



Pouring Rain Open, Bergen

August 31th – September 1st 2019

We are pleased to announce the fifth Pouring Rain Open, the first and biggest NAF-sanctioned tournament in Norway! This is the player pack, which contains all the information you require to compete at the Pouring Rain Open. Tournament rules and other details can all be found in this document. We hope your entire experience with the Pouring Rain Open is both enjoyable and successful.

Welcome to Bergen - Norway

Bergen is a city on the west coast of Norway. Bergen is an international city packed with history and tradition, a big city with small-town charm and atmosphere.

<https://www.visitbergen.com/>

What to bring

You need to bring two printed copies of your roster, your dice and your team.

Your team must be painted and all models must be clearly recognizable to your opponent. All skills must be clearly noted on your team roster before the tournament starts and all positions and all skills must be written in English to avoid language confusion. A roster must be emailed to the organizers prior to the event.

The organizers will provide pitches.

The venue

The venue is located in the City Centre in Bergen at [Klosteret 2](#), "Nordnes bydelshus."

The cost

300 NOK for NAF members or for new NAF members (membership included!). Current members can renew their membership at the standard NAF cost (at the time of writing this is 50NOK).

Give aways from the NAF to new and renewing members will be available at the tournament.

Paypal sj_norway@hotmail.com with your name, your e-mail, NAF Name and Number (if you are a member) marking payment as Pouring Rain Open. Please use the "Send a gift" option so that we don't lose out on fees. You could also use Vipps to: 40531266 (Stephen Smith)

Getting there

You can travel there by car, bus, train or plane. Should you be coming from abroad the most comfortable, cheapest and easiest means of travel will most likely be to go by plane.

The airport is called "Bergen Airport Flesland" and is located approximately 20 kilometres from the city centre. There is light rail to the city centre that leaves from just outside the exit from the airport every five/ten minutes.

The train station in Bergen is in the city centre. There is a direct route from Oslo to Bergen which is famous for the nice scenery across the Hardangervidda plateau at over 1.000 metres above sea level. See www.nsb.no for time tables and prices.

If you need help/tips on travel arrangements contact us and we will assist as best we can.

Getting home

We will finish shortly after 17:15 on Sunday so that people have time to get home. The venue is a 30 minute cab ride from the airport and we will help you out if you are in a hurry. Here are some direct flights (at the time of writing in march 2019) that might be helpful, and we will make sure we finish in time for:

Stockholm: SAS 19:40

Copenhagen: Norwegian: 20:05, SAS 21:05

London: Norwegian 19:10

Berlin: Norwegian 19:10

Trondheim: SAS 19:50 and 22:30

Oslo: Plenty of evening options.

Accommodation

Travellers wishing to stay with a local coach let us know and we will do our best to accommodate you for the Weekend.

Other recommended options:

Hotel within five minutes walking distance from the venue:

Thon Hotel Bristol Bergen:

<http://www.thonhotels.no/hoteller/land/norge/bergen/thon-hotel-bristol-bergen/>

Another hotel just across the street of the venue: <http://klosterhagenhotell.no/>

This apartment also across the street for the venue is another excellent option:

<http://www.klosteret5.com/no/>

For more options

Anywhere in the City Centre will do as long as you stay in the City Centre you will be within walking distance of the venue. <http://www.visitbergen.com/en/WHERE-TO-STAY/>. This might be the cheapest hotel in town: <https://citybox.no/bergen/>

Tournament Rules

Please keep in mind that the purpose of this event is that people have fun playing their favorite game. We encourage all to contribute to a friendly environment where everyone can enjoy both their games and the time spent in between rounds with their peers.

The tournament organizers will do their best to ensure that the tournament runs smoothly and everything is provided to enable the players to get as much enjoyment as possible from the event, and likewise the players should do their utmost to hold up their end of the bargain.

Most important of all, enjoy yourself!

Basic Rules

Pouring Rain Open is played with the Competition Rules Pack with the NAF tournament changes in line with Blood Bowl 2016, Death Zone 1 & 2. All 26 rosters (including Slann, Bretonnians and Khorne Deamons are allowed). BB2016 rules are included as per advised by The NAF here: <https://www.thenaf.net/wp-content/uploads/2018/12/Rules-for-NAF-Tournaments-2019.pdf>

We play according to the resurrection style of play. All coaches start each game with the same roster and skills they registered before the tournament. Illegal procedures will not be called throughout the tournament. There will be a stunty cup for Ogres, Goblins, Halflings and Underworld with no Skaven.

Pouring Rain special rule

To reflect Bergen's reputation as one of the wettest places in Europe, the tournament will have its own weather table. On a roll of 4 to 10 the weather is nice (lucky you!), all other results mean the rain is pouring down.

Keeping up with time

The 4 minute turn limit will not be specifically enforced throughout the tournament. There is however a time limit for each game according to the schedule below. If a tournament official believes that a game will not be completed within the allotted time with 1 hour remaining, the players will share the time left using a chess clock/app. Any player may request to use a chess clock and share the remaining time at any time.

Fair play

All players must allow their opponents to share their dice if requested to do so. We recommend you decide with your opponent what constitutes a cocked dice before kick off.

Team building

Team building will follow the rules for the World Cup in Dornbirn, that can be found here: <http://www.nafworldcup.sbbm-turniere.com/>

For this tournament “Day1” = game 1 and 2. “Day2” = game 3 and 4. “Day3” = game 5 and 6.

Tier 1: Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, Wood Elves

Tier 2: Chaos Renegades, Elf Union, High Elves, Humans, Khemri, Necromantic

Tier 3: Daemons of Khorne, Chaos, Nurgle’s Rotters, Slann, Underworld Denizens, Vampires

Tier 4: Goblins, Halflings, Ogres

Coaches **must spend a minimum of 1,100,000 gold pieces** when building their team.

When building your team, you may buy:

- At least 11 standard roster players before any star player
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- 0-1 Apothecary or Igor, depending on race
- 0-9 Fan Factor
- Inducements. The cost will be as following and will count for all 9 games:
 - 0-2 Bloodweiser Kegs for each 50 kgp
 - 0-3 Bribes for each 100 kgp, for Goblins only for each 50 kgp
 - 0-1 Masterchef for 300 kgp, for Halflings only 100 kgp
 - 0-2 NAF-approved star players for their regular cost

Wizards, (in)famous coaching staff and/or Special Play Cards are explicitly not allowed at the World Cup

Additional Cash

Each team receives additional funding based on their tier. Starting cash can be used for team building (as above) or used to buy skills or a mixture of both. Cash for days 2 and 3 can only be spent on skills in advance of those days.

Tier	Starting Cash (gold pieces)	Day 2 (before game 4)	Day 3 (before game 7)
1	1,160,000	40,000	40,000
2	1,200,000	50,000	40,000
3	1,250,000	50,000	40,000
4	1,250,000	70,000	40,000

- A ‘normal’ skill costs 20 kgp
- A ‘double’ skill costs 30 kgp
 - Tiers 1-3 **are limited to one double skill** during the tournament
 - Tier 4 may have more than one double skill
- Your roster can have **one** player that has **two** additional skills. Both skills must be normal skills and the second skill has a cost of 30,000 gold pieces. These skills can be added at different times in the event.

- Tier 4 may buy a single stat upgrade. **This cannot be combined with any other additional skill.**
 - + MA / AV costs 40,000 gold pieces,
 - + AG 50,000 gold pieces and
 - + ST 60,000 gold pieces.
- Star players may not receive additional skills or stat upgrades
- The