

GUTI's Guide to Tournament Etiquette

So, you've signed up for a 40K tournament run by Gaming Under the Ice. You've got your army, you're ready to have a good time, and you're looking forward to a day or two of great Warhammer games. How do you help us make that happen? What's expected of you as a player at events? That's where this handy little document comes in - here is your one-stop shop for all the expectations and minimums that we want every player to meet in order for the event to go off smoothly.

Equipment

Let's start easy - what should you bring to a tournament? First and foremost, your army, list, dice, and measuring tape. Those are the very minimum of what each player needs to make games happen. Your list should include all the relevant rules texts for your army in an up-to-date form (or available digitally on an app).

Next is objective markers. These can be as elaborate as neoprene objective mats but they can also be as simple as blank 40mm bases. Just something that can be used to mark out where the objectives on the battlefield are in an obvious fashion.

If your army uses different markers (such as Cult Ambush or Teleport Homers), you are expected to have those as well and they should be easily distinguishable from all other markers that you might be using in the event.

Apps

Games Workshop's app is incredibly useful and it is strongly recommended by the GUTI TO team. If you can use it, we recommend using it with the Command Bunker feature to have a quick reference for all your available rules in a handy format. Other apps, such as Battlescribe, can be utilised but it may be out of date when rules or point values change. The GW app will be what GUTI bases their rulings out of for the majority of cases.

The Tabletop Battles app is the standard app players use for scoring games and it also is strongly recommended for players to use during tournaments. Pen and paper is also acceptable if you feel more comfortable with that style. Both players are expected to be keeping score if possible. If one player does not wish to keep score, the scoring information is open information and must be freely shared whenever requested. If there is a question about how certain missions/secondaries score, please call for a judge.

Timeliness

At a 3-round tournament, players are paying for 7.5 hours of 40K gaming fun and that largely relies on players being timely both in and out of games. Within a game, each player should get an even amount of playing time, around 75 minutes each. In order to give everyone the maximum amount of time in their games, it is expected that players show up to their games roughly 20 minutes before the round starts. This is so that both players can get their armies out,

set up terrain and deployment zones, and ensure that they have all their pre-game rituals completed by the time the round starts.

The importance of timeliness applies also at the end of a round. When the end of a round is called, players are expected to finish the current phase they are in and then immediately end the game and submit their scores. It is completely understandable that players may want to talk out the remainder of the game when the round is called, but that extra delay applies unneeded pressure to the time frame that's been put in place. If players believe they will not be able to complete their 5 turns and wish to discuss the likely outcome of the game in order to get a full score, they should begin that conversation with roughly 10-15 minutes remaining in the round. This should give ample time to fully discuss the game without disrupting the flow of the entire tournament.

Socialising during games is great and is encouraged, but players should remember that during a round, playing the game should be everyone's focus. Excessively holding up games to talk about other things can rob both players of their play time and frustrate those who have shown up to maximise their playing time.

Finally, the TO team is well aware that things can happen. Traffic can be a nightmare, restaurants can be far behind on their orders, and sudden emergencies can pop up. All of these things can be accommodated if the TO team is made aware of the situation. If you need to step away for a short period that might delay the game, might be late for the next round, or anything else that might disrupt the flow of the event, please inform the TO team so that things can be altered to best fit your situation.

Dropping

Life happens and sometimes it sucks. Players inevitably have to drop out of events and the TO team fully understands that. If you ever need to drop from an event, even mid-event, informing the TO team as soon as you are aware that you need to drop should be a top priority. We understand that life changes and there is no judgement if you have to drop, but we need to know to make sure that we have accurate numbers for the day of the event.

Lists

Lists are required to be submitted before every 40K event and there is always a deadline of about a week in advance. The TO team needs lists in order to check players in and create the first round of pairings so timely submission of lists is greatly appreciated. If you notice an error in your list (such as a wargear selection), please reach out to the TO team and we will fix the list and work with you to make sure you show up to the event with the correct army.

Proxies and WYSIWYG

GUTI is fairly accepting of most proxies and non-WYSIWYG models. Our general policy is "right base size, right model size", meaning that if a proxy model is on the same base size and roughly the same size as the official model it will be acceptable. As for non-WYSIWYG models, as long as there is no chance of confusion between the proxies and other units in your army, it

will likely be okay to use. For any proxies or non-WYSIWYG models, please contact the TO team in advance to confirm that everything is acceptable.

Battle-Ready

GW has a “battle-ready” standard but it is a bit loose and confusing for many players, so GUTI has developed its own version of “battle-ready”.

- No bare plastic can be visible on the model
- All major details must be picked out; things like skin, weapons, and armour should be distinguishable and painted
- Bases should have some effort and shouldn't be just painted; texture paste is considered the bare minimum for this

Social Expectations

40K is a social game and that comes with some social expectations. The first and foremost of those expectations is to be nice towards your opponent. That does not mean that you have to go easy, play a weak list, or sabotage yourself when playing. It means that you are open with information about your army, not rubbing your opponent's face in your victories, and helping your opponent avoid obvious mistakes. Nothing at a GUTI event is worth being a jerk over.

Sportsmanship Scores

At every GUTI event, players will be asked to submit a sportsmanship score out of 5 for each of their opponents. These slips are very important to the TO team as it helps highlight any problem players that might need some guidance on proper tournament etiquette as well as those players that are going above and beyond what is the norm. With that in mind, honest scores are very important to the TO team.

A score of 3 out of 5 means that your opponent is a decent opponent and is the standard that we expect of all players. 4 out of 5 is for opponents that are great and deserve to get a little commendation for their behaviour. A perfect 5 should be reserved for when you play a stellar opponent and will remember the game positively for a long time.

On the other end of the spectrum, a 2 out of 5 is a less-than-enjoyable opponent that, if given the option, you wouldn't be super happy about playing again, at least if their behaviour doesn't change. A 1 out of 5 signals to the TO team that a player needs to be taken aside and talked to about their behaviour and you would rather never play that opponent again.

Judge Calls

In case of a player disagreement with regards to rules, any player can call for a Judge. The first responder will be a Floor Judge (as designated at the event) who will attempt to resolve the problem as soon as possible to prevent any major disruption to the event. Decisions made by a Floor Judge will stand for the table they are made at and, if needed, they will be reviewed by the Head Judge after the game. Should a Floor Judge decision be determined to have been incorrect, both players will be informed so as to prevent that issue in the future, but no reparative action will be taken to correct the affected game.

If a player disagrees with the Floor Judge's decision, they may immediately appeal to the Head Judge. Appeals made after the game will not result in any reparative action, but the ruling will still be reviewed. The Head Judge will investigate the situation themselves and come to a decision regarding the situation. A Head Judge's decision is unappealable and will stand for the remainder of the entire event.

Whenever a player calls for a Judge, the Judge will write down a time extension on the scoring slip present on the table. The time extension will be equal to the actual amount of time taken for the investigation plus 2 minutes. Players at that table will have that much extra time available to them to compensate for the stoppage of the game. Should the Floor or Head Judge be a participant in the event, their table will also receive an equal extension.