

Gert Bowl 9

Two Day Tournament at Bristol City Open
Rules Pack

6th & 7th July 2019

Gert Bowl has run in Bristol for the last nine years, for 2019 we are pleased to announce that the tournament will run at the inaugural Bristol City Open being organised by Roll Dice Gaming at Bristol City's Ashton Gate Stadium.

Location

Ashton Gate Stadium,
Ashton Rd,
Bristol,
BS3 2EJ

Registration

Please register your interest on TFF - [TFF thread on BUBBA Bowl link](#) or with Roll Dice Gaming – [Bristol City Open Event on Facebook](#)

The cost for the tournament will be £30 for NAF members and £35 for non-NAF entrants (includes NAF membership and free grift). Tickets to be purchased at paypal.me/Loki4BUBBA, please include a name and contact details and if already a member NAF name and number.

Registered entrants will be shown on TFF thread and Bristol Open event page.

Schedule

Day 1:

09:00 – 09:45: Registration
10:00 – 12:15: Game 1
12:15 – 13:30: Lunch
13:30 – 15:45: Game 2
16:00 – 18:15: Game 3

Day 2:

09:30 – 09:45: Registration
10:00 – 12:15: Game 4
12:15 – 13:30: Lunch
13:30 – 15:45: Game 5
16.00 – 17:15: Game 6
18.00 – 18.30: Awards & Close

The 4 minute turn limit will not be specifically enforced throughout the tournament; in order to keep to time, warnings for 'half-way' and '15 minutes left' will be announced. At the end of the set time, please square off your matches and submit scores.

Playing format

- As per NAF guidance: [Rules-for-NAF-Tournaments-2019](#)
- 26 Teams
- Piling On as per CRP.
- No Wizards
- No Cards
- Swiss format after random draw for the first match
- New teams will start with 1,100 kgps with which to buy at least 11 standard players, after this starts (Tiers 2 & 3) and all other allowed inducements as described in the sanctioned rules (see 1st point) can be purchased.
- For this Tournament Fan Factor is fixed to 5 Fan Factor (i.e. no more Fan Factor can be bought) and is not added to the team value
- Before the first match teams can assign skills as described later
- There should be room for either old style or new style Blood Bowl Pitches.

Please bring

- Painted team (painting is not mandatory but is appreciated 😊)
- Dice and templates
- Two Rosters, one for organiser, one for you to use in tournament
- Board and dugouts

Scoring System

The scoring system will be as follows:

- Win 2 points
- Draw 1 points
- Loss 0 points

Tie breakers after final results will be resolved by strength of schedule. For the Casualties for the Most Cas Award - only those Casualties which count for SPP's will be counted.

Teams

You have 1,100kcp to recruit players, staff and team re-rolls. Team Fan Factor is free and set to 5 FF for the whole day. Fan Factor will not be included in the overall team rating. You cannot use any spare cash from team building to buy more Fan Factor for this event.

Stars (for Tier 2 & 3 teams) and coaching staff may be purchased as described in Games Workshop Rules (CRP and BB2016), Death Zones and Spike Magazine publications out prior to 1st June 2019 but only after at least 11 players from a team standard roster have been purchased.

No Wizards (including Horatio X. Schottenheim) or Cards are available as inducements.

Before the 1st game teams may allocate the number of skills listed below to their team, unless otherwise stated there is no stacking of skills (i.e. one additional skill per player).

Tier 1: All teams not mentioned as Tier 2/3 – 6 Standard skills

Tier 2: Chaos, Chaos Pact, High Elf, Human, Khemri, Khorne, Nurgle, Pro Elf, Slann, Underworld, Vampire – 6 Standard Skills, 1 Doubles Skill

Tier 3 (Stunty): Goblin, Halfling, Ogre, Lizards with no Saurus*, Underworld with no Skaven* - 6 Standard skills, 2 Doubles skills, non 'Big Guys' may take two skills of the allocation i.e. stack one skill, this could include both double rolls if desired.

- Standard skills are those available to a player on a normal result on non-double skill improvement roll.
- Doubles skills are those skills available to a player on a double result on a skill improvement roll.
- No stat increases
- Stars may not be given additional skills
- There is no limit to the number of times a particular skill may be taken.

* 'No saurus's/skaven' does not include any stars which may play for the team e.g. Underworld Goblins may take Glart Smashrib Jr and still be considered 'Stunty'

Additional Rules

Rosters

Rosters should be submitted to organiser at least a week prior to the tournament.

No Illegal Procedure

This is a fun and relaxing event, please remind your opponent to kindly move the turn counter.

Prizes

There will be prizes for 1st and 2nd place, there will be a prize for most TD's and most CAS and I am sure I can find a wooden spoon. Depending on the number of participants the level and variety of prizes may increase. There will also be a prize for highest placed 'Stunty' Player.