Settlers of Catan CWC (Friday & Saturday)

Heat 1: Friday 7:00PM-1:00AM
Heat 2: Saturday 10:00AM-4:00PM
Semifinals: Saturday 7:00PM-9:00PM
Finals: Saturday 9:00PM-11:00PM

Tournament winner receives air fare and badge to Origins 2020 to play in the next round of the Catan National Championship. Note that Catan Studios is *not* offering hotel rooms to the winners. This is a change from previous years.

There will be two 3-game qualifying sessions. In each game, identical boards will be used by all tables. Up to the top 16 qualifying scores will advance depending on the number of players (ranked by wins/total points). You have 2 chances to qualify. The first session will be Friday night at 7 pm and the second session will be Saturday at 10 am. The semi-finals start Saturday at 7 pm. The final will be played immediately after that.

Players must be 18 or older to win. 4th edition rules are being used (no house rules). 7's are live from the beginning. Players may build and trade in any order during their turn. Players may use ports on the same turn they are built. Robber may be moved back to the desert.

Note: There will be a special ticket price required because of the prize offered.

NER Tournament Rules

General Rules

Heats are open to all players who are familiar with the game's rules. Finals are open only to the top 4 ranked players after all heats are finished. You may play in as many heats as you wish. Players who did not participate in the first/second heats are still allowed to play in the second/third heats. Playing in a heat is not an obligation to participate in any other heat or final. If you qualify for a final/ semi-final round and do not wish to play, please notify the Tournament Director.

Advancement To Finals

A player's tournament score is determined by how well they place during the heats. Players are awarded points after each heat according to their placement:
1st place finish: 1 pt
2nd place: 0.1 pt
3rd place: 0.01 pt
4th place: 0.001 pt

After all heats have been played, the 4 players with the highest tournament score advance to the finals. If two players have the same score, the tie-breaker is percentage of the winner's score for their best non-first finish.

For example:

		Heat 1		Heat 2		Heat 3			
Rank	Player	finish	% of winner's score	finish	% of winner's score	finish	% of winner's score	**Score**	Tie Breaker
1	Player A	1st	100%	1st	100%	2nd	65%	**2.100**	65%
2	Player B	1st	100%	3rd	60%	1st	100%	**2.010**	60%
3	Player C	2nd	90%	1st	100%	2nd	85%	**1.200**	90%
4	Player D	2nd	75%	3rd	85%	1st	100%	**1.110**	75%
5	Player E	1st	100%	2nd	70%	3rd	65%	**1.110**	70%

The player rankings for each game will be posted after each heat. Two 1st place finishes (two points) guarantees the player automatic advancement to the finals. In the event of more than 4 players with two points or if a tournament has more than 32 participants, there will be a semi-final round scheduled immediately before the final.

Any final game can be rescheduled to a different timeslot if an agreement is reached by all qualified players. Please notify the tournament director if you wish to reschedule a final.

St Petersburg Tournament Rules

Heat 1: Thursday 1:00PM-3:00PM
Heat 2: Thursday 7:00PM-9:00PM
Heat 3: Friday 1:00PM-3:00PM
Finals: Friday 7:00PM-9:00PM

No variants, no special rules. 4-player games will be played, 3-player games will be played only as needed to accommodate all players.

Clarifications

Cards drawn from the Observatory must be shown to all players.

No Special Building (Pub, Warehouse or Observatory) can be upgraded in a ROUND it is used.

The Warehouse MAY be upgraded if it holds four cards, but CANNOT be upgraded on a round when a 4th card was added.

Tiebreakers:

1. Most money
2. Fewest Aristocrats

Puerto Rico Tournament Rules

Heat 1: Thursday 3:00PM-5:00PM
Heat 2: Thursday 7:00PM-9:00PM
Heat 3: Friday 10:00AM-12:00PM
Finals: Friday 3:00PM-5:00PM

Heats will be 4-player games, 3-player games will be used as needed.

Rules

All standard game rules apply. We will not be using any of the expansions or variants, except for the special tiebreakers and bidding system described below that will be used in semi/final round games only.

Bidding

For all semifinal and final games, we will be using a bidding for seat position using the same bidding system used last year. Each player will randomly draw a random plantation tile (using the trading house values) to determine who bids first. Going around in plantation order value (coffee goes first), each player will place a matching plantation tile on a bid value ranging from 0 to 5.0 VP (in increments of 0.5 VP) using a chart to be furnished by the GM. Bids may be zero but in all instances must be higher than any previous bids for a particular seat. Any player who has been outbid will have his/her marker removed and will, when his or her turn comes, bid again–either a higher value for the same seat or a different amount for another seat. A player whose bid is not topped by another bid does not get another bid — instead the bidding goes around to the next player without a bid marker in play. The process continues until all players' bid markers are on different seats, with the resulting bid representing the VP handicap to be assigned for that particular game. These VP handicaps will be noted at the top of the particular seat position (1, 2, 3 or 4) on the scoresheet above the player's name and will be subtracted from that player's VP total at the end of the game. Note all bids will be made before seeing the random plantation draw to start each game.

