

Simple Tournaments for Blue Moon

The following suggestions provide a simple tournament structure for the card game Blue Moon. They are intended to produce a tournament which allows players to play as much as possible without having to wait between games (or campaigns). More structured round-based tournaments may be preferred for serious competition, but are not covered here, although some of the suggestions may serve as guidelines.

The tournament will be run by a person known as the organiser. He or she may delegate some or all of the organiser's activities to one or more assistants as is convenient.

Each player brings a single deck to the tournament. Depending on the tournament format, announced in advance, this may be a preconstructed deck, as sold, or a constructed deck using official published rules. A player must use the same deck for all games he or she plays. For constructed decks the organiser may require each player to provide a listing of his or her cards.

The tournament will be based either on single games, or on multiple game campaigns played until one player has won five crystals. *A tournament based on single games is recommended if time is short, a tournament based on campaigns is recommended with more time available.* The optional rule on page 19 of the rulebook will not be used unless announced in advance by the organiser.

At the start of the tournament players are matched at random. When two players finish a game/campaign they report their result to the organiser and that they are available. The organiser will then pair off players to play each other as they become available. The organiser may allow players to pair off themselves. However no two players who have played each other at any point in the tournament may be paired with each other again.

Players must report their results to the organiser including both their names, any player numbers the organiser may have given them, the winner, and their scores in crystals. A player's score is limited to a maximum of five crystals.

The tournament will be played to a pre-announced time limit. At the time limit, if players are playing a single game, unfinished games are not scored; if players are playing a campaign, the current game is not scored but players report the number of crystals that they have won in previous games of the campaign. Neither player will be credited with winning an unfinished campaign, but the crystals they have won will be counted for them.

The tournament will be scored according to the number of wins, regardless of the number of games/campaigns that a player has played. Ties are broken according to the total number of crystals won in all games/campaigns, including those from lost campaigns.

Players are expected at all times to act courteously and in accordance with the rules of the game and the tournament. Players must play in a timely manner and not seek to gain an advantage, or disadvantage their opponents, by slow play, especially near the end of the tournament.

The organiser may take whatever actions he or she deems appropriate to ensure a fair and enjoyable tournament. Either or both players may consult the organiser in the case of any disagreement regarding the game or tournament rules. The organiser's ruling is final.

Enjoy!

Simple Tournament Rules for *Blue Moon* are © Dr. Reiner Knizia & Christopher Dearlove. v1.1

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