GWENT 2<u>nd</u> Monthly Online Qualifier

The Official Ruleset

GWENT 2nd Monthly Online Qualifier is a special tournament for the top 64 players holding the top

spots on Pro Rank in the previous Ranked season. The winners of this tournament will be invited

to play in the next GWENT Open Tournament organised by CD PROJEKT RED. The goal of this

tournament is to provide the best pro players with a chance to qualify for one of the main official

GWENT Masters tournaments in 2022.

Tournament page:

The tournament page will be available at https://cdpr.challonge.com/. All eligible participants will

be added to the tournament by Administrators upon registering (see Tournament registration

section for details).

Schedule:

GWENT 2nd Monthly Online Qualifier will last for two days. The detailed schedule will be
communicated to all participants via email and on the dedicated Discord server prior to the
tournament.

Day 1: Swiss stage

Day 2: Elimination stage (Single and Double elimination rounds)

Tournament entry eligibility:

All players who are in the top 64 of this rating with the most MMR points accumulated in the

previous month's Ranked season are eligible to participate. All participants of the 1st Monthly

Online Qualifier (held prior to this tournament), except its winners, are still eligible to play. All other

requirements from paragraph 2 of The Official GWENT MASTERS ruleset apply.

Additionally, up to 3 top players from GAEA server leaderboards will be invited to participate in each
online qualifier and provided with temporary GOG accounts. It is possible that the total number of
players will be higher than 64 in such case.

Tournament registration:

All players eligible for participation in the tournament will receive an email from CD PROJEKT RED after the end of respective Ranked season, to their email addresses associated with relevant GOG accounts. Upon receiving this email, players will need to join Discord server specified in the communication and provide tournament Administrators with the following data:

● Active Challonge nickname (should be identical to the account name on Discord)

● Email associated with Challonge account

● Gwent nickname

● 3 Leader abilities each from a unique faction that will be used on Day One (Swiss stage) of the Qualifier and full decklists.

● If you qualify for Day Two - 4 Leader abilities each from a unique faction that will be used on Day Two (Double Elimination) of the Qualifier and full decklists.

We recommend using the official [GWENT Deck Library](#) to generate and share decklists. No registration is needed and decklists can be shared with the tournament admins as links.

Check-in and no-shows:

All players have to confirm their participation during a "check-in" phase on the Challonge tournament Platform. This phase will be active for 1 hour prior to the beginning of the 1st round of The Tournament. No check-in will be required on Day 2 of the qualifier.

Players failing to complete the check-in before the start of the tournament will be automatically disqualified from the qualifier.

Players who will complete the check-in, but will be late for the start of any round for more than 10 minutes will automatically receive a technical loss in the relevant match. If any player will be late for two matches straight he or she will be automatically disqualified from the tournament.

In case a player is missing his/her opponent after 10 minutes since the beginning of any round, he/she should report it on a #no-shows channel on the Discord tournament server and put a score 2-0 as a result of his/her match on the website.

Round length

All players should make reasonable efforts to finish their matches within the 60 minutes limit. In

case both players are present online and successfully contacted each other, but for any reason didn't start their first game after 15 min since the beginning of any round - they are obliged to notify tournament Administrators on Discord about this situation. Tournament Administrators at their sole discretion can add additional time for players to finish their game or to stop any match that will be unfinished after 60 minutes since the beginning of any round. Players are advised to pay attention to Discord notifications and provide timely updates by the Tournament Administrators requests at all times.

Bans

Before the start of each series, players must ban one of their opponent's decks and notify each other about this choice. We recommend using this tool to perform this action and simultaneously receive the results. Therefore, after the bans will be made, players will remain with:

● 2 decks are available to them for any match during Swiss stage;

● 3 decks are available to them for any match during the Double Elimination stage.

All players are encouraged to save screenshots and/or record videos to present those later in case of any disagreements with the opponent during the tournament.

Turn order

This tournament will be utilizing the coin flip feature that allows the player who invites his opponent to a friendly match to always have a blue coin (go first). Players should be mindful of this and
make sure that game invitations are always sent by the correct player. In case such a mistake was made, the game should be restarted before any cards will be played.

Players need to randomly define the turn order in every match. A player that will be going in the 1st game of the series also will be going first in games 3 and 5, while his opponent will be going first in games 2 and 4.

Awarded victories (byes):

If the number of players is odd before any round of Swiss, one of the players with the lowest current score (or random player in case of the 1st round) will receive an awarded victory (bye) that will give him or her 3 points as any other victory with 2-0 score. This player will have to wait for the

beginning of the next round of Swiss to continue playing, no other actions will be required from him or her.

Forfeits:

All players can forfeit the tournament at any given moment by forfeiting the game in progress and notifying their current opponents and tournament Administrators (by leaving a message on the #results channel on the Discord tournament server).

Players will be deemed to immediately and automatically forfeit his/her Match in accordance with paragraph 9 of Official GWENT MASTERS ruleset.

Bugs and disconnects:

In case of permanent disconnect from a game of GWENT for any reason - the disconnected players will automatically lose that game. His/her opponent needs to report this issue to the #results channel on the Discord tournament server and provide a screenshot of the game's end screen.

In case both players are affected by the same technical issue (disconnect) and the game can't be completed, this game result counts as a technical draw (both players will receive 1 point as per regular draw).

Reporting results:

Players are responsible for updating the tournament page on Challonge with the results of any finished series. Possible results include the following scores: 2-0, 0-2, 2-1, 1-2, 1-1, 1-0, 0-1 and 0-0.

