

# **Flying Monkey Con 2026**

## **EVENT OVERVIEW**

### **WHEN**

September 12th – 13th, 2026

### **WHERE**

Century 2

[225 West Douglass Avenue, Wichita, KS 67002](#)

### **CIRCUITS**

[2026 Age of Sigmar ITC Hobby](#)

[2026 Age of Sigmar ITC](#)

2025-26 Great Plains Master Circuit

### **NUMBER OF GAMES**

5 x 3 Hours

### **HOW**

[Best Coast Pairings](#)

### **LISTS DUE**

September 5th, 2026

### **RULES CUTOFF**

September 5th, 2026

### **INQUIRIES**

Derek Hildebrandt | [Dhildebrandt14@me.com](mailto:Dhildebrandt14@me.com) | derek.h on Discord

## **SCHEDULE**

| <b>SATURDAY</b>     |                                 |
|---------------------|---------------------------------|
| 8:00am - 8:45am     | Doors Open + Registration       |
| 8:45am - 9:00am     | Announcements                   |
| 9:00am -<br>12:00pm | Game 1 – Curse of the Gnaw      |
| 12:00pm -<br>1:00pm | Lunch                           |
| 1:00pm - 4:00pm     | Game 2 – Seize the Embers       |
| 4:00pm - 4:15pm     | Break                           |
| 4:15pm - 7:15pm     | Game 3 – Power of the<br>Realms |
| <b>SUNDAY</b>       |                                 |
| 8:00am              | Doors Open                      |
| 8:45am - 9:00am     | Announcements                   |
| 9:00am -<br>12:00pm | Game 4 – Treacherous Ground     |
| 12:00pm -<br>1:00pm | Lunch                           |
| 1:00pm - 4:00pm     | Game 5 – What’s Yours is Ours   |
| 4:30pm              | Awards                          |

## **AWARDS**

1<sup>st</sup> Place (**GOLDEN TICKET**) – The individual with the highest total of victory points per BCP

2<sup>nd</sup> Place – The individual with the second victory points per BCP

3<sup>rd</sup> Place – The individual with the third highest victory points per BCP

Best in each grand alliance: Order, Chaos, Death, Destruction (That did not qualify for a 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> award)

Best Painted Army (**GOLDEN TICKET**) – The individual with the best painted army determined by the panel of judges

Best Sportsman

DFL – The individual with the least victory points per BCP

## **GOLDEN TICKET SUCCESSION**

Categories that have individuals who turned down the golden ticket will have the ticket passed down to the next person in line in that category. 1<sup>st</sup> place to 2<sup>nd</sup> place, best painted to second best painted etc.

## **ARMIES**

Each player will bring a 2,000 point army following the Pitched Battle of the General's Handbook. Proxies and conversions are permitted with approval. Contact Derek via discord or email ([dhildebrandt14@me.com](mailto:dhildebrandt14@me.com)) to have them approved.

## **PAINT REQUIREMENTS**

Models and faction terrain that is not fully painted with at least 3 colors or not having a fully textured or painted base will not be used. You will be asked to remove these models from the table and play with the models you have that meet the requirements.

## **LIST SUBMISSION**

We will be using the Best Coast Pairings app. All lists **MUST** be submitted using the Best Coast Pairings app (BCP) and uploaded no later than Saturday September 5<sup>th</sup>, 2026 at 11:59pm. The email you used to register for the event will be used by the Tournament Organizer to find you on BCP. All lists uploaded to Best Coast Pairings need to be in text only format. No images!

## **SCORING**

Games are scored using Victory Points which are awarded according to the rules on each battleplan.

Ranking will be determined by the following, in order:

1. Games Won
2. Total Victory Points
3. Battle Tactics Completed
4. Strength of Schedule as determined by BCP

## **PAIRINGS**

Parings will be done using the Best Coast Pairings app. Rounds 1-3 (day one) will be random pairing within your win/loss record. Round 4-5 (day two) will be Swiss pairing based off points according to the BCP placings.

## **GRUDGES**

Game one grudges can be requested by contacting Derek. Both players must agree to the grudge.

## **TERRAIN**

Terrain will be setup using the GW layouts listed in the battle plan. Each piece of terrain should be played according to what it says it is in the layout, even if it doesn't look like it fits the description. Defender will determined terrain pieces listed as "Area Terrain or Obstacle."

## **DICE**

Dice must be standard cubes, and any symbols may only have a symbol on the '6' side.

## **GAME TIMING**

Each game will last 3 hours. Games must be finished and results submitted within that time. Players should not start a new round unless they can both complete their turn within the time remaining. See the following category for guidelines for unfinished games. The TO will be making frequent time remaining updates and will make attempts to facilitate games that are falling behind on time. If a player has been determined to be slow player multiple games in a row, they may be required to play with a chess clock in subsequent games by the TO.

## **PLAYER CONCEDES**

If a player concedes before the end of the game, please call over a judge to assist with scoring the remaining game. Scores will not be accepted in the event of a player conceding and the remaining game was scored without TO approval.

## **UNFINISHED GAMES**

If time has been called but the game has not reached a natural conclusion and there isn't a clear victor decided amongst the two players, the following guidelines will be enforced:

If the game HAS NOT concluded round three, the game is determined to be a draw. Both players will accept the higher score and amount of battle tactics achieved of the two players.

If the game HAS concluded round three but NOT round four, the final score is determined to be the score at the end of the third round.

If the game HAS concluded round four but NOT found five, players are encouraged to have a conversation on how the rest of the game was likely to unfold and make an educated prediction of the final score. It is encouraged to ask for a TO to assist with the process.

It is necessary for both players to FULLY AGREE on the outcome of the unfinished game for results to be official. If you do not feel fully comfortable that your opponent could accomplish what they're saying they can, do not feel pressured to accept that they could achieve their goal. If both players are not able to come to an agreement on the final score, the TO will assist with the process. The TO's scoring will be final.

# PAINT COMPETITION RUBRIC

## TECHNICAL

- Smoothness and Consistency: Brush control, cleanliness, smoothly applied paint without undesirable texture
- Blending and Transitions: smooth gradients established on surfaces
- Textures: variety of well-defined textures
- Details: attention to small details on model, eyes, lenses, trim, runes

## COMPOSITION AND VISUAL

- Focal Point: model has a clear focal point that draws attention
- Color Harmony: balance of palette, color theory present, sensible saturation
- Lighting: consistent dynamic lighting, volumes reflect light source
- Contrast and Readability: value, hue and temperature contrast

## CREATIVITY AND THEME

- Concept: does the model fit a clear narrative or theme
- Execution of Theme: color, textures and contrast contribute to theme

## PRESENTATION AND BASING

- Base Integration: does the base support the story and palette of the model
- Presentation: clean presentation

## ADVANCED TECHNIQUES

- Special Effects: object source lighting, non-metallic metals, weathering, freehand – scored on *quality* not *presence*

## OVERALL IMPRESSION

- Cohesion: does everything feel unified in style, color, story and finish
- Impact: does the model have elements that make it stand out