Hi guys, the idea is not new and was always around, still no event tried it out so far:
[b][i]blind picks[/i][/b]

The current metagame evolves around a few good ship and gun combinations, there are counters to specific loadouts and also some fairly good anti-counter solutions. The current competitive scene with its regular event the Sunday Community Skirmish allows teams to practice new tactics but is also a test ground for new GOIO rule sets to give ideas for major tournament rules. Even if counter picking is much less of an issue than it was in the course of the event, it is still present and we want to provide teams a way to work around that an allow new tactical drafting.

[i]updated rules: version 3 (08.10.2015)[/i]

[size=large][b]What is coming?[/b][/size]
The next SCS #67 and all following skirmishes until further notice will introduce a new [b]mandatory[/b] blind pick rule (short version):
[list]
[li]lobby transition into blind pick mode[/li]
[list]
[li]ship loadout changes after the first lobby minute will increase an individual counter for each team[/li]
[li]if the counter reaches a threshold (5) for [i]both[/i] teams, the lobby transitions into blind pick mode[/li]
[li]no ship loadout changes allowed in the last 30sec lobby time[/li]
[li]captains have to mention in chat loadout changes[/li]
[/list]
[li]blind pick mode[/li]
[list]
[li]2 min time to privately message the referee the first pick (one ship), then picks get revealed[/li]
[li]2 min time to privately message the referee the second pick (remaining ship), then picks get revealed[/li]
[li]1 min time to change classes and equipment[/li]
[/list]
[/list]

[size=medium][b]More details please![/b][/size]
Here is the full ruleset:
[list]
[li]ship loadout changes after the first lobby minute will increase an individual counter for each team[/li]
[li]if the counter reaches a threshold (5) for [i]both[/i] teams, the lobby transitions into blind pick mode[/li]
[list]
[li]blind picks can be avoided if both teams agree on it/li]
[/list]

[li]no ship loadout changes allowed in the last 30sec lobby time[/li]
[list]
[li]a gun or ship change counts as ship loadout change[/li]
[li]a team forfeits the match if they change ship loadouts during that time[/li]
[/list]
[li]captains have to mention in chat about ship loadout changes[/li]
[list]
[li]it is up to the referee to penalize teams for not informing about ship loadout changes in a reasonable time (a few seconds) after change[/li]
[/list]
[/list]
[list]
[li]all captains have two minutes time after confirmed blind pick mode to pick one ship loadout and pming it to the referee (ship and gun placement)[/li]
[list]
[li]if a captain doesn't message the referee in time about the chosen loadout, the currently selected loadout is locked down[/li]
[/list]
[li]after both teams have picked one ship, the teams are informed and all captains have to change their ship selections to their blind pick[/li]
[list]
[li]captains have to select the picks in a reasonable time manner (not more than one minute) or it results in a forfeit[/li]
[/list]
[li]the (partial) picks are revealed to the team and the previous two pick steps are repeated until all ships have been picked[/li]
[li]after all ships are locked down, the teams are informed and have an additional one minute time to adjust equipment, classes and slots[/li]
[li]if a team doesn't ready up in time after equipment selection, they forfeit the game[/li]
[li]changed ship loadouts result in a forfeit[/li]
[/list]
These rules are not included in the official SCS document yet, because we still want to experiment how it works out and if it is a good option.