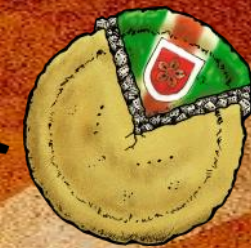




JUNE - AUG  
2022

Wolds Cup



# REGIONAL RULES ~ FOR TOURNAMENT

## ORGANISERS

### OVERVIEW

- ◆ 6 GAMES PLAYED OVER 2 DAYS—Choice of dates between July—Aug 2022.
- ◆ USING BB2020 SECOND SEASON RULES, AVAILABLE *SPIKE!* PUBLICATION RULES AND BB2020 SECOND SEASON DEATH ZONE. GW MAY 2021 Amendment.
- ◆ FLING TEAMS ONLY (OBVIOUSLY NOT NAF SANCTIONED)
- ◆ SWISS STYLE, RESSURECTION TOURNAMENT.
- ◆ MINIMUM OF 12 COACHES FOR TOURNAMENT TO COUNT AS A 'REGIONAL TOURNAMENT'
- ◆ 1'100'000 GP TEAM BUILD BEFORE SKILLS CHOSEN
- ◆ 2 STAR PLAYERS ,FNWC Approved List, AFTER MINIMUM 11 ROSTER PLAYERS HIRED. ONLY 1 OF THESE STARS MAY COST EQUAL TO OR MORE THAN 200'000GP.
- ◆ ALL HALFLING INDUCEMENTS ALLOWED. SIDELINE COACHES, BIASED REFS, HOT-POT, MASTER CHEF ETC. THERE MAY BE ADDITIONAL INDUCEMENTS BY GAMES WORKSHOP IN THE TIME RUNNING UP TO THE EVENT. THEREFORE AS OF 1ST APRIL 2022. ALL TEAMS SUBMITTED SHALL BE FORMED FROM RELEASED RULES UP TO THIS DATE.
- ◆ NO GIANTS.
- ◆ NO SPECIAL PLAY CARD INDUCEMENTS ALLOWED.
- ◆ A FLING COACH MAY ENTER ONE AND ONLY ONE REGIONAL TOURNAMENT, TABLETOP OR ONLINE IN WHATEVER FORMAT THAT TAKES. YOU GET ONE SHOT AT THE WOLDS CUP.
- ◆ NO EXCESS GP IN TREASURY USED AS "UNDERDOG" CALCULATION. TEAMS WILL BE 1.1 MILLION vs 1.1 MILLION.

### REGIONAL TOURNAMENT VARIATIONS

- ◆ REGIONAL TOs' MAY ADD THEIR OWN 'ROUND/GAME' SPOT PRIZES AS THEY WISH. SO LONG AS IT WILL NOT IMPACT THE POINTS THAT CAN BE SCORED, EITHER IN THE REGIONAL TOURNAMENT OR THE 'WOLDS CUP' EXTRA POINTS.
- ◆ REGIONAL TOURNAMENT ORGANISERS MAY CHOOSE TO USE WITHIN THEIR TOURNAMENT THE FOLLOWING FROM THE DEATH ZONE RULES;
  - UNUSUAL BALLS (DZ Pg69)
  - NEW WEATHER TABLES (DZ Pg76) LIMITED TO SPRING, SUMMER, AUTUMN AND WINTER TABLES.
- ◆ ANY OTHER VARIATIONS WILL NEED TO BE DISCUSSED WITH THE 'HEAD CHEF' DAVE MASON. AS TO ENSURE A FAIR AND EVEN PLAYING THAT WILL NOT DETRIMENT/ENHANCE COACHES CHANCES WITH THOSE OTHER COACHES AT OTHER REGIONAL TOURNAMENTS.
- ◆ EACH REGIONAL TOURNAMENT ORGANISER MUST HAVE A PRIZE FOR THE REGIONAL WINNER AND A WOODEN SPOON. ALL OTHER ADDITIONAL PRIZES AND AWARDS ARE AT THE TOURNAMENT ORGANISERS DISCRETION ( FINANCIAL, EXPERIENCE ETC) SUGGESTED AWARDS COULD BE 2ND PLACE, MOST CAS, BEST THEMED ET AL.
- ◆ REGIONAL AWARDS SHOULD NOT AFFECT THE "WOLDS CUP TALLY". WE ARE TRYING TO KEEP A UNIFORM AND FAIR BASE FOR EVERYONE WORLD WIDE TO WIN.

### ADDITIONAL SKILLS

EACH COACH IS ALLOWED TO TRAIN THEIR TEAM IN THE MANNER THEY SEE FIT IN THE RUN UP TO THE 'WOLDS CUP' EVENT.

EACH COACH IS ASSIGNED **66** SPP, TO SPEND



ON TRAINING UP THEIR TEAM.

