

Dominion

Tournament Format:

4 rounds of 3 or 4 player games.

First round winners are kept apart in round 2.

The top players are separated from the rest in round 3 and will play each other, with top 4 players kept apart. The number will be decided on the day by the arbiter, prior to the tournament start, based on the number of entries. Tournament winner must come from this top group.

In the final round, all players are ranked with the top 4 on the 'Final Table', next 4 on board 2 etc. The highest ranked player on each board gets choice of seat, with 2nd ranked player getting second choice and 3rd ranked player getting third choice. This is done before setting up the board. The winner of the event must be one of the 4 on the 'Final Table'.

Tournament Rules and Clarifications:

Gained cards go to the discard pile unless otherwise stated.

Cards used during a turn are 'in-play' and not put into the discard pile until the clean-up phase unless otherwise stated on a card.

The discard pile is reshuffled into the deck immediately when a player needs to draw a card and the deck is empty and at no other time unless specified by a card.

If a Witch is played and there are not enough curses for all players then they are given out in clockwise order from the active player.

Clock Timings:

No clock. Arbiter may introduce a turn timer on slow games.

Tie-Breaking Procedure:

1. The board played on in the final round (i.e. A player from the top board is placed ahead of anyone on a lower board, if they have the same tournament points)
2. Result in the final round
3. Sum across all games of percentage of best opponents score
4. Most Wins (followed by most seconds etc.)
5. Head to head
6. Buchholz