



Greenstone Cup 2511

Introduction:

The 8th annual Greenstone Cup Tournament will take place at the [Quality Inn Westend](#) in the Sussex conference room, on 12th & 13th of November 2011.

This pack outlines everything coaches need to know to join in on the fun and mayhem.

The event will be held all day Saturday and Sunday, so coaches must be able to attend both days. Register online at <http://www.solitudo.com/bloodbowl/gsc/registration.html>.

Details on how to submit team lists and payments will be provided via e-mail.

The entry fee is \$25 if registered AND paid before 1st of November 2011.

Entry fee after this date is \$30. NAF members receive a \$5 discount on the entry fee.

This event will be limited to 24 players, so make sure you register early to secure your spot!

Dates & Venue

12th & 13th of November 2011

Quality Inn Westend, 465 Great North Rd, Grey Lynn, Auckland

Basic Rules

- The official GW Blood Bowl Competition Rules Pack will be used with the addition of the BBRC approved Chaos Pact, Slann and Underworld teams. These rule sets can be downloaded from the GW website for free (links at bottom of document).
- The first point of reference for any disputes is this rulebook. A match official will be on call to answer any questions. His or her decision is final.

House Rules

- The 4 minute time limit will be in use for the Greenstone Cup; however it is up to the participating coaches to keep track of turn times. We are aiming for 2 hour matches so please be aware of how far through your match you are after 1 hour of play.
- We reserve the right to end matches as they stand if you are unable to finish within the allocated time - anyone found to be deliberately stalling for time to run-out a match this way will be heavily penalised.
- We will not use the Illegal Procedure rule for forgetting to move the turn marker unless both coaches specifically agree to do so before the match begins. Simply remind your opponent if he forgets otherwise.

Structure

- There will be 6 matches played over two days, using the Swiss System.
- Coaches will be seeded for the first round to prevent players from the same clubs playing each other straight away.

Scoring

The tournament points scoring system will work as follows:

- Winning The Match 40pts
 - Drawing The Match 20pts
 - Losing by 1 TD 10pts
 - Losing by >1 TD 0pts
 - For each TD scored: 2pt
 - For each CAS scored: 2pt (ALL Casualties, not just blocking)
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- The coach with the highest score at the end of the 6 Games will be crowned Greenstone Cup Champion. Ties will be separated firstly by TD+Cas F/A and then ranking of opponents (based off final standings of opponents played during the course of the Cup).
 - Overtime will NOT be played.
 - Dwarf & Orc teams will start on negative 30 points

Teams and Player Progression

- Any official teams plus the three experimental teams (Slann, Chaos Pact and Underworld) may be used up to a TV of 1,500,000 GP.
- All inducements are allowed with the exception of cards.
- Teams must have a minimum of eleven (11) players.
- One (1) normal skill can be purchased for each player (excluding Star Players), increasing the players cost by 20,000 GP. Up to two (2) players can instead receive a doubles skill at a cost of 30,000 GP. Maximum of one skill per player.

- A copy of your roster, with your skills chosen must be handed in to the administrators prior to the commencement of your first game.
- Injuries and SPPs will not be carried over into subsequent rounds. Each team resets to its original starting line-up after each match.
- Coaches will need to keep track of TDs, Casualties, Completions, Catches, and Injuries for historical interest and in respect of the Wedgies (see below).

Miniatures

- Miniatures must be painted to a “decent” 3 colour minimum standard. Undercoated or raw metal miniatures cannot be played.
- All miniatures must accurately reflect the race and position of each player.
- All players must be CLEARLY numbered with preference for the number to be on the base on the front and back.
- There is no restriction on the brand of miniatures, they do not have to be Games Workshop miniatures as long as they convey the genre that is blood bowl (eg: you cannot use lego men or any other “comical” item as a miniature)

Prizes and Trophies

Overall Winner - Greenstone Cup

Runner-Up – Bluerock Mug

3rd Place – Greypebble Beaker

Rookie of the Year - Top ranked first time GSC entrant

Wooden Spoon - The Underarm Bowl

Sportsmanship Award - As voted by the players

Best Looking/Painted Team - As voted by the players

Hardest Team - Most casualties inflicted

Top Scorers - Most TDs scored

Schedule

Schedule for day 1

12th of November 2011

8.00 am Doors & Registration Open

8.45 am Player Briefing

9.00 am Round One Kick-Off

11.00 pm Round Two Kick- Off

1.00 pm Lunch Break

2.00 pm Round Three Kick-Off

4.00 pm Round Four Kick-Off

Schedule for day 2

13th of November 2011

8.00 am Doors Open

8.45 am Player Briefing

9.00 am Round Five Kick-Off

11.00 am Lunch, Team Photos &

Painting Judging

12.00 pm Round Six Kick Off

2.00 pm Prize Giving

Accommodation, Amenities & Travel

The Quality Inn Westend will be providing Happy Hour rates all weekend long for all food and drink (restaurant and bar adjoining conference room) for all Greenstone Cup Attendees.

There is also a supermarket within 100m of the venue, with several cafes and takeaways nearby.

Accommodation is available at the venue with a discounted rate for the basic room – this is \$99 a night down from \$125 – sleeps two adults and a third for an extra \$30.

There are several alternative motels within 5-10 mins as well as possible accommodation available from local members.

We can also organise travel to and from the venue, but would need to know well in advance.

If you require any assistance with accommodation or travel or require any further information please do not hesitate to email the **Tournament Organiser**: Dan Norman – dgonorman@xtra.co.nz

Links

Bloodbowl Competition Rules:

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf

Chaos Pact, Slann & Underworld Teams:

http://www.thenaf.net/files/NewTeams_LRB6.pdf

Quality Inn Westend – VENUE – Accommodation available.

<http://www.qualityinnwestend.co.nz/index.htm>