- ◆ A MAXIMUM OF 2 SKILLS/STAT INCREASES ARE ALLOWED OF THE SAME KIND, OVER THE ENTIRE TEAM. E.g 2 BLOCK, 2 +AG, 2 HAIL MARY ETC.
- ◆ STAR PLAYERS ARE NOT ELIGIBLE FOR EXTRA SKILLS OR STAT INCREASES.
- ◆ NO SINGLE PLAYER ON THE TEAM MAY HAVE MORE THAN 2 EXTRA SKILLS/STATS INCREASE.
- ◆ NO RANDOM SKILLS. SKILLS ARE BOUGHT AT 'CHOSEN' SPP COSTS FOR FIRST ADVANCEMENT COSTS. A SECOND SKILL/STAT ON THE SAME PLAYER WILL COST THE SSP OF THE SECOND ADVANCEMENT. SEE Pg 71 OF THE BB SEASON 2 MAIN RULEBOOK...AKA BB2020.

NOTE; STAT INCREASES ARE CHOSEN AT 24 SPP FOR FIRST AND 28 SPP FOR THE SECOND ON THE SAME PLAYER.

### REGIONAL POINTS PER GAME (RECORD ON GAME CARD)

- ◆ WIN 7Pts
- ◆ DRAW 3Pts
- ◆ LOST 0Pts

### BONUSES

- ◇ 1Pt PER FULL 3 TOUCHDOWNS
- ◇ 1Pt FOR EACH ONE TURN TOUCHDOWN (FROM 1ST TURN AT THE START OF A DRIVE.)
- ◇ 1Pt CLEAN SHEET TD ( Zero touchdowns scored against the coach)
- ◇ 1Pt CLEAN SHEET CAS (Zero casualties caused against the coach)

### 'WOLDS TITLE TALLY' POINTS PER GAME (RECORDED ON GAME CARD)

THESE RESULTS ARE RECORDED ON THE "WOLDS CUP 2022" SPREADSHEET BY THE TOURNAMENT ORGANISER. ACCURACY OF RECORD KEEPING IS DOWN TO THE TOURNAMENT ORGANISER OR NOMINATED PERSON FOR RECORD KEEPING DURING THE

### TOURNAMENT.

- ◆ **AIRMILES** ~ EVERYTIME A FLING IS THROWN FORWARD A SQUARE AND SUCCESSFULLY LANDS COUNTS AS AN 'AIRMILE'. ALL 'AIRMILES' ARE TOTALLED AT THE END OF THE REGIONAL TOURNAMENT AND DIVIDED BY 10 TO GIVE 'AIRMILE POINTS'. COACHES ONLY NEED TO USE THE GAME CARD TO TALLY UP TOTALS PER GAME. TOURNAMENT ORGANISERS WILL ENTER THIS TO THE GRAND WORKSHEET AFTER OR DURING THE TOURNAMENT.



E.g A COACH THROWS NUMEROUS FLINGS FOR A TOTAL OF 123 SQUARES OVER 6 GAMES. THE COACH EARNS 12.3 PTS IN THE 'WOLDS TITLE TALLY'.

- ◆ **BROWNIE POINTS** ~ THESE POINTS ARE AWARDED FOR THE PROWESS OF THE TEAMS HIRED CHEF. IF YOU DIDN'T TAKE ONE.....



TOTAL MASTER CHEF RE-ROLLS GAINED OVER 6 GAMES. EACH ONE COUNTS AT A POINT FOR THE 'WOLDS TITLE TALLY'.

- ◆ **STICK IN THE MUD** ~ NOT ALL THINGS GOES A TEAMS WAY AND KEEPING YOUR TREEMEN FOCUSED ON THE GAME AND NOT SUCKING UP WORMS AND SPILT BLOOD FROM THE PITCH IS ONE OF THEM. EACH TIME A TREE 'ROOTS' OVER 6 GAMES COUNTS AS **NEGATIVE** POINT TO THE 'WOLDS TITLE TALLY'.



- ◆ **GOT WOOD!** ~ FOR THOSE EVER SO RARE OCCASSIONS WHERE A TREEMAN STORMS DOWN THE FIELD, BALL IN BRANCHES AND MANAGES SOMEHOW TO GET ACROSS THE TOUCHDOWNLINE IS AN ACHIEVEMENT WORTHY OF NOTICE. EACH TIME ONE



OF THE COACHES TREEMEN (NOT INC DEEPROOT) SCORES A TOUCH-DOWN EARNS **5 POINTS** FOR THE 'WOLDS TITLE TALLY'.

### HOW IT ALL WORKS!

BASICALLY EACH TOURNAMENT WILL HAVE ITS REGIONAL WINNER, BUT THAT'S NOT THE ONLY GLORY TO BE WON!

AS LISTED ABOVE EACH AND EVERY COACH FROM EACH AND EVERY REGIONAL TOURNAMENT CAN WORK TOWARDS GETTING POINTS FOR THE 'WOLDS TITLE TALLY'.

