

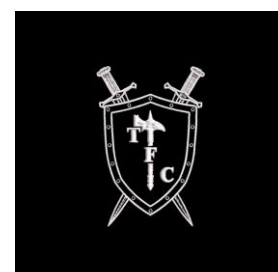


A Contest of Fools



Hosted by Polymath Tabletop

Sponsored by



Credits for this Player's Pack should go to the many other TO's, whose Player's Packs have guided this one, and all the people who make these events happen.



Event Details

When: 1st and 2nd of April 2023

Where: The Oaks Hotel

25 Annand St, Toowoomba City QLD 4350

Cost: \$70 per person

Registration Opens: 1st February 2023

Number of Rounds: 5

Max Players: 64

Tournament Schedule

Saturday

8:30	Registration & Doors Open
9:00 - 11:45	Round One – Presence of Idols
11:45 - 12:45	Lunch
12:45 - 3:30	Round Two – Only the Worthy
3:40 - 6:25	Round Three – Nidus Paths
6:45	Doors closed

Sunday

8:30	Doors Open
9:00 - 11:45	Round Four – Ours for the Taking
11:45 - 12:45	Lunch
12:45 - 1:00	Best Painted Voting
1:00 - 3:45	Round Five – Prize of Gallet
3:45 - 4:00	Pack Up & Tallying
4:00 - 4:30	Presentations

Tickets

Tickets will be released for sale on February 1st at 8pm AEST. These will be available for sale at PolymathTabletop.com.au. Once the 64 tickets have been sold, additional enquiries will be added to a waitlist.

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Accessibility Info

Sensory Information

Any wargaming event can get quite loud, hot, and personal space may be at a premium. This can be overwhelming for those with sensory issues.

We recommend that if you experience sensory issues, but would still like to come, it will be a great idea to consider bringing aides for assisting with these. Things such as Flare Calmer in-ear devices, fidgets and other devices may prove of some use, as well as taking advantage of times between rounds to assist with de-escalation and sensory breaks.

If you have sensory issues or a sensory disorder, please get in touch and we'll help you out as much as we can with strategies for the event.

Mobility

The tables at A Contest of Fools will be placed as far apart as reasonable for the event space, but they can still be quite close together and this can cause problems for those with lower mobility. We will be endeavouring to have an area with tables set further apart for these players. If you have low mobility or mobility issues, please contact us and we'll make sure we can allocate you to this area during the event.

Location

The tournament will be held at The Oaks Hotel in Toowoomba, at 25 Annand St, Toowoomba City QLD.

Accommodation

Toowoomba has a variety of hotels, motels, and Airbnb's to stay at. If you wish to stay at the venue, please advise them you will be attending the tournament for a 12%* discount.

Parking

For people not staying at the venue, the car park across the road at 40 Annand St is your best option. Parking is paid on Saturday morning until 11:30 but is free on Sunday.

Drinks

There will be a staffed bar in the room for players (and TO's).

Food

You will be able to order lunch both days from the bar in the room. Alternatively, there is The Rock Pub downstairs, and a variety of eateries down the street (Walton Stores).

*: 12% off best available rate, this can be activated using the code "OUREVENT" when booking directly on the Oaks Toowoomba website.

<https://www.oakshotels.com/en/oaks-toowoomba-hotel>

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Your Army

Composition

Each army will need to be less than or equal 2000 points. Players will select their army using the Matched Play rules for Age of Sigmar.

Any model that has points in the current General's Handbook, later Battletomes or Forgeworld can be used. New Battletomes will be able to be used without an FAQ, however, we will make rulings on questionable rules interactions or wording as and if required.

Any new Battletomes released after Sunday 12th March will not be used at this event.

Updates (such as FAQs, White Dwarf and Pitched Battle Profiles) will be used at this event. However, any updates and changes after list submission (Sunday 12th March) will not be in effect.

List Submission

Army List Submission Deadline

Lists are to be submitted to lists@polymathtabletop.com.au by 11:59 pm (QLD Time) Sunday 12th March 2023.

Lists are to be submitted as plain text in the body of an email, from Warscroll builder.

Command Traits, Artefacts, Prayers, Spells and Triumphs are to be noted on the army list.

LISTS SUBMITTED INCORRECTLY WILL BE ASKED TO RESUBMIT.

If you are asked to resubmit more than once, you will be receiving a 5 tournament point (TP) penalty

Late submission without previous approval will also result in a 5TP penalty.

Sportsmanship

As much as we don't enjoy writing this section, it's necessary to ensure that all players have an enjoyable weekend.

General Player Conduct

We expect players to adhere to the Player's Code as laid out in the Age of Sigmar rules.

