



## Tournament Rules of the International Carcassonne Championships 2004 at the SPIEL2004 in Essen, Germany

The tournament consists of a preelimination round, where the best 16 players qualify for the K.O. rounds following. The K.O. include the round of the best 16 players, the quarter-finals, the semi-finals, and the finals.

The preelimination includes a total of four games with all participants. These games will be played according to a prefixed schedule and all of the games will be four player games if possible. Should it not be possible to divide the total number of players by four, there will be a maximum of three tables with only three players in every round. The preelimination rounds are played with the standard Carcassonne box.

A pointing system is used during the preelimination round. The winner of a game gets 5 points, the second gets three points, the third gets two points and the fourth gets one point. In a case of a tie in victory boards these points will be divided. This is still the case if three players end up with the same amount of victory point (e.g. three players are placed second behind the winner, then every players receives two points from the pointing system).

If there are three player tables the pointing system gives them 5-3-1 points according to their ranking in this game. Furthermore the victory points gained in a three player game are multiplied by  $\frac{3}{4}$ , since three player tables produce more victory points. This is important since the victory points are use as tie-breaker.

After four games the 16 best players are determined (sum of the points of the pointing system). In a case of a tie the sum of the victory points gained by the players decides. If there is still a tie, the Sum of the percentage of the points at their tables gained by the players decides (see example below).

**E.g.:**

Player A and B both win two games and are third once. Both gain a total of 223 Victory points. So the percentages are used as tie-breaker.

For player A this is the calculation of his percentages:

Game 1: A gains 92 victory points, total at the table was 193, so his percentage is: 47,67%.

Game 2: A gains 43 victory points; total at the table was 177, so his percentage is: 24,29%.

Game 3: A gains 88 victory points, total at the table was 213, so his percentage is: 41,31%.

The sum of his percentages is: 113,27.

For player B this is the calculation of his percentages:

Game 1: B gains 106 victory points, total at the table was 231; so his percentage is: 45,89%.

Game 2: B gains 34 victory points, total at the table was 169; so his percentage is: 20,12%

Game 3: B gains 83 victory points, total at the table was 228; so his percentage is: 36,4 %.

The sum of his percentages is: 102,41.

Therefore player A is ranked higher than player B.

At three player tables the total of victory points gained will be raised by the average points gained at this table for the calculation of the percentages only, since three player tables produce higher percentages (see example below).

**E.g.:**

Player A: 131 victory points, Player B: 87 victory points, Player C: 76 victory points

Total: 294 victory points, Average: 98 victory points.

New total for calculation:  $294 + 98 = 392$ .

Therefore these are the percentages gained at this table::

Player A:  $100 * 131/394 = 33.25$ , Player B:  $100 * 87/394 = 22.08$ , Player C:  $100 * 76/394 = 19.29$  .

After the first four rounds the K.O. rounds follow with the best 16 players. All games now are two player games and are played with the Carcassonne Standard box as well. From now on all games are played in a best of three mode – whoever wins two games moves on to next round, the other player is out.

Who plays which games is determined by the following schedule and depends on the exact ranking of the preelimination rounds.

K.O. – Round 1 – best of three:

**Round of best sixteen:**

S1: Rank1 – Rank16

S2: Rank2 – Rank15

S3: Rank3 – Rank14

S4: Rank4 – Rank13

S5: Rank5 – Rank12

S6: Rank6 – Rank11

S7: Rank7 – Rank10

S8: Rank8 – Rank9

K.O. – Round 2 – best of three:

**Quarterfinals:**

Q1: Winner S1 – Winner S8

Q2: Winner S2 – Winner S7

Q3: Winner S3 – Winner S6

Q4: Winner S4 – Winner S5

K.O. – Round 3 – best of three:

**Semifinals:**

SF1: Winner V1 – Winner V4

SF2: Winner V2 – Winner V3

K.O. - Round 4:

**Finals:**

F1: Winner SF1 – Winner SF2

The player with the higher rank in the preelimination rounds is the starting player during the games 1 and 3 during a best of three match in the K.O. rounds.

In the K.O. round chess clocks are used. Every player gets 20 minutes time for his whole game. Should a player have used up all of his time, he loses the game.

In a case of a tie after three games (note that this is very rare – it means three games and three ties or one win one tie one loss and the same total of victory points) then the player ranked higher in the preelimination has won the best of three match.

In the preelimination the organiser has the right to limit the time for a turn to one minute.

## Supplementary Rules

The original Hans im Glück Rules will be used.

Since the Carcassonne rules changed a bit over the last years, two clarifications follow about the rules variantes used in the tournament.

A town with only two parts only gives 2 victory points (and not 4).

Farmers:

For every meadow the number of farmers for every player is counted and the players with the most farmers get 3 victory points for every finished town adjacent to the meadow. Players get points for every town only once.