

TEAM PAIRING

Matches will be determined randomly in the first round and then Battle Points and Win/Loss afterwards. (No teams from the same game club will be paired against each other in the first round. Please note the Tournament

Organizer will swap pairings if this does occur so teams need to be mindful of their pairings change.)

The second through sixth round pairings will be done strongest team total vs next strongest team total.

After the second round of the event, we cannot guarantee or adjust pairings in a manner that teams from the same game clubs will not be paired against each other.

INDIVIDUAL PLAYER PAIRING

Teams will pair off into 8 individual games every round. Individual pairing will take place as detailed below. Eight GW Layouts will be used, and each Layout has two Missions to choose from.

Due to having Layout 1 and Layout 6, duplicated, the first Defender to pick Layout 1 and Layout 6, will also choose the corresponding Missions too. (G/H or N/P for Layout 1 and M/O or J/L for Layout 6)

Layouts and Missions: 1 (G/H), 2 (B/D), 4 (I/K), 6 (M/O), 7 (E/F) and 8 (A/C), 1 (N/P), and 6 (J/L) (Chapter Approved 10th Ed)

1. Teams will take a few moments to review the opposing teams' lists, making decisions of who they hope to pair their team's players against, discussing strategies, looking over tables, etc. (If applicable, team captains should work together to reset any terrain at this time.)

2. Team A and Team B place a defender face down.

a. Once both defenders are placed each team will reveal them simultaneously.

3. Team A and Team B will place 2 attackers face down.

a. Once both teams' attackers are placed, they will reveal them simultaneously.

4. Each team picks an attacker for their defender to play against.

a. Once both teams have selected the attacker to play, they will reveal them simultaneously.

5. Both teams will now roll a D6. The winner of the roll will pick the first layout. The Defender will always pick the layout, and the Attacker will always pick the mission. (Team A won the roll off.)

a. Pairing 1

1. Team A selects a layout

2. Team B selects the mission

b. Pairing 2

1. Team B selects a layout

2. Team A selects the mission

(The first two pairings are set.)

6. Team A and Team B place a defender face down.

a. Once both defenders are placed each team will reveal them simultaneously.

7. Team A and Team B will place 2 attackers face down.

a. Once both teams' attackers are placed, they will reveal them simultaneously.

8. Each team picks an attacker for their defender to play against.

a. Once both teams have selected the attacker to play, they will reveal them simultaneously.

b. The attackers that were not picked will result in the 5th pairing.

9. Pairing 3

a. Team B selects a layout

b. Team A selects the mission

10. Pairing 4

a. Team A selects a layout

b. Team B selects the mission (Pairings 3 and 4 are completed and the teams now continue to the back half of the pairings.)

11. Team A and Team B place a defender face down.

a. Once both teams have selected the attacker to play, they will reveal them simultaneously.

12. Team A and Team B will place 2 attackers face down.

a. Each team's faction that was not placed to attack will be placed in the SCRUM (Pairing 8).

b. Once both teams' attackers are placed, they will reveal them simultaneously.

13. Each team picks an attacker for their defender to play against.

a. Once both teams have selected the attacker to play, they will reveal them simultaneously.

b. The attackers that were not picked will result in the 7th pairing.

14. Pairing 5

a. Team A selects a layout

b. Team B selects the mission

15. Pairing 6

a. Team B selects a layout

b. Team A selects the mission

14. Pairing 7

a. Team B selects a layout

b. Team A selects the mission

15. Pairing 8

a. Team A selects the mission

16. Final Pairings (Pairings 5, 6, 7, and 8 are completed and the teams now have all the pairings.)

AI ASSISTED PAIRINGS

We have become aware that some teams have taken the habit of using algorithms and/or AI methods to assist with the pairing process. Note that the use of any algorithm and/or application that use AI powered methods that proposes pairing strategies or makes decisions is strictly forbidden at the event. These algorithms / AI powered methods should be limited to summarizing matrix information and providing users with a broader perspective for the impact of their decisions. Any teams that try to gain an unfair advantage by the use of AI programs may be given a penalty, up to exclusion of the team for the event. We ask all teams to take their responsibilities in this area. **This is a game between players, not computers.**