anyone able to attend who pays after we reach 18 on a first come first served basis. If there are no dropouts the waiting list will be refunded in full. The current entrant list will be kept up to date on the TalkFantasyFootball forum.

*SCHEDULE*

We have a rough schedule of 2 hours per game, but from past experiences we have never had any issues with timings (due to the pre-scheduled order of games).

Registration is from 10.30am, with game one dice rolling at 11am sharp. This window is to allow

rosters to be checked and to give everyone their list of games and opponents. The venue will be

accessible from 10am for anyone arriving earlier.

*RULES*

All teams are reset after every game using the resurrection format. No SPP’s are required to be recorded, injured and dead players are healed, there are no winnings rolls and raised players are lost.

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. An allocation of time will be given to both calculated at 4

minutes per turn remaining. This is a total allocation of time to complete the game, single turns may

go over 4 minutes if needed.

Scoring is very simple. 2 points for a win, 1 point for a draw, 0 points for a loss, and -5 points for a

forfeit. There are no other bonus points available.

Tied teams are separated on Strength of Schedule, then total combined TD and CAS difference.

Casualties are only counted if they would yield SPP. Crowd surfs, thrown rocks, fouls and chainsaws,

etc... **do not count**.

*ROSTER CREATION*

Every team is permitted to spend 1,150,000 Gold Crowns at creation. All NAF tournament approved teams will be allowed, if there are any subsequent Race releases by Games Workshop between the publishing of the rulespack and the Tournament they will be permitted for use provided they are on general sale 2 weeks prior to the tournament starting.

Star players will ***not*** be allowed (as the cost of hiring a star player for 24 hours straight would bankrupt most teams) Similarly giants will not be making an appearance at Block Around the Clock as coaches have enough to worry about before adding on maintaining a Giant’s focus for such a long period of time!

Permitted Inducements are:

|  |  |
| --- | --- |
| **Inducement** | **Quantity** |
| Bribes | 0-3 |
| Riotous Rookies | 0-1 |
| Halfling Master Chef | 0-1 |
| Biased Referee | 0-1 |

*SKILL CHOICES*

With the release of the Matched Play Guide, Block Around the Clock XI will follow a similar format to proposed skill points. Primary skills will cost 1 skill point and Secondary skills will cost 2 skill points.

Teams are divided into tiers, each tier will have its own access to upgrade skills, there are limits on the number of Secondary Skills allowed depending on the tier the race is in:

|  |  |
| --- | --- |
| **TIER** | **PACKAGE** |
| **ONE**  *(Dark Elf, Lizardmen, Shambling Undead, Dwarf)* | 5 Skill points  (No Secondary Skills) |
| **TWO**  *(Amazon, Chaos Dwarf, Norse, Skaven, Underworld Denizens, Wood Elves)* | 7 Skill points  (1 Secondary Skill) |
| **THREE**  *(Black Orc, Human, High Elf, Khorne, Imperial Nobility, Orc, Necromantic Horror)* | 8 Skill points  (2 Secondary Skills) |
| **FOUR**  *(Chaos Chosen, Elven Union, Tomb Kings, Vampire)* | 9 Skill points  (2 Secondary Skills) |
| **FIVE**  *(Chaos Renegades, Nurgle, Old World Alliance, Slann)* | 10 Skill points  (3 Secondary Skills) |
| **SIX**  *(Halfling, Goblin, Ogre, Snotling, Gnomes)* | 11 Skill points  (3 Secondary Skills) |

* Players cannot receive more than one upgrade.
* Instead of a secondary skill you may take a primary skill.
* You cannot change upgrades during the tournament.
* No skill upgrade may be given more than 3 times across the roster.
* You must clear mark players that have been given an upgrade.

PRIZES

Prizes will be award for the following:

Winner

Runner Up

Most Casualties

Most Touchdowns

Least Touchdowns conceded

Most Sporting Coach

FINAL THOUGHT

Playing Blood Bowl for 24 hours isn’t an easy thing to do!

We are sure that everyone entering this tournament realises what they are getting in for before they

sign up. But please bear in mind it can seriously affect other entrant’s enjoyment if games are forfeited.

That being said if you feel up to the challenge, we would love to see you here for what will be a thoroughly memorable 24hrs!!

If you have any questions, please reach out to the Tournament Organiser:

Peo (aka Iain) via [im\_iain@hotmail.com](mailto:im_iain@hotmail.com), talkfantasyfootball.org username-peo2223 or 07921553213