GWENT October Open Qualifier
The Official Ruleset

GWENT October Open Qualifier is a special tournament for the top 100 players of Pro Ladder. Two winners of this tournament will be invited to play in GWENT Open in Warsaw, Poland on October 13th-14th, 2018. The goal of this tournament is to provide strongest competitive players with more opportunities to qualify for GWENT Open.

Tournament page:

https://cdpr.challonge.com/Open7_qualifierA

Schedule:

Swiss stage – 8 September 2018 | **10:00 UTC (12:00 CEST)**
Double elimination stage – 9 September 2018 | **13:00 UTC (15:00 CEST)**

Tournament entry eligibility:

All players who will be in top 100 of the Pro Ladder on August 31th, 12:00 (noon) CEST. Only players who haven't yet qualified for the upcoming GWENT Open 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 48 hours after August 31th, 12:00 (noon) CEST 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
- 3 Leaders each from unique faction that will be used on Day One (Swiss stage) of the Qualifier and **full decklists.** We recommend to use https://dekki.com/en/games/gwent/deck-builder to generate and share decklists. No registration is needed and 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 Challonge tournament platform. This phase will be active on September 8th from 08:00 to 10:00 CEST. 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.

Turn order

This tournament will be utilizing the coin flip feature that allow player who invites his opponent to a friendly match always have a blue coin (go first). Players should be mindful about this and make sure that game invitation always sent by the correct player. In case if such mistake was made, the game should be restarted before any cards will be played.

Turn order for Swiss stage: player with a nickname displayed on top of the Challonge bracket will be going first in game 1 and 3 of the match, while his opponent will be going first on game 2.

Turn order for Double Elimination stage: player with a higher seed (higher in rating based on final standing after Swiss stage) always will go first in games 2 and 4, while his opponent will go first in games 1, 3 and 5.

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 (September 8th), participants will compete by playing games in a **Swiss-system** format over the course of 7 rounds. After the 7th round 16 best players will advance to Day 2, while the others will be eliminated.

- Each participant must build 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;
- In each match (Bo3 series) players are limited in using only the decks submitted to the tournament admin earlier. All players will be able to check the contents of their opponents

deck at any point of the tournament (the link to the folder with all decklists available will be published on the official Discord tournament channel **after Round 1 will be over**;

- In case of a tie, the same deck can be used again in Bo3 (tie doesn't count as victory)
- 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 following tiebreakers will be used to determine the final standings:
  - Match points
  - Wins vs Tied Participants
  - Median-Bucholz system (the value it shows is the sum of a player's opponents' scores, with the best and worst scores discarded).
  - Game Win %
- **Intentional draws (ID) are allowed.** In case if both players are agreed to draw in a match (instead of playing it) - they need to notify tournament admins about their decision before the beginning of the game 1. For the purpose of tiebreaker the result of such match will be recorded as 0-0.

On the second day of the qualifier (September 9th), 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;
- 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 10:59 UTC (12:59 CEST) 01.09.2018).

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

Prizes:

The winners of both double-elimination brackets (i.e. winners bracket and losers bracket) will be invited to participate in the October Open, where he or she will have a chance to compete for a share of a $25 000 prize pool, Crown Points and invitation to Challenger #4. 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 <u>GWENT MASTERS ruleset</u> shall be applied. In case of conflict of this Ruleset and respective rules of official <u>GWENT MASTERS ruleset</u>, 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 <u>tournaments@cdprojektred.com</u>.