



THE UNITED KINGDOM TEAM CHALLENGE 2017

Welcome to the third annual instalment of the UK Team Challenge, the UK's biggest ever Blood Bowl team event!

Can a British team finally lift the title, or will our European neighbours once again take the spoils? Congratulations to our reigning champions from France, "We Will Frog You"!

Last year over 100 Blood Bowl coaches were treated to a weekend of quality competition and camaraderie. Thanks to your support we were able to provide a wide range of prizes and trophies, as well as gifts for all players who attended. We hope you enjoyed it as much as the organisers did, and look forward to UKTC 2017 being even better!

★ BASIC INFORMATION ★

The tournament will be held on the weekend of January 14th & 15th 2017 in the beautiful historical city of York, one of the UK's finest tourist attractions. York's central location within the UK and its excellent rail connections make it an ideal location.

Our tournament venue is situated just inside York's ancient city walls, within 5 minutes of the railway station and York city centre.

Venue Details:
York CVS
15 Priory Street
York
YO1 6ET

★ GETTING TO YORK ★

York railway station is a 5-minute walk from the York CVS venue. It is one of the best connected stations in the UK, on the east coast mainline joining Edinburgh to London, linked to the midlands and south west via Cross Country and to the north west via Trans Pennine Express. Cheap fares are available and can be purchased up to 8 weeks in advance via the National Rail Enquiries website:

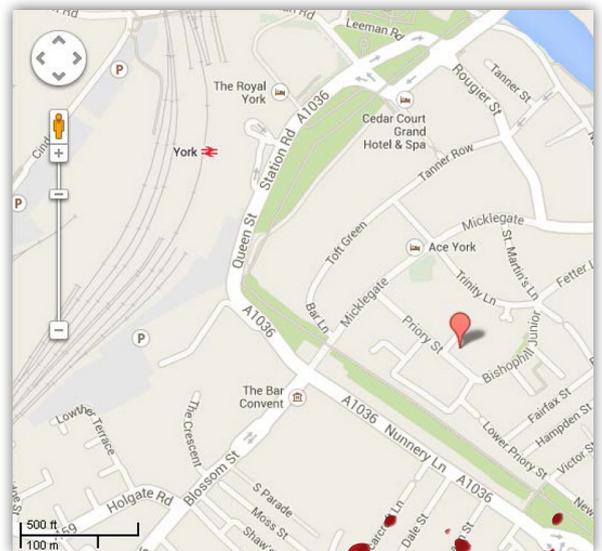
<http://ojp.nationalrail.co.uk/service/planjourney/search>

York is easily reached by car, situated just off the A1(M) from either south or north. If travelling from the west, use the M62 towards Leeds then go north on the M1.

Please be aware parking at the venue is very limited.

If flying to the UK, Leeds-Bradford International is the nearest airport (24 miles away) connected to several European locations by a number of airlines including Jet2 and RyanAir. Manchester Airport is a little further away (80 miles) but better connected, served by EasyJet, Flybe, Jet2, RyanAir and many others.

There is a direct train between Manchester Airport and York which takes under two hours. The journey to York from most London airports would take around 3 hours by rail or car.



★ ACCOMMODATION ★

There is a wide variety of accommodation available in York for all different tastes and needs.

Two recommended options nearby to the venue are the Safestay Hostel (<http://www.safestayyork.co.uk/>) & the York City Premier Inn in Blossom Street (www.premierinn.com/Blossom-St).

★ FOOD & DRINK ★

You'll need to provide your own food and drink during the tournament. York CVS has no objections to food and drink being brought into the venue for consumption. The venue is very close to York city centre where there are several places to eat and drink.

★ REGISTERING A TEAM ★

All teams register with one single payment and they should nominate a captain to collect funds from the members of the team.

The un-discounted cost of tournament entry is £140 per team of four players (£35 each). However, teams which register before October 1st 2016 will receive a £20 discount and therefore need only pay £120 per team (£30 each).

Payments should be made by PayPal, specifying a 'gift' payment where possible to the following address:

ukteamchallenge@gmail.com

On sending a payment the captain should also provide the following information:

- which nation the team represents, either from within the UK (*Wales, Scotland etc.*), or if the team has travelled from overseas
- The four NAF names & NAF numbers of the members of the team
- A team name

There's no need to provide any information about chosen races until the day of the tournament. The first round random draw will not be made until Saturday morning registration.

The captain will also be the main point of contact, should the UKTC organisers need to contact the team for any reason. He or she will also be responsible for completing results sheets throughout the tournament.

Unfortunately refunds cannot be offered due to the financial planning and potential risks involved in running a large event of this kind. If a team member drops out, you should hopefully be able to replace him or her with another willing participant. If you have any difficulty finding a replacement team member please shout!

As a goodwill gesture to encourage new players, those who are not NAF members (*and have not previously been a member*) will be offered free NAF membership, paid for from the tournament funds.

Due to limited space the tournament is restricted to a maximum of 120 players, therefore 30 teams.

★ THE RULES ★

At UKTC, teams of four Blood Bowl coaches compete together against other teams of four. Each member of the team must select a different race from one of the 24 available choices.

