

GWENT April Challenger Qualifier #2

The Official Ruleset

GWENT April Challenger Qualifier #2 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 in Wieliczka, Poland on April 28-29th, 2018. 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.challenge.com/ru/Challenger3_qualifier2a

Schedule:

Swiss stage - 24 March 2018 | **14:00 UTC (15:00 CET)**

Double elimination stage - 25 March 2018 | **15:00 UTC (17:00 CEST)**

Tournament entry eligibility:

All players who will be in top 200 of the Pro Ladder on March 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 March 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 Challenge nickname (should be identical to the account name on Discord)
- Email associated with Challenge account
- Gwent nickname
- Up to 3 (but not less than 2) Leaders each from unique faction that will be used on Day One (Swiss stage) of the Qualifier

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 on March 24 from 13:00 to 15:00 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.

Round length

All players should make reasonable efforts to finish their matches within 60 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. Tournament Administrators at their sole discretion can add additional time for players to finish their game or to stop any match that will be unfinished after 60 minutes since the beginning of any round. Players are advised to pay attention to Discord notifications and provide timely updates by the Tournament Administrators requests at all time.

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 Challenge 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 (March 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 2 or 3 decks before the tournament;
- No two decks can be of the same faction;
- 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;
- Winning decks can't be used to play another game, while losing ones may be used again or be swapped out for another;
- **Within a single Bo3 against the same opponent players can use only 2 decks of different factions.**
- In each match (Bo3 series) players are limited in using only 2 out of maximum 3 leaders they have submitted to Administrators prior to the tournament. Players can check #leaders channel on Discord at any time to see which leaders their opponent have declared;
- In case of a tie, the same leader can be used again in Bo3 (tie doesn't count as victory)
- Decks can be modified between games and matches (except leaders);
- 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 2nd qualifier (March 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 match;
- 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 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 to the email address decksubmission@cdprojektred.com no later than 2 hours before the tournament (by 12:59 UTC (14:59 CEST) 25.03.2018).

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

Prizes:

The winner of the 2nd 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

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.