

STAR WARS: UNLIMITED PREMIER "WIN A BOX" EVENT - SHIRECON 2024

Date: Sunday 21 April 2024

Address: Sylvania Heights Youth and Community Club, 288 Box Rd, Sylvania Heights, New South Wales, 2224, Australia

Cost: \$50

Registration: 9am

Game play starts: 10am

Number of rounds: 3-6 swiss rounds

Deck submission: <https://forms.gle/71jTExLvD7hcSSyw9>

Deck submission cut off: 9:30am

Please submit your deck list and if possible, bring a printed copy or have it available on your phone for your opponents to review prior to each round.

Prizing

1st Place: Spark of Rebellion Booster Box

2nd Place: 12 booster packs

3rd & 4th Place: 6 booster packs

All players will receive a C3OP Weekly Play Booster pack. Players who do not place in the top cut will also receive an additional SoR booster pack for participation.

If there are more than 32 players, prize pool will be adjusted for a top 8 cut.

We will be following the tournament regulations produced by FFG for the Premier format as linked here:

https://cdn.starwarsunlimited.com//SWU_Tournament_Regulations_b43f699055.pdf

Please note: we will not be enforcing the game mat regulation but please ensure your playmat is appropriate for the type of event we are hosting where children may be present.

We are going to host this in a professional and competitive setting so competitive-tier rulings will apply as per the tournament regulations below:

Best-of-Three Matches

Best-of-three match play is used at all Competitive-tier events. During these matches, players will typically play up to three games where the winner of the match is the person who wins two out of the three games. Additionally, if a player has lost two out of three games, their opponent is the winner of the match.

Note Regarding Initiative: At the beginning of the first game of a best-of-three match, players

determine who starts with initiative randomly, as normal. For each game after the first, the player who lost the previous game chooses who starts with initiative.

Round Time

During best-of-three match play, players will have 55 minutes to complete their match.

Match Resolution

During best-of-three match play, the first person to win two games (by destroying their opponent's base) is the winner of the match. If time is called before either player has won two games, players continue play until the end of the next action phase (if the game is in the regroup phase when time is called, then the upcoming action phase will be the last phase played).

At that point, the player with the most games won is the winner of the match. If players are tied for number of games won, then both players receive a loss for the match.

If time is called between games during a best-of-three match and players are tied for number of games won, then both players receive a loss for the match.

If, during a best-of-three match, a game ends in a draw (due to an effect destroying both bases simultaneously), then that game does not count toward either player's win total, and the players continue playing games until either one player has won two games or time is called.

As a reminder, a player can concede at any time before the end of the game.

Number of Rounds

The number of rounds played is determined by the total number of players registered and present at the beginning of round one. Players added to the event after the start of round one should not affect the number of rounds being played. For best-of-three events, there is a likelihood that players will also play in top cut elimination rounds after all Swiss rounds have concluded. The top cut consists of the top-ranked players from Swiss rounds progressing to an elimination bracket and playing down to one overall champion. The total number of rounds being played during the event should be announced to all players before the start of round one and cannot be changed once announced.

Number of Players	Rounds	Number of Players in Top Cut
4-8	3	-
9-16	4	4
17-32	5	4
33-64	6	8

Deck List Review

At the beginning of each match in a Competitive-tier event, players exchange deck lists with their opponent for review before the start of the match. Players have three minutes to review their opponent's deck list and set up for game one of the match.

Sideboards and Deck Changes

When playing a best-of-three match, players may add/exchange cards to/from their draw deck with cards from their sideboard between games. Players must take care that both their deck and sideboard are still of legal size after making changes—that is, at least 50 cards in the draw deck and at most 10 cards in the sideboard

This is a brief overview of the regulations we will be running this event by however the full document will be referred to when required.