

BRAWLTIMORE SEASON 4

Welcome to Season 4 of the Brawltimore Tournament Circuit! This year's tournaments will be building on the success of last year, so most things will remain the same.

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Basic Rules

Brawltimore tournaments will all follow the same basic rules and format, for both the ease of the tournament organizer and of the participants. Each tournament will have its own starting time and registration and player size, based on the store, but we will try our best to maintain a similar starting time: 10:00 doors, 11:00 dice.

The format of the tournament itself will remain consistent.

Points: 75

Army Lists: 1 Required

Painting Requirements: none

Number of Rounds: Until 1 undefeated player remains

Game Timing: Deathclock (Standard) 60 Minutes per player

Scenarios: SR 18/19

Tie Breakers: SoS, CP, Army Points

Special Rules: The Circuit will use the Masters Tournament rules.

Additionally, all of the rules in the Organized Play packets apply, including but not limited to sportsmanship, measuring devices, token placement, Army rosters and supplies. Make sure you are familiar with them all.

Circuit Rules

The Brawltimore Circuit will consist of 7 tournaments, each run under the rules above. There will be 5 Circuit Tournaments, one Last Chance Qualifier, and one Championship Tournament.

Circuit Tournaments

The Circuit tournaments will award points (see below) and will qualify **three** unqualified players for the championship. The default qualifying players will be the players in 1st, 2nd and 3rd place once the undefeated player is determined. If any of those players are already qualified, their qualifying slot will go to the next lowest placing player in the tournament. Points awarded will remain unchanged. The Circuit Tournaments will qualify **15 players**. If, through some happenstance, there are not enough unqualified players to qualify three players for the Championship, there will be an additional qualifier slot added to the Last Chance Qualifier Tournament.

The Last Chance Qualifier (LCQ)

The Last Chance Qualifier is the final tournament prior to the Championship. This tournament will qualify the single highest placing non-qualified individual for the Championship tournament. In the event that there are unfilled slots from other tournaments, they too will be up for grabs, and will be limited to 32 players with the same provisions as a circuit tournament.

Championship

The Championship tournament will consist of all of the qualified players from the 5 Circuit tournaments and the LCQ qualifiers this will be a bracketed tournament with pre-set seeds. The players will be seeded according to the points earned through the season. Though other, non-qualified players may have higher point totals, they will not be qualified by points, only by placing in a tournament.

The seeding will follow standard bracketing procedures.

At the end of the tournament, the Brawltimore Season 4 Champion will be crowned, The King of Baltimore, the last undefeated player after 4 rounds.

Signups

Primary Signups will be on the MD Tournament Signup website. While Facebook is a good place at gauging interest, in order to save your slot you will have to sign up [here](#)

Alternates and Replacements

Should a player be unable to participate, having qualified, in the championship, then the next, unqualified player **in the tournament that they qualified for the championship** in will be qualified. Qualified players will have until the week prior to the Championship to lock in the Qualifier spot or it will be forfeit.

Locations

Brawltime will be held at the following Locations and Dates

Nov 3 - Bel Air Games, Bel Air MD

Dec 1 - Games and Stuff, Glen Burnie, MD

Jan 5 - Huzzah Hobbies, Ashburn, VA

Feb 2 - Fairfax Games and Hobbies, Fairfax, VA

March 2 - Critical Hit Games, Bel Air, MD

April 6 - LCQ - Bel Air Games, Bel Air MD

April 23 - Championship Titan Games and Hobbies, Timonium MD

Scoring

Scoring will be the following formula.

1st	4150
2nd	3650
3rd	3250
4th	2850
5th	2500
6th	2150
7th	1850
8th	1550
9th	1350
10th	1150
11th	1000
12th	850
13th	725
14th	600
15th	500
16th	400
17th	325
18th	250
19th	200
20th	150
21st	125
22nd +	100

Scoring means nothing in terms of qualifying for the finals. Instead, it will be used to determine the position in brackets of the finals. This gives players an incentive to continue attending tournaments once they have qualified, but there isn't a grind to complete every tournament and gather as many points as possible.