Tiebreakers:

- Heat tiebreaker: combined doubloons and goods total
- Finals tiebreakers:
    1. doubloons and goods total
    2. Higher VP bid for start player
    3. Better total heat score
    4. coin flip

Ticket to Ride Tournament Rules

Heat 1: Thursday 5:00PM-7:00PM
Heat 2: Thursday 9:00PM-11:00PM
Heat 3: Friday 1:00PM-3:00PM
Finals: Friday 5:00PM-7:00PM

Game Versions

All heats may use Europe, Base US or US – 1910 game. If all players at a table agree, any of the three variations (1910, Big Cities, Mega game) may be played. If agreement cannot be reached, the Mega version should be played.

Game preferences will be considered but will not be guaranteed. Should there not be enough players/ game copies to honor a preference, players will be assigned to play 1910 Mega.

The Semi/Final rounds will use the US – 1910 game, Mega version only.

Most games will be played with 4 players, resorting to 5-player games only as needed. At the start of each game, players must check that they have exactly 45 trains in their color. The number of train cars, train cards and destination tickets a player has is public knowledge.

Tiebreakers:

1. Player who has completed the most destination tickets
2. Player with the Longest Continuous Path Card
3. Reverse Turn Order

Splendor Tournament Rules

Heat 1+2+3: Saturday 10:00AM-1:00PM
Finals: Saturday 5:00PM-7:00PM

Default 4 player games, 3 player as needed. Base game only.

Three heats have been scheduled for a 3-hour block. Players do not need to play in all three heats. Once the first heat in the block finishes, players who wish to play in the second heat should return their seating cards to the GM. The GM will redistribute the seating cards as soon as a second table has finished and/or there are at least 8 players ready to play.

Tie breakers:

1. Fewest development cards
2. Most gems left over

Concordia Tournament Rules

Heat 1: Saturday 5:00PM-7:00PM
Heat 2: Saturday 10:00AM-12:00PM
Heat 3: Saturday 3:00PM-5:00PM
Finals: Sunday 1:00PM-3:00PM

Default 4 player games, 3-player games if necessary. The Salsa and Venus expansions will not be used.

Heat 1: Italy
Heat 2: Gallia
Heat 3: Corsica
Finals: Crete

For the final game, the default Personality Card market will be used unless all players agree to use the alternate market.

Tiebreaker:

1. the player owning PRAEFECTUS MAGNUS, or the next player in line to receive it

Terraforming Mars Tournament Rules

Heat 1: Friday 9:00PM-12:00PM
Heat 2: Saturday 7:00PM-11:00PM
Finals: Sunday 10:00AM-1:00PM

4 player games will be the default, using 3 player games as necessary.

All heats may use Base Mars, Hellas or Elysium maps. If map agreement cannot be reached, the base Mars map will be used.

No other expansions will be used.

All games will be played using Corporate Era cards. At the start of the initial card distribution, each player will draw 2 corp. cards and keep one. All players will reveal their Corp. after the initial cards have been decided and paid for.

All heats and the finals will use the following drafting rules:

For initial card distribution, each player is dealt 5 cards, keeping 1 and passing the remainder to the **left.** This continues until all cards have been drafted and each player has a hand of 5 cards, which they set aside. Then 5 more cards are dealt, with players keeping 1 and passing the remainder to the **right.** Continue until all cards have been drafted. Players now choose from their combined hand of 10 cards which to buy.

During the Research phase, the players draft 4 cards to buy, keeping 1 and passing the rest to the next player as in the initial card draft. Cards are passed clockwise on even numbered turns and counter-clockwise on odd numbered turns.

Tiebreakers:

1. Most money
2. Combined total of remaining resources

Azul Tournament Rules

Heat 1: Friday 5:00PM-7:00PM
Heat 2: Saturday 8:00AM-10:00AM
Heat 3: Saturday 3:00PM-5:00PM
Finals: Saturday 7:00PM-9:00PM

4-player games are default, with 3-player games as needed. All games will use the default “filled” in side unless all players agree to use the “blank” side.

Tiebreakers:

1. Most completed horizontal lines
2. Most completed vertical lines
3. Most completed color sets
4. Fewest dropped tiles in the final round

Lords of Waterdeep Tournament Rules

Heat 1: Thursday 3:00PM-5:00PM
Heat 2: Thursday 9:00PM-11:00PM
Heat 3: Friday 3:00PM-5:00PM
Finals: Friday 9:00PM-11:00PM

4-player games are default, with 3-player games as needed. Base game only.

The following rules will be in play for Mandatory Quests:
- No player may have more than 1 active Mandatory Quest assigned to them
- When a player draws a Mandatory Quest from the Intrigue deck, they may choose to reveal it and discard it, then draw another Intrigue card

All games will be played with Mandatory Quests unless all players at the table agree not to play with them. In this case, all Mandatory Quest cards will be removed from the Intrigue deck.

Tiebreakers:

1. Most gold
2. Most adventurer cubes
3. Most incomplete quests

Wingspan Tournament Rules

Heat 1: Friday 7:00PM-9:00PM
Heat 2: Friday 1:00PM-3:00PM
Heat 3: Saturday 5:00PM-7:00PM
Finals: Saturday 9:00PM-11:00PM

4-player games are default, with 3-player games as needed. Base game only

Tiebreakers:
1. Leftover food tokens
2. Bird cards in hand