THE HIGHEST TALLY FROM ALL COACHES WILL BE DECLARED THE ULTIMATE-UBER-FLING, WINNER MAY NAME THEIR OWN TITLE FOR THE FUN OF IT!

ON THE OFF CHANCE THAT THERE IS A TIE BY MULTIPLE COACHES THE FOLLOWING PARTS IN LISTED ORDER WILL BREAK TIES.

1. AIRMILE POINTS
2. GOT WOOD
3. BROWNIE POINTS

## FLING NATION APPROVED STAR PLAYER LIST

Morg'n'Thorg	Block, Loner (4+), Mighty Blow (+2), Thick Skull, Throw Team-mate	380,000	6	6	3+	4+	11+	BB2020
Bertha Bigfist	Bone-head, Break Tackle, Dodge, Loner (4+), Mighty Blow (+1), Thick Skull, Throw	290,000	6	5	4+	5+	10+	BB2016
Deeproot Strongbanch	Block, Loner (4+), Mighty Blow (+2), Stand Firm, Strong Arm, Thick Skull, Throw Team-mate, Timmm-ber!	280,000	2	7	5+	4+	11+	BB2020
Griff Oberwald	Block, Dodge, Fend, Loner (3+), Sprint, Sure Feet	280,000	7	4	2+	3+	9+	BB2020
Grak	Bone-Head, Kick, Throw Team-mate, Loner (4+), , Mighty Blow (+1), Thick Skull	250,000	5	5	4+	4+	10+	BB2020
Crumbleberry	Dodge, Loner (4+), Right Stuff, Stunty, Sure Hands	220,000	5	2	3+	6+	7+	BB2020
Mighty Zug	Block, Loner (4+), Mighty Blow (+1)	220,000	4	5	4+	6+	10+	BB2020
Grombrindal, the White Dwarf	Block, Dauntless, Loner (4+), Mighty Blow (+1), Stand Firm, Thick Skull	210,000	5	3	3+	4+	10+	BB2020
Karla von Kill	Block, Dauntless, Dodge, Jump Up, Loner (4+)	210,000	6	4	3+	4+	9+	BB2020
Grim Ironjaw	Block, Dauntless, Frenzy, Loner (4+), Multiple Block, Thick Skull	200,000	5	4	3+	---	9+	BB2020
Rumbelow Sheepskin	Block, Horns, Juggernaut, Loner (4+), No Hands, Tackle, Thick Skull	170,000	6	3	3+	---	8+	BB2020
Helmut Wulf	Chainsaw, Loner (4+), Pro, Secret Weapon, Stand Firm	140,000	6	3	3+	---	9+	BB2020
Puggy Baconbreath	Block, Dodge, Loner (4+), Nerves of Steel, Right Stuff, Stunty	140,000	5	3	3+	4+	7+	BB2016
Big Jobo Hairyfoot	Dirty Player, Loner (4+), Stand Firm, Stunty, Tackle, Wrestle	120,000	4	3	4+	4+	9+	BB2016
Akhorne the Squirrel	Claws, Dauntless, Dodge, Frenzy, Jump Up, Loner (4+), No Hands, Sidestep, Stunty,	80,000	7	1	2+	---	6+	BB2020
Cindy Piewhistle	Accurate, Bombardier, Cannoneer, Dodge, Loner (4+), Secret Weapon, Stunty	70,000	5	2	3+	3+	7+	BB2016
Neddley Verruca	Dodge, Loner (4+), Pogo Stick, Secret Weapon, Stab, Stunty, Very Long Legs	70,000	5	2	3+	5+	7+	BB2016



GAME: \_\_\_\_\_

TEAM: \_\_\_\_\_

TEAM: \_\_\_\_\_

COACH: \_\_\_\_\_

VS

COACH: \_\_\_\_\_

3+ TOUCHDOWNS = 1Pt

SCORE

3+ TOUCHDOWNS = 1Pt

OTTD = 1Pt EACH

CAS

OTTD = 1Pt EACH

CLEAN SHEET TD = 1Pt

CLEAN SHEET TD = 1Pt

CLEAN SHEET CAS = 1Pt

CLEAN SHEET CAS = 1Pt



WOLDS TITLE TALLY



AIRMILES:

AIRMILES:



BROWNIE POINTS:

BROWNIE POINTS:



STICK IN THE MUD:

STICK IN THE MUD:



GOT WOOD:

GOT WOOD:

GAME: \_\_\_\_\_

TEAM: \_\_\_\_\_

TEAM: \_\_\_\_\_

COACH: \_\_\_\_\_

VS

COACH: \_\_\_\_\_

3+ TOUCHDOWNS = 1Pt

SCORE

3+ TOUCHDOWNS = 1Pt

OTTD = 1Pt EACH

CAS

OTTD = 1Pt EACH

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WOLDS TITLE TALLY



AIRMILES:

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BROWNIE POINTS:

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STICK IN THE MUD:

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