In case of disputes between participants, screenshots of game results are always required when contacting Tournament Administrators (#results channel on Discord).

Tournament Administrators:

Administrators will settle potential disputes according to this Ruleset and the Official GWENT MASTERS ruleset, as well as a sense of sportsmanship. The decision of administrators in case of a dispute is final and binding.

Conduct:

All relevant rules from paragraph 12 of The Official GWENT MASTERS ruleset will be applied accordingly to this tournament.

Rules and format:

On Day 1 of the 2nd Monthly Online Qualifier participants will compete by playing games in a Swiss-system format over the course of 6 rounds. In case there will be less than 33 registered participants, only 5 rounds will be held. This stage of the tournament will be held on Challonge, while the full decklists will be visible on an ad-hoc tournament page on [The Tournament Platform](#)

After the final round 16 best players will advance to Day 2, while the others will be eliminated.

● Each participant must build 3 decks for Day 1;

●   Decks cannot be modified between games and/or matches and must be submitted to the tournament administrator or directly to the Gwent tournament Platform no later than 1 hour before the tournament;

● No two decks prepared for the same qualifier stage can be of the same faction;

● All matches on Day 1 will be played in a best-of-three format;

●   Players will be able to ban, in secret, a chosen enemy deck at the beginning of each match (see "Bans" paragraph for more details);

●   Ties won't be replayed and will be registered as a normal match result, except rounds 5 and 6 of Swiss;

●   Intentional draws (ID) aren't allowed. In the event of a tie in rounds 5 and 6 of Swiss, the entire game will be restarted from the beginning with the same decks;

●   Winning decks can't be used to play another game while losing ones may be used again or be swapped out for another;

●   In each match (Bo3 series) players are limited in using only the decks submitted to the Tournament Platform earlier. All players will be able to check the contents of their opponents deck at any point of the tournament;

● In case of a tie, the same deck can be used again in Bo3 (tie doesn't count as a victory)

●   By winning a match player will receive 3 points, by losing - 0 points. For any match that will end with a tie both players will receive 1 point;

● Players will be eliminated from the tournament after 4 losses (3 losses in case of fewer than 33 participants);

● The following tiebreakers will be used to determine the final standings:

○ Median-Bucholz system (the value it shows is the sum of a player's opponents' scores, with the best and worst scores discarded)

○ Wins vs Tied Participants

○ Game Win %

On the second day of the qualifier, the top 16 players determined during day 1 will compete in a mix of a single and double-elimination format. This stage of the tournament will be held on The Tournament Platform. It's recommended to read this guide about using it: https://tournaments.playgwent.com/about. Additionally, any questions about the tournament flow can be sent to the tournament Administrators on Discord.

● All matches will be played in a best-of-five format;

● First 2 rounds of the 2nd day of the qualifier will be played in Single Elimination format, the rest – in Double Elimination format;

● Opponents will be able to ban, in secret, a chosen enemy deck at the beginning of each match;

● Seeding on Day Two will be random;

● Each participant must build 4 decks for Day 2;

● Decks cannot be modified between games and/or matches and must be submitted to the directly to the tournament Platform no later than 1 hour before the start of the tournament.

● In the event of a tie, the entire game will be restarted from the beginning with the same decks;

● Winning decks can't be used to play another game, while losing ones may be used again or be swapped out for another;

● Players are allowed to use trackers during the entirety of the tournament.

Prizes:

The winners of both double-elimination brackets (i.e. winners of the lower and higher brackets) will be invited to participate in the next GWENT Open Tournament, where he or she will have a chance to compete for a share of a $10 000 prize pool, Crown Points, and an invitation to World Masters.

Additionally, Players will be able to earn Crown Points for finishing in one of the top-4 positions in the qualifier's standings:

1st Place (winner): 5 CP

2nd Place (runner-up): 4

CP

3rd Place (loser of the final round in the lower bracket): 3 CP

4th Place (loser of the pre-final round in the lower bracket): 2 CP

See GWENT Masters rules section 5.5 for more details.

Communication:

All eligible players need to join the Discord channel sent by CDPR to the email associated with

their GOG account. Discord will be used as the main communication tool for the duration of the

tournament, however in order to communicate with their opponents, players can use private

messages on Discord or GOG. Please be respectful towards the administrators and other

participants of the tournament alike.

Administrators:

Main Administrator of the tournament will be Giordano, Discord name **[ESC] giordaniko#1938**.

Assistant administrators:

HighNoon#8965

[ESC]

Ci_87#3766

MirandaTheTempest#546

8 [ESC] Camun86#8240

Participants must comply with all instructions from an Administrator and the Administrator's

decision on any issues relating to this tournament will be final and binding.

Streaming:

Every player is allowed to stream and/or post their games online. CDPR in its sole discretion may organize the official broadcast of the selected matches and/or delegate this process to the selected 3rd parties.

General:

To all matters not settled in this Ruleset, the respective provisions of the Official GWENT MASTERS ruleset shall be applied. In case of conflict of this Ruleset and respective rules of official GWENT MASTERS ruleset, this Ruleset shall prevail.

CD PROJEKT RED reserves the right to edit, change, delete or add to this Ruleset in its sole and absolute discretion at any time and will use reasonable efforts to inform participants when it does so. If any participant does not agree to those changes, then he or she must not participate in the tournament.

Feedback and questions:

Feedback and questions regarding the tournament can be submitted to

tournaments@cdprojektred.com and/or also left in the official Discord section #feedback.