This is a CRP tournament including the three additional teams. 'Resurrection' rules will be used i.e. after each game all roster changes such as injuries, SPPs, winnings, FF change etc. are disregarded. You will use the same roster in all matches played.

★ ROSTER BUILDING ★

Rosters are purchased with a treasury of **1,100,000 gold crowns**.

Inducements may not be purchased as part of your tournament roster, however there are three exceptions:

- i) All teams may hire 0-2 Star Players
- ii) Goblins may hire 0-3 Bribes
- iii) Halflings may hire a Master Chef.

If you include Star Player(s) in your roster you must first have at least 11 normal rostered players before including the Star. If two coaches are drawn against each other in the tournament with the same Star Player on their roster, then both players are permitted to use the Star (*contrary to the normal CRP rule*).

Note, during the pre-match sequence extra gold crowns for inducements are not awarded to teams who may have a lower team value, such as they are in league play.

Besides the starting skills on your roster, you are also permitted to add additional skills to your players, as per the table opposite. Different skill allowances are awarded to different racial Tiers.



TIER	NORMAL	DOUBLE
FOUR (Halfling, Goblin, Ogre)	6	2
THREE (Chaos, Nurgle, Slann, Chaos Pact, Underworld, Vampire)	5	2
TWO (High Elf, Elf, Khemri, Necromantic, Human)	5	1
ONE (all other races not listed above)	5	0

All the additional skills are added to your roster at the start of the tournament. Players may receive a maximum of one skill.

Note that skills allowed for each Tier are exactly as 'New Skill' rolls specified either 'Normal' or 'Double' as per the CRP Improvement Rolls table. There are no restrictions on skill duplication *i.e.* you may give several different players the same skill if you wish.

★ THE DRAW ★

Each team will compete in 6 rounds of Blood Bowl. Teams are drawn against each other randomly in Round 1 and after that using the Swiss system *i.e.* matched as closely together as possible by team points ranking. In the team ties the four individuals of each team will be matched against each other; this is done randomly in Round 1, and in later Rounds again using Swiss system *i.e.* matched as closely as possible by individual points ranking.

If there is an odd number of teams, there will need to be one 'Threesome' match each round, where three teams are combined together in one match. Each of the 12 players will be paired against an appropriate opponent from a different team according to a set formula. This will be a random three teams in Round 1, and from then on the three lowest ranked teams.

You will of course not be drawn to play one of your own team members at any stage, nor will you be asked to play the same individual opponent twice. No two teams will be paired together twice, however it is possible that two teams may find themselves together in the 'Threesome' more than once (*as much as we will try to avoid this from happening*).

★ SCORING ★

- For every individual match won the team gains 2 points
- For every individual match drawn the team gains 1 point
- At the end of each round, if the total team score is 5 points or greater (*therefore effectively winning the team tie*), the team gains an additional 2 bonus points.
- At the end of each round, if the total team score is exactly 4 points (*therefore effectively drawing the team tie*), the team gains an additional 1 bonus point.
- If teams are tied on points in the final rankings, 'Strength of Schedule' (*i.e.* sum of scores for the six opposing teams played) will be used to derive the winner. If that score remains tied, combined TD difference and Casualty difference will separate the teams. Only casualties which would normally yield SPPs are counted.

These scores will be used to rank the teams throughout the tournament. In the event of a tie in the final rankings, 'Strength of Schedule' (*i.e.* sum of scores for the six opposing teams played) will be used to derive the winner.

There will also be an individual winner, which will be awarded to the player who scored the highest number of points from individual matches (*as above*). In the event of a tie, 'Strength of Schedule' for individual scores will be used, followed by combined TD and Casualty difference as above.



★ SCHEDULE ★

SATURDAY 14TH JANUARY 2017

09:00-09:50	Registration
10:00-12:30	Round 1
12:30-13:20	Lunch Break
13:20-15:50	Round 2
16:00-18:30	Round 3
18:30 onward	Social

SUNDAY 15TH JANUARY 2017

09:30-12:00	Round 4
12:00-12:40	Lunch Break
12:40-15:10	Round 5
15:20-17:50	Round 6
18:00	Awards Ceremony

Please take careful note of this schedule as each round must be concluded in time. Games may otherwise need to be stopped prematurely. We will help by making you aware of the time remaining as the round progresses.

If as the round comes to an end it is clear that your match will not finish in time you may be placed on timed turns. The referees will advise and assist with this process.

★ FINALLY ★

If you have any questions at all, please contact me via

ukteamchallenge@gmail.com

or by PM on NAF forums or TFF.

Hope to see you there!

Brendan
(Pipey)

★ PRIZES & TROPHIES ★

The number of trophies and prizes on offer will depend on the number of entrants to the tournament.

Recognition in the following categories is guaranteed:

- Trophies for the UKTC winning team
- Special prizes for the highest placed UK-based team
- Special prizes for the highest placed overseas team
- Trophy and prize for the individual winner

We hope to provide trophies and prizes in the following individual categories (*if the tournament funds allow*):

- Best Painted Team
- Stunty Cup (*highest placed individual using Ogres, Halflings or Goblins*)
- Most Touchdowns
- Most Casualties (*only casualties that would yield SPPs are counted*)

We would also like to provide a special tournament gift to all tournament entrants. Again, this is dependent on tournament funds.