It is a minimum expectation that no players will partake in:

- Aggressive conduct,
- Harassment (either in person or outside the event),
- Any forms of discrimination or offensive speech (sexism, racism, ableism etc), or
- Drunk or disorderly conduct.

If you want clarification on what constitutes any of the above, please get in contact with the event organisers. Should tournament staff believe your conduct goes against any of the expectations, you will be asked to leave, and no refunds will be issued. If the behaviour is serious enough, you will be prevented from attending future events.

Cheating

Cheating will result in being asked to leave the tournament with no refunds issued, and you will be prevented from attending any future events.



Sportsmanship (cont)

Rules disputes

All rules disputes should be resolved by checking the appropriate published rules, the tournament house rules or by asking one of the tournament organizers. The tournament organizers will give a ruling or refer you to the relevant passage in the appropriate rulebook/FAQ.

Painting Requirements

All models will need to meet the "Battle Ready" standard, as described on page 18 in the GHB. This requires the model to be entirely painted, with different colours/effects for cloth/metal/flesh/etc, as well as having a painted and textured base.

Unpainted models will be removed from the table and will not be allowed at this event.

If you are worried that your models are on the borderline of this, reach out to the tournament team.

Conversions & 3D Printing

Conversions and 3D printing are always a tricky topic at wargaming events. At this event, we will be using the "Vowel System". This consists of two main rules, and the checking matrix.

1. No army made solely of 3D printed models or proxy models will be allowed to be used.

This is without exception, it doesn't matter that your army is beautifully painted and full of amazing models, if it doesn't use any models from the original game, then it will not be allowed at the event. This is not an outright ban on 3D printed models though (See 2.).

2. All 3D Printed, Converted, or Proxy models, must be approved by the TO.

This is to ensure that all players have an equal footing in the game, your models must be instantly recognisable as the correct model they are representing. It also ensures that the armies being brought to an event are all of a high quality and do not detract from the game.

The TO's will approve/reject the model based on the guidelines below;

For the approval process we will be using the vowel approval process - AEIOU

A - Amount - How much of the army has been converted/proxied/3d printed? 3D prints or proxies more than 50% (models/points) of the army are unlikely to be approved without significant explanation or reasoning.

E - Execution - Is the conversion/proxy/3d print similar or higher quality than the original model?

I - Intent - What is the reasoning behind the conversion/proxy/3d print? Is it following a theme, or is it just cheaper?

O - Obvious - How obvious is the conversion/proxy/3d print? Does the original model easily spring to mind, or does it need to be explained each game/turn?

U - Usability - Is this modelled for advantage/disadvantage? Is the base size correct, is the silhouette similar?



Conversions & 3D Printing (cont)

The Vowel Approval Process will be carried out by multiple people before any approval is given. These people will be sent a photo of the model, told the faction, and asked what the model is. If they can't figure it out, then it is unlikely the model will be allowed.

Blood Rules & Grudges

Blood Rules

Blood rules will not be in effect for this event. The Tournament Organizers will try to ensure club members do not play each other round 1, however we can't make any promises.

Grudges

Grudges will be available for round 1 for players that accept the challenge. You will need to include the grudge with your list submission (11:59 pm (QLD Time) Sunday 12th March 2023). Both players will need to submit their grudge for the grudge to be considered accepted. The grudge will only be official once you have received confirmation from the TO.

Terrain

Each table will have 8 pieces of terrain pre-placed by the TO's prior to the event, with their Mysterious Terrain type pre-determined. Garrisonable and defensible terrain will also be pre-determined.

It is important for all players to have a brief discussion with their opponent, about the terrain, when they first get to the table. This will solve most terrain-based disputes before they occur.

Late Arrivals /Drops/Byes

Being on Time

It's important that all players arrive at the event before the start of a round. Should you not be at your table to start your game within 15 minutes of the start of a round, your opponent will gain a major victory.

Dropping out or failing to attend the whole event

Unless there are exceptional circumstances, players are expected to attend all rounds of the event and stay for presentations. Should you wish to withdraw from the event early, please contact a member of the tournament team as soon as possible to let them know. This may remove your eligibility for certain awards and prizes.

Byes

Whilst we hopefully have an even number of players, in the event of an odd number of players, one player will get the Bye. This will be counted as a win, with a 15-5 differential, with maximum sports points. We will also endeavour to provide a "bye buster" so the person will still play a game.

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Round Timing and Endings

Conceding a Game

Conceding a game before time is up or the game has reached a natural conclusion, will result in your opponent receiving a Major Victory and maximum battle points (20).

Timing Out / Slow Playing

Should a game be pushed for time, players will be expected to follow this ruling: If you are unsure if you will be able to complete a full battle round, BEFORE starting the battle round, players should make note of the result of the game as it stands.

