

# **GWENT April Challenger Qualifier #1**

## **The Official Ruleset**

GWENT April Challenger Qualifier #1 is a special tournament for the top 200 players of Pro Ladder. The winner of this tournament will be invited to play in GWENT April Challenger (dates and location to be announced). The goal of this tournament is to provide best pro players with a chance to qualify for one of the most prestigious GWENT tournaments in 2018.

### **Tournament page:**

[http://cdpr.challonge.com/ru/Challenger3\\_qualifier1a](http://cdpr.challonge.com/ru/Challenger3_qualifier1a)

### **Schedule:**

Swiss stage - 24 February 2018 | 10:00 CET

Double elimination stage - 25 February 2018 | 12:00 CET

### **Tournament entry eligibility:**

All players who will be in top 200 of the Pro Ladder on February 21st, 11:59 PM CET. Only players who haven't yet qualified for the upcoming GWENT Challenger will be able to take part in the qualifier. For the duration of both events only, eligible PS4 and Xbox One players will receive special PC GOG.com accounts.

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 24 hours after February 21st, 11:59 PM CET 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 Challonge nickname (should be identical to the account name on Discord)
- Email associated with Challonge account
- Gwent nickname

### **Check-in and no-shows:**

All players have to confirm their participation during a "check-in" phase on Challonge tournament platform. This phase will be active on February 24 from 8:00 to 10:00 CET. No check-in will be required on Day 2 of the qualifier.

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.

### **Awarded victories (byes):**

If the number of players is odd before any round of Swiss, one of the players with the lowest current score (or random player in case of the 1st round) will receive an awarded victory (bye) that will give him or her 3 points as any other victory with 2-0 score. Such player will have to wait for the beginning of a next round of Swiss to continue playing, no other actions will be required from him or her.

### **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.

### **Reporting results:**

Players are responsible for updating the tournament page on Challonge with the results of any finished series. Possible results include the following scores: 2-0, 0-2, 2-1, 1-2, 1-1 and 0-0.

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:

On the first day of the 1st qualifier (February 24), participants will compete by playing games in a **Swiss-system** format over the course of 8 rounds, until 16 best players are left.

- Each participant must build at least 2 decks from at least 2 different factions;
- All matches will be played in a best-of-three format and will not feature deck banning;
- Ties won't be replayed and will be registered as a normal match result;
- No two decks can be of the same faction;
- Winning decks can't be used to play another match, while losing ones may be used again or be swapped out for another;
- Decks can be modified between games and matches (Leaders can't be changed between games);
- By winning a match player will receive **3 points**, by losing - **0 points**. For any match that will end with a tie both players will receive **1 point**;
- Players will be eliminated from the tournament after 3 losses;
- The Median-Buchholz tiebreaker system will be applied in situations where players end up with the same final score. The value it shows is the sum of a player's opponents' scores, with the best and worst scores discarded.

On the second day of the 1st qualifier (February 25), the top 16 players determined during day 1 will compete in a **double-elimination** format.

- All matches will be played in a best-of-five format;
- Opponents will be able to ban, in secret, a chosen enemy deck at the beginning of each game;
- Seeding will be based on results from day 1 of the qualifier;
- Each participant must build 4 decks from 4 different factions;
- No two decks can be of the same faction;
- In the event of a tie, the entire match will be **restarted** from the beginning with the same decks;
- Winning decks can't be used to play another match, while losing ones may be used again or be swapped out for another;
- Decks **cannot be modified** between matches and must be submitted to the tournament administrator to the email address [decksubmission@cdprojektred.com](mailto:decksubmission@cdprojektred.com) no later than 2 hours before the tournament (by 9:59 CET 24.02.2018).

Players are allowed to use trackers during the entirety of the tournament.

### Prizes:

The winner of the 1st qualifier will be invited to participate in the April GWENT Challenger, where he or she will have a chance to compete for a share of a \$100,000 prize pool, Crown Points, the

Challenger winner's ring, and a spot in GWENT World Masters. More information about this is available [here](#).

### **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*

*Romeys#4196*

*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](mailto:tournaments@cdprojektred.com).