

BOMBCAST® EASTERN AMERICAN **SERIES OF TOURNAMENTS 2016**

PRESENTED BY



B.E.A.S.T. is intended to promote greater participation in Blood Bowl tournaments along the East Coast of the United States by creating an additional contest based on cumulative scoring of those events. In other words, we're using shiny prizes to entice coaches to travel to more tournaments than they otherwise might.

B.E.A.S.T. is sanctioned and sponsored by the NAF. Any disputes or clarifications will be handled by the NAF's Tournament Series Administrator, a position currently held by Torsten "Tojurub" Blaetter.

Tournament Series Organizer: Nate "Gaixo" Beem

Tournament Series type: Open

Rules

-Any tournament taking place in the following states or provinces may choose to be included in B.E.A.S.T.: Connecticut, Delaware, Florida, Georgia, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, North Carolina, Pennsylvania, Rhode Island, South Carolina, Vermont, Virginia, Washington, D.C., West Virginia.

-The B.E.A.S.T. will run from January 1st to December 31st.

-The four "base tournaments," required so that the series can be sanctioned will be the 4-Diamonds Cup, the Atlantic Coast Charity Cup, the Bacon Bowl, and the Empire Cup. These were simply selected because they are typically among the first to be scheduled each year. (There are no special benefits awarded to these tournaments.)

-Tournaments should apply to be a part of the B.E.A.S.T. at the same time that they apply for NAF sanction.

-Tournament results (a list of final placement including NAF name and team type used) must be provided to the TSO within 14 days of the tournament's conclusion. Results that are not submitted within that window may be waived.

-So as not to create scoring issues, team tournaments will not be included in the B.E.A.S.T.. Variant tournaments (Street Bowl, Death Bowl, etc.) may be submitted as usual.

Scoring

Coaches will receive the following points for each tournament they take part in:

- **+10 to +1 points for top 10 placement, on a declining scale.** In other words, a 1st-place finish would be worth 10 points, a 2nd-place finish would be worth 9 points, on down to a 10th- place finish being worth 1 point.
- Should there be fewer than 10 coaches (it happens!), the top coach's score would be **equal to the total number of participants**, the rest would decline as usual.
- **+1 point per 10 places below them in the standings.** (Examples: A coach finishing 1st in a 32-coach tournament would receive a bonus of +3 because there are 30+ coaches below them. A coach finishing 1st in an 11-coach tournament would receive a bonus of +1 because there are 10 coaches below them. A coach finishing first in a 10-coach tournament would receive no bonus because there are only 9 coaches below them.)
- **+1 point per day of the tournament.** Given to all participants.
- **Organizer bonus: +1 point per 10 coaches in the tournament** (only for organizers who do not play in their own event. Organizers also get the participating bonus above.)

-Coaches will be awarded points based on their performance in **each** TS event they participate in. This is a cumulative score, not an average.

-There is no minimum number of tournaments that a participating coach must attend.

-In order to receive points, coaches must be NAF members *prior* to participating in a tournament. In other words, they cannot sign up in December and receive retroactive points for all the tournaments they attended throughout the preceding year.

-Coaches must use at least 2 races for their scores to count, assuming they played in more than 1 tournament.

-In addition to the main table, a separate table will be maintained for points accrued with Stunt teams. Points will be awarded in the same way, but only those tournaments played with Stunt teams will count.

-For the purpose of this series, Stunt teams will be defined as Goblins per LRB, Halflings per LRB, Ogres per LRB, Lizardmen with 0-16 Skinks, 0-1 Kroxigor, and Underworld limited to 0-16 Goblins, 0-1 Troll. Organizers can still set their own standards for their individual tournaments' Stunt Cup (for example: Ogre teams limited to 0-3 ogres, "all skeletons" as an added list), but only the rosters above will generate tournament points toward the Stunt award.

-Tiebreakers will be: Most First Place Finishes, followed by Most Second Place Finishes. If scores are still tied, the prize will go to the coach who used the most different team types during the series. If there is still a tie, random determination (coin toss or die roll) will be used.

Optional rule: *Bombcast Bloodsports* sponsorship

At the organizer's discretion, any tournament in the series may replace the "Throw a Rock" result on the kickoff chart with the following item:

11	Throw a Bomb	Bombcast Bloodsports got their start broadcasting Blasta Ball, a glorified game of "Hot Potato" popular with goblins. Whenever an angry fan of that sport ends up at a Blood Bowl match by mistake, they invariably respond by hurling a bomb onto the field. Each coach rolls a D6 and adds their FaME to the roll; the team with the lower score is targeted by a bomb. In the case of a tie, the bomb is a dud and has no effect. Decide randomly which player in the team is targeted (only players on the pitch are eligible) and proceed as if that player has been hit with an accurate bomb thrown by a player with the Bombardier skill. The bomb may be caught and then thrown again as usual. Any knockdowns and injury rolls (for either team) are worked out before the event ends.
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Prizes

Limited-edition lapel pins will be provided by the NAF for 1st-3rd place and the Stunty winner. In addition, the 1st place winner will receive a "B.E.A.S.T. Champion" board from FF-Fields.

The following tournaments are also offering free admission to the reigning B.E.A.S.T. Champion:

Spike Magazine (Canada's official NAF Major Tournament)
4-Diamonds Cup
Atlantic Coast Charity Cup
(More to come?)