In the event that the full battle round is not finished at the end of the round time, if the players and a judge can agree on a reasonable outcome based on the board state (and a small number of important rolls) the game may be “mathed out”. If this is not possible, due to the complexity of the game state, the score at the end of the last completed battle round should be used as the result, to ensure both players have had an equal number of turns.

While allowances should be made for newer players in the spirit of the game, deliberate slow playing to affect the result of a game is not acceptable.

Any player being notified to the TO as potentially slow playing for advantage will be given a warning from the TO and receive penalties for repeat offences. That being said, players will be expected to prompt their opponents to speed up if they are concerned, they are being slow played. Players should only report their opponent for slow playing to the TO at the end of the game if speed did not improve after several prompts.

Chess Clocks

Chess clocks will not be mandatory, however can be used if both players agree. No clocks will be provided by the event, so you will need to provide your own if planning to use one at the event.



Scoring – Overall

Overall there are 140 possible points available, with 10 additional Bonus Points, split in the below categories.

Scoring – Battle

It is possible to earn a maximum of 100 points in the Battle category.

Each player will score points based on the differential 20-0 system. Each game you can score a maximum of 20 points.

VP Difference	Winner's Tournament Points	Loser's Tournament Points
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Scoring – Painting

It is possible to earn a maximum of 20 points in the Painting category, and 5 Bonus Points.

Each army will be scored by the judges on their painting. There is a maximum of 20 points available from this matrix (including additional points).

Tabletop Standard	High Tabletop Standard	Award Level Standard
Meets basic requirements for the tournament.	Tabletop Standard plus shading and blending through the army, detailed bases with additional details.	High Tabletop Standard plus advanced techniques (OSL, NMM, conversions, freehand) throughout the army.
10 Points	15 Points	20 Points

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Scoring – Painting (cont)

In addition, there are the following additional points available (to a max of 20, combined with the matrix points):

Techniques	Additional Points
Object Source Lighting	2 / 4*
Non-Metallic Metal	2 / 4*
Freehand	2 / 4*
Conversions (not head/weapon swaps)	2 / 4*
Advanced Basing (Elaborate basing scenic or displays)	2 / 4*
Display Board	3

* - The first number is the bonus points for displaying the advanced technique, the second number is the bonus points if that technique is used multiple times (3+).

Bonus Painting Points

In addition to the matrix, each player will be asked to choose their favourite army, out of the armies they played against. Each vote will earn the army a single bonus point, for a maximum of 5 bonus points.

Scoring – Sportsmanship

It is possible to earn a maximum of 20 points in the Sportsmanship category, and 5 Bonus Points.

Each player will fill in the below questions, regarding their opponent, at the end of each round. Over the course of the entire tournament, a player can score a maximum of 20 points from these questions.

Was your opponent on time for the round, and timely during the game?	1
Did your opponent have all the rules, widgets, dice, tapes, etc that they needed to play the game?	1
Was your opponent honest and forthright about the game? Did they declare what they needed before rolling, rolled dice in clear view, allowed you confirm rolls/measurements, were open about the source of buffs/modifiers, provided rules when requested?	1 / 2*

* - A player can give either 1 or 2 points depending on their opponent's conduct.

Bonus Sportsmanship Points

In addition to the questions, each player will be asked to choose their favourite opponent, out of the opponents they played against. Each vote will earn the opponent a single bonus point, for a maximum of 5 bonus points.



Awards

Each player can win a maximum of one award per category. None of the awards have any prizes associated with them, just a trophy and bragging rights.

Overall

1st Overall
2nd Overall
3rd Overall

The overall scores will be totalled from all aspects of the tournament (Battle Points, Painting Points, Sportsmanship Points). In the event of a tie, the player with the higher Battle Point will be the winner.

Painting

Best Painted 1st
Best Painted 2nd
Best Painted 3rd

The Painting awards will be based on the Painting votes from Lunch on Day 2. Each player will be asked to select their top 2 favourite armies at the event. In the event of a tie, the army with more "Number 1" votes will be the winner.

Sportsmanship

Best Sports 1st
Best Sports 2nd
Best Sports 3rd

The Sportsmanship awards will be based on the Sportsmanship votes from each player. Each player will be asked to select their top 2 favourite opponents at the event. In the event of a tie, the player with the higher Battle Points will be the winner.

General

Best General 1st
Best General 2nd
Best General 3rd

The General awards will be based on the Battle Points scored by each player. The order of tiebreakers will be win/loss, differential scores, then strength of schedule.

Prizes

All the prizes will be given out as random door prizes.

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Meet The Tournament Team

You can contact the Tournament Team at info@polymathtabletop.com.au

Henry
Tournament Organiser

Jamie-Lee
Logistics

Clint
Rules Judge

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