

GWENT 1st Monthly Online Qualifier

The Official Ruleset

GWENT 1st Monthly Online Qualifier a special tournament for the top 16 players holding the top spots on Pro Rank in the previous Ranked season. The winners of this tournament will be invited to play in the next GWENT Open Tournament organized by CD PROJEKT RED. The goal of this tournament is to provide the best pro players with a chance to qualify for one of the main official GWENT Masters tournaments in 2020.

Tournament page:

Tournament page will be available at <https://cdpr.challenge.com/>. All eligible participants will be added to the tournament by Administrators upon registering (see **Tournament registration** section for details).

Schedule:

GWENT 1st Monthly Online Qualifier will last for one day. The detailed schedule will be published on <https://masters.playgwent.com/en/> prior to the tournament.

Tournament entry eligibility:

All players who are in top 16 of [this rating](#) with the most MMR points accumulated in **the previous month's** Ranked season are eligible to participate. All other requirements from paragraph 2 of Official GWENT MASTERS ruleset apply.

Tournament registration:

All players eligible for participation in the tournament will receive an email from CD PROJEKT RED within 48 hours after the end of respective Ranked season, to their email addresses associated with relevant GOG accounts. Upon receiving this email players will need to join Discord server specified in the communication and provide tournament Administrators with the following data:

- Active [Challenge](#) nickname (should be identical to the account name on Discord)
- Email associated with [Challenge](#) account
- Gwent nickname
- **4 Leader abilities** each from unique faction that will be used on Day One (Swiss stage) of the Qualifier and **full decklists**. We recommend using the official GWENT Deck Library or it's analogues to generate and share decklists. Decklists can be shared with the tournament admins either as a link or a screenshot.

Check-in and no-shows:

All players have to confirm their participation during a “check-in” phase on Challenge tournament platform. This phase will be active **for 2 hours** prior to the beginning of the 1st round of The Tournament.

Players failing to complete the check-in before start of the tournament will be automatically disqualified from the qualifier.

Players who will complete the check-in, but will be late for a start of any round for more than 10 minutes will automatically receive technical loss in the relevant match. If any player will be late for two matches straight he or she will be automatically disqualified from the tournament.

In case a player is missing his/her opponent after 10 minutes since the beginning of any round, he/she should report it on a **#no-shows** channel on the Discord tournament server and put a score 2-0 as a result of his/her match on the website.

Round length

All players should make reasonable efforts to finish their matches within 90 minutes limit. In case if both players are present online and successfully contacted each other, but for any reason didn't start their first game after 15 min since the beginning of any round - they obliged to notify tournament Administrators on Discord about this situation. Players are advised to pay attention to Discord notifications and provide timely updates by the Tournament Administrators requests at all time.

Bans

Before the start of each series players must ban one of their opponent's decks and notify each other about this choice. We recommend using [this tool](#) to perform this action and simultaneously receive the results. Therefore, after the bans will be made, players will remain with:

- 3 decks available to them for any match during Double Elimination stage.

It's not required to report bans and picks in every match to admins but all players are encouraged to save screenshots and/or record videos to present those later in case of any disagreements with the opponent during the tournament.

Turn order

There will be no special rules regulating the turn order, so players should be prepared to play on both sides of the coin in all their matches.

Forfeits:

All players can forfeit the tournament at any given moment by forfeiting the game in progress and notifying their current opponents and tournament Administrators (by leaving a message on the #results channel on the Discord tournament server).

Players will be deemed to immediately and automatically forfeit his/her Match in accordance with paragraph 11 of Official GWENT MASTERS ruleset.

Bugs and disconnects:

In case of permanent disconnect from a game of GWENT for any reason - the disconnected players will automatically lose that game. His/her opponent needs to report this issue to the #results channel on the Discord tournament server and provide a screenshot of the game's end screen.

In case if both players are affected by the same technical issue (disconnect) and the game can't be completed, this game result counts as a technical draw (both players will receive 1 point as per regular draw).

Reporting results:

Players are responsible for updating the tournament page on Challengo with the results of any finished series.

In case of disputes between participants, screenshots of game results are always required when contacting Tournament Administrators (#results channel on Discord).

Tournament Administrators:

Administrators will settle potential disputes according to this Ruleset and the Official GWENT MASTERS ruleset, as well as sense of sportsmanship. The decision of administrators in case of a dispute is final and binding.

Conduct:

All relevant rules from paragraph 14 of Official GWENT MASTERS ruleset will be applied accordingly to this tournament.

Rules and format:

- The format of The 1st Monthly Online Qualifier is [Double Elimination](#);
- All matches will be played in a best-of-five format;
- Opponents will be able to ban, in secret, a chosen enemy deck (Leader ability) at the beginning of each match;
- Seeding will be based on the positions of players in the Pro Rank ladder of the previous month;
- Each participant must build 4 decks from 4 different factions;
- In the event of a tie, the entire game will be **restarted** from the beginning with the same decks;
- Winning decks can't be used to play another game, while losing ones may be used again or be swapped out for another;
- Decks **cannot be modified** between games and/or matches and must be submitted to the tournament administrator using the special form no later than 2 hours before the start of tournament. A link to this form will be provided by the tournament admins on Discord in the tournament channel.
- Players are allowed to use trackers during the entirety of the tournament.

Prizes:

The winners of the both double-elimination bracket (i.e. winners of the lower and higher brackets) will be invited to participate in the next GWENT Open Tournament, where he or she will have a chance to compete for a share of a \$10 000 prize pool, Crown Points and invitation to World Masters.

Communication:

All eligible players need to join Discord channel sent by CDPR to the email associated with their GOG account. Discord will be used as the main communication tool for a duration of the tournament, however in order to communicate with their opponents players can use private messages on Discord or GOG. Please be respectful towards the administrators and other participants of the tournament alike.

Administrators:

Main Administrator of the tournament will be Erik Kalmykov, Discord name *Snake#5888*.

Assistant administrators:

armavel44#1489

LeaveNeed#0001

MagWTF#8636

webkisha#9355

Participants must comply with all instructions from an Administrator and the Administrator's decision on any issues relating to this tournament will be final and binding.

Streaming:

Every player is allowed to stream and/or post their games online.

General:

To all matters not settled in this Ruleset, the respective provisions of Official GWENT MASTERS ruleset shall be applied. In case of conflict of this Ruleset and respective rules of official GWENT MASTERS ruleset, this Ruleset shall prevail.

CD PROJEKT RED reserves the right to edit, change, delete or add to this Ruleset in its sole and absolute discretion at any time and will use reasonable efforts to inform participants when it does so. If any participant do not agree to those changes, then he or she must not participate in the tournament.

Feedback and questions:

Feedback and questions regarding the tournament can be submitted to tournaments@cdprojektred.com.