



CATAN CANADIAN NATIONAL CHAMPIONSHIP AT PRAIRIECON POLICIES AND PROCEDURES

Thank you for participating in the Catan Canadian National Championship at PrairieCon. This document contains the rules for the tournament.

Compliance

Mayfair Games requires strict compliance with information laid out in this document. All players participating in a Catan National Championship Tournament need to be held to the same standard of play.

Attendance and Participation

Mayfair Games requires CNC Qualifier players to be at least 18 years of age and Canadian Citizens, as Mayfair Games will not be responsible for youths and they cannot redeem the prize.

Tournament Organizers may not participate in their own tournament.

Players who have won a CNC Qualifier for the current season may not participate in another qualifier until the next season.

Rules

All CNC Qualifier Events use the most current version of the Catan rules set from Mayfair Games, which is currently 5th edition. **No house rules are allowed.** (Please see Appendix A for frequently used house rules.

Number of Rounds

The Friday and Saturday preliminary events will be 4 rounds long with each player participating in multiple matches. This is done to allow players to participate in different seating positions and provide a more balanced playing experience.

Players may play in both the Friday and Saturday rounds. The Catan entry fee must then be paid for both preliminary events (\$20+\$20+PrairieCon registration fee of \$25). The player's best score will be used to determine advancement.

A semi-final round will be held on Sunday morning, using the Mayfair scoring calculator to determine the top 16 players. Up to 2 spots in the final may be reserved for the winners of approved pre-qualifier tournaments.

Tournament Conduct

Board Setup

CNC Qualifier Tournaments require that all players play on the same exact board layout in a given round (including port orientation).

Mayfair Games discourages player review of game board layout prior to play, because we do not want to provide an experience that favors players who had time to review the map thoroughly before play.

Round Time

CNC Tournament Rounds do not have a time limit out of respect for the players. Some players may complete a tournament game in less than 45 minutes, others can last 90 minutes or more. Dice, player analysis and social dynamics can all impact game length and are not something a tournament organizer can easily control.

For all games, the organizer has the authority to introduce and enforce a time limit on player turns. In the event time limitations are imposed, player turns are limited to three minutes. However, organizers will not end games until a player has reached the 10 victory points required for a win.

Player Seating

It is important for each player to have the opportunity to play in different seats and against different players throughout the tournament. Mayfair Games will provide an Excel spreadsheet to assist you in randomizing and assigning seats. If circumstances require it, it is more important to ensure that players play in a different seat than against a different player.

Player Ranking and Scoring

Qualifier Events use the same ranking methods used in the World Championships. The Mayfair Games Excel spreadsheet will manage this automatically. Player ranking is determined:

- First by Number of Wins: Two wins beats all one win players.
- Second by Number of Points: Sum of points across all games.
- Last by Percentage of Points (PoP): Average percentage of points the person scored in each of their games. If you win with 10 points, and your three opponents had 6 points each, your PoP ($10/28 = 36\%$) is better than someone whose opponents had 9 points each ($10/37 = 27\%$). **Note that the PoP changes if there are only 3 players at a table.** To balance this against the 4 player games, add a “fourth player” score (the Bye score) to the score slip of each 3 player table. The Bye score is created by averaging the three scores together (rounding up).

Also note that any victory points from development cards that players have are added onto their final scores whether the player wins or loses.

Seeding/Ranking for a Semi-Final Round

The seating for a 16 player semi-final round is

Table 1	Table 2	Table 3	Table 4
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

The highest ranked player at each table gets choice of starting position (ie. 3rd player) and color, followed by the other players in ranked order. The four winners from the semifinals will select their seats in the final in a similar manner, i.e. using the ranks from the preliminary rounds.

The winner from each table at the semi-finals will advance to the final. These four players will play a single game to determine the Canadian Champion.

Prize for the Tournament Winner

The overall winner of the CNC Qualifier event will receive the following:

- Transportation to Durango, Colorado.
- A hotel room provided by Mayfair Games in Durango, Colorado which is shared with another CNC qualifier winner.
- A seat in the Catan Worlds in Durango, Colorado.

The Mayfair portion for the prize may not be redeemed for cash value. The prize is provided contingent on the player attending the Catan Worlds and participating in the tournament; if the winner is unable to fulfill these duties the prize will go to the runner up.

Reporting Results

The Catan Canadian National Championship sponsor is required to send to Mayfair within 1 week of event completion:

- the completed CNC Score Sheet showing final rankings of all players
- Full Contact Information of ALL players (Phone, Email, Mailing). Mayfair Games does not sell or share this information with 3rd parties.
- A photo of the winner of the event.

Appendix A: Rules Clarifications

Dice

- A player's turn begins with receiving the passed dice.
- Players are allowed to play any development card (for example, a road building card) before they roll the dice. This counts as their one development card played for the turn.
- No other actions (trading/building) may occur prior to the rolling of the dice.
- Once the dice are rolled, the dice roll must be resolved before any other actions are taken.
- A die that lands unevenly may be considered "cocked" if you cannot stack the second die on top of it without it falling off.
- When a re-roll is called for, both dice are re-rolled (not just the one in error).

Cards

- Resource and Development cards must be kept above the table, and any player may require a count of another player's resource and development cards.
- If there are not enough resource cards to fully distribute after rolling the dice, then nobody will receive a card of that kind unless a single person is collecting the resource from that roll. The other resource cards from the roll are handed out to the players as usual.
- Development cards with Victory Points on them always count towards the player's score and do not need to be played to the table.

Building and Trading

- There is no distinction between the trade and building phase of a player's turn. A player may build and trade in any order until they decide to pass the dice.
- Trades may only be made with the active player. You cannot negotiate deals with another player for a future turn.
- Resources traded to a player other than the active player may not be traded to the bank (either directly or through a port) until that player's turn.
- Players are not allowed to build a road beyond a settlement or city of another player.
- Players are allowed to upgrade a settlement to a city in the same turn the settlement is built, if the player has a settlement to physically place on the board.
- If a player buys a development card with a victory point on it, they may immediately reveal it if it is their tenth victory point to win the game.
- A harbor/port may be used the same turn that a player builds a settlement on it.

Robber

- The robber is in effect as soon as the game begins, from the first throw of the dice. There is no "grace period" before the robber is moved, and it can steal on the first turn.
- The robber MAY be moved back to the desert during the game.
- You may not solicit bribes to influence the placement of the robber.

Winning

A player has won if they have 10 or more victory points on their turn. If a player does not notice that they have 10 points, the player must wait until the next turn before winning the game (assuming no earlier player wins, and the player still has 10 points).