# Pinburgh 2019 "Cheat Sheet" (AKA, "What you need to know")

## Early Check in:

Early check in is at the Harris Grill (245 4th Street - <a href="https://goo.gl/maps/6qP1b2afdB3tTYbr6">https://goo.gl/maps/6qP1b2afdB3tTYbr6</a>) from 1:00 pm to 10:00 pm on Wednesday July 31st. Have your ShowClix email receipt ready. Checking in early at Harris Grill means you do not have to check in on Thursday morning, and if you have pre-purchased your show ticket(s) online, you will also pick those up at Harris, saving a bunch of time.

## Day-of Check in:

If you can't make the early check in on Wednesday, you MUST check in between 8:00 am and 9:30 am at the ticket desk at the David L Lawrence convention center. If you do not check in before 9:30 am on Thursday, you will be bumped from the tournament.

## Wait-list hopefuls:

If you're on the waitlist and hoping to get in due to an open spot you **MUST** buy admission to the show so that you can get into the hall -- Because you **MUST register** with the Pinburgh tournament desk in the Pinburgh tournament area of the hall. You must check in there **BEFORE 9:30 am**. Then, you must be in the area when they call names at that same desk to fill in players. Good luck!

#### Thursday morning practice:

There is a practice session on Thursday August 1st from 8:00 am to 9:00 am -- this is the ONLY time you are allowed to play the Pinburgh bank games outside of the tournament rounds until the tournament is over. If you notice any issues with a game during the practice session, please use the tech call-lights at the end of the rows to alert a technician about the issue.

#### **After Practice - Before the Tournament Starts:**

Tournament players should be in the Pinburgh tournament area just after 9:30 am for any tournament announcements and so that things can get started promptly at 10:00 am.

## **Tournament schedule:**

There are 5 rounds of play on Thursday and Friday - both days share the same schedule.

Round 1: 10:00 am - 12:15 pm Round 2: 12:15 pm - 2:30 pm Round 3: 2:30 pm - 4:45 pm ( - Dinner Break - ) Round 4: 6:15 pm - 8:30 pm

**Round 5:** 8:30 pm - 10:45 pm

Thursdays rounds are a wide open field. At the end of Thursday players are divided into 5 divisions for Friday's rounds. Ties are resolved automatically by using scores from previous rounds. At the end of Friday, the top 40 players in each division will qualify for Finals on Saturday.

## Finding your bank:

The easiest way to find your bank is by using the pinburgh.com web site. Load the front page, find your name on the player list and tap on it to get to your player page. Bookmark that page (or save that tab) and you can just refresh it each round to see what bank you have been assigned. Alternately you can check a printed list a the main Pinburgh tournament desk. The banks are numbered and the rows are marked at the ends as to which bank is in which row. There will be multiple groups on each bank, so find the player sheet with your name on it and wait at that game for the rest of the players in your group. At the start of each round you have a MAXIMUM of 10 minutes to get to your assigned bank -- if any player is not present after 10 minutes, use a tech light to inform tournament officials of the missing player.

## Playing your round:

You will play 4 games, usually in a 4 player group. If you are the first player on any game, be sure to start the correct number of players for the game. Take care to play on your turn, if you play out of turn you will get a zero for the game. Play the games in the order listed on your sheet, so that things flow smoothly. For the first game, the highest 'seeded' player gets first choice of player order position, then the 2nd highest and so on. For the other 3 games, the winner of the previous game gets first choice of player order position, then the person who came in 2nd, and so on.

Be sure to give ample space to anyone actively playing a game. Also there is no 'coaching' during play. You should not tell anyone currently playing information about the game, nor should you ask if you're the one playing. It's perfectly fine to discuss game rules and strategies as long as nobody in the discussion is actively playing.

#### What to do if something goes wrong:

If you have a malfunction, need a ruling, or need to speak to a tournament official for any other reason, you (or a member of your group) can use the tech alert lights at the end of the rows. Turn the light on and stay there. The tournament official or tech will come to you and then you can take them to the game.

#### What happens if the game breaks down:

If the game you are playing has a malfunction that cannot be remedied in a timely manner, your group will be assigned a game from one of the backup banks. You will play the backup game, and then if you have other games remaining, return to your original bank to finish the round.

## Scoring your game:

Pinburgh scoring is normally simple 3, 2, 1, 0 scoring - you get 1 point for every person you beat. In three player groups the scoring multiplied by 1.5 and should a 2 player group occur, the scoring is multiplied by 3. If you're the one writing down scores, take care to get the right score on the correct player's line.

## When your round is over:

When you finish your last game, all players should review the score sheet and sign it. One member of the group needs to turn in the completed sheet at the Pinburgh tournament desk. Then you are free to do as you please until the next round begins -- but pay attention to the time!

#### Full tournament rules:

The full, detailed rules for Pinburgh are available here: https://replayfx.org/competitions/pinburgh/pinburgh-rules/

#### **General Tips:**

- Sit down when you can. It's a long two days.
- Be respectful to all other players.
- Be social! You'll meet new people in every group!
- Maybe bring a nice pen. They're hard to come by in the hall.
- Always double check which player is up. Read the sheet if it helps.
- If you're on your phone a lot; bring an extra battery/external battery.
- Expect that the games will all play very difficult (no ball save, for example)