



THE UNITED KINGDOM

TEAM CHALLENGE 2018

BASIC INFORMATION

The tournament will be held on the weekend of January 20th & 21st 2018 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:

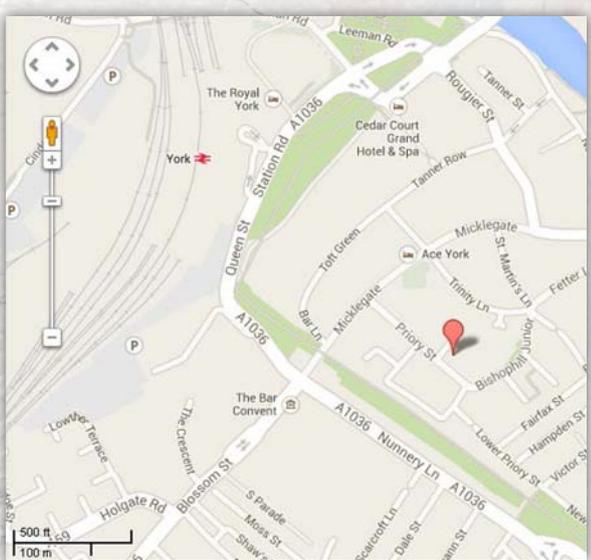
<http://ojp.nationalrail.co.uk/service/planjourney/search>

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 Ace Hostel (<http://www.acehotelyork.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 undiscounted cost of tournament entry is £140 per team of four players (£35 each). However, teams which register before October 1st 2017 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 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 a contact for some tournament admin procedures including having responsibility 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 152 players, therefore 38 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 the 24 available choices.

The core tournament rules will follow official NAF advice regarding the new rules for Blood Bowl, as of the most recent edition released November 2016.

'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.



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

Inducements may not be purchased as part of your tournament roster other than these 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 below. 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.

Star Players may not be given additional skills.

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*).

Each round the draw will be published on-line. The venue has WiFi which will allow captains and their teams to view the draw each round.

SCORING

- For every individual match won the team (*and individual*) gains 2 points
- For every individual match drawn the team (*and individual*) 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.
- The scores above will be used to rank teams and individuals throughout the tournament.
- During the tournament if teams or individuals are tied on the same score they will be listed randomly in the rankings for purposes of the draw
- After the final round of the tournament only, ties in the final rankings will be decided by 'Strength of Schedule' (*i.e. sum of scores for the six opposing teams played*); if still tied then "net TDs plus net Casualties" will be used to separate them. This applies to both the team and individual rankings.

Only casualties which would normally yield SPPs are counted towards the above tiebreakers and for the most casualties prize (*see below*).



SATURDAY 20TH JANUARY 2018

08:30-09:20 Registration
 09:30-12:00 **Round 1**
 12:00-13:00 Lunch Break
 13:00-15:30 **Round 2**
 15:50-18:20 **Round 3**
 18:20 onward Social

SATURDAY 21ST JANUARY 2018

09:30-12:00 **Round 4**
 12:00-12:30 Lunch Break
 12:30-15:00 **Round 5**
 15:15-17:45 **Round 6**
 18:10 Awards Ceremony
 18:20 Close

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.

Chess Clocks are likely to be implemented by the referees if with one hour remaining in the round the match has not yet reached the second half. Please keep an eye on the time and listen carefully to the organisers' announcements. When chess clocks are in place each player will be allowed strictly 30 minutes to complete the round using a "Death Clock" system. Each player will alternately stop and start their own 30 minute countdown during their turns only. This will include any time spent within the remaining 30 minutes, including setting up before a drive. If either player's chess clock time runs out they will only be allowed to do three things 1) move their turn counter 2) turn over stunned players 3) stand up prone players. The referees will be on hand to support you with this as required.

Any player who turns up more than 10 minutes late for the round is likely to be placed on a "Death Clock" system (as above) from the beginning of the round. An uneven amount of available time will be allocated in favour of the player who was ready to play at the start of the round.

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.

FINALLY

If you have a 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)

