The Gwentlemen's Open (TGO) is a monthly multi-stage tournament organized by the Gwentlemen team, with prizes provided by CD Projekt Red and the Gwentlemen themselves where TGO points can be earned. TGO June is an open tournament with no player cap and all skill levels, there will be a swiss format for the qualifiers. Only the top 16 will qualify to the finals. The finals are played on a separate day with a different format.

**Sign up here: http://gwentlemen.challonge.com/TGOJune**

**Schedule:**

Qualifiers - 10 June 2017, 2 PM  UTC (4pm CEST, 10am EDT) - 9 PM UTC

Finals - 11June 2017, 2 PM UTC (4pm CEST, 10am EDT)- 8 PM UTC

Live-cast - 12 June 2017, 8 PM UTC

**1. Most important info for a quick glance**

1.1. Qualifiers
- The qualifiers can be played with any number of decks, but each set of matches (one round) has to be completed with 2 decks from 2 different factions
- The match format is conquest, a player has to win with both decks in order to win the Best of 3. When a player wins with one faction, it cannot be played anymore.
- The tournament format is swiss- each player participates in multiple rounds and plays versus multiple opponents.

1.2. Finals
- The finals are played with three decks from different factions, They need to be submitted to the admins 2h before the tournament starts and cannot be changed during the tournament.
- The match format is three deck BO5 strike format. A player has to win 3 games in order to move forward. The ban phase will be mediated by the administrators.
- The finals format is double elimination.

1.3. General
- Admins are available to answer any and all questions.
- Presence on Discord and timeliness are obligatory.
- discord link: https://discord.gg/nYXJnhA

**2. General Information**

1.1. Game
- The tournament is played on the GOG client for Gwent, with players inviting each other on PC only.
- Latest patch is required.

1.2. Admins
- The admins are available on discord and distinguishable by the [ADMIN] tag.
- The admins' decisions are always final.

1.3. Communication
- TGO Discord server is the primary place to communicate with the Admin team and other players.
- Communication between players are preferably done with Direct Messages to avoid spamming the Discord server.

1.4. Game Settings & 3rd-party Software
- Any in-game settings are allowed.
- [Buffy's deck tracker](#) is allowed.
- Gwent Up deck tracker is allowed.

1.5. Prize Distribution
- 1st place: $120
- 2nd place: $60
- 3th place: $40
- 4th place: $30

1.6. Streaming
- Every player is allowed to stream and/or post their games online EXCEPT for the semi-finals and upwards on sunday.

1.7. Banned Cards
- There are no banned cards.

**2. TGO Terms & Conditions**

2.1. Amendment to Rules
- TGO admins reserve the right to amend the rules at any time (only when absolutely necessary) to ensure fair play.

2.2. Eligibility
- Each player must be present on the Discord channel for the duration of the tournament. Please use the same username for both Discord and Challonge to minimize confusion.
- Players have to check in at least 15 mins before the start of the Qualifiers. Check-in opens at 1:00PM on the 10th of June on Challonge for the Qualifiers.

2.3. Punishment
- Players caught breaking the rules or sabotaging the game, other players or the Admins in any shape or form, will be disqualified and blacklisted from taking part in any future TGOs.
- Players disrespectful and rude towards the Admins or other players, will be disqualified from the tournament.

2.4. No-shows and Forfeits
- If a player fails to show up 10 mins past a round's beginning, the first game will be awarded to his opponent but will the have the chance to continue with this disadvantage. Admins will enforce this rule strictly.
- If a player's opponent doesn't show up, the player has to report a win for himself and notify the admins of the no-show's Challonge username in the #no-shows channel. The no-show has 5 minutes to respond for the second game.
- Dropping from the entire tournament is allowed after informing the Admin team of the intent.

2.5. Disconnects / PC Failure
- If a match is interrupted by a PC, network or software failure, that particular game must be replayed. If a player disconnects two times in a row, that game will be awarded to his opponent.
- If the problem lingers, players have to report it to the Admins before the next match is played.

2.6. Results Dispute
- If a player wants to amend the reported score they have to use the #results channel in TGO Discord.

- Screenshots of end-game scores are necessary when making a complaint with the admins regarding score.
- If there is a tie, it gets counted as a win for both players.

## 2.7. Bugs, Glitches, Abuse
- Players are not allowed to intentionally abuse game-breaking bugs and glitches.
- If a player is unsure if a "normal" mechanic is considered abuse,contact the admin team on the #questions channel of the discord server.

# 3. Qualifiers

## 3.1. Tournament Format
- A swiss format, each player participates in 7 rounds against different, similarly positioned opponents.
- Lasts for about 6 hours, each round lasting for 50 minutes.

## 3.2. Deck Format
- players require at least two decks of different factions for qualifiers and three for the finals..
- The qualifiers can be played with any number of decks, but each set of matches (one round) has to be completed with 2 decks from 2 different factions
- The match format is [conquest](), a player has to win with both decks in order to win the Best of 3. When a player wins with one deck, it cannot be played anymore.

## 3.3. Timekeeping
- Each round lasts for 50 minutes. Players must complete and report their set before the next round can be generated.
- If a match's result is not reported by the end of the allotted time, the Admin team will disqualify the infracted players.

# 4. Finals

## 4.1. Tournament Format
- Seeding depends on qualifier's final standing.

- The top 16 will play a double elimination strike format.
- The games that will be casted (5.2.) need to be recorded
- Failing to submit the recordings can make a player ineligible to receive tournament payouts

### 4.2. Deck Format
- Standard deckbuilding rules apply.
- players must prepare three decks of separate factions and send them to The Gwentlemen (gwentlemen@gmail.com) by 12 noon UTC, 11 June 2017.

## 5. Live-cast

### 5.1. Location
- [The Gwentlemen's TwitchTV channel](#)

### 5.2. Games
- Lower bracket semi finals
- Lower bracket finals
- Upper bracket semi finals
- Grand final

### 5.3. Casters
- TBD

### 5.4. When
- Monday 12th of June 8pm UTC

Relevant Links

Discord: https://discord.gg/nYXJnhA

Twitch: https://www.twitch.tv/gwentlemen

Gwentlemen Twitter: https://twitter.com/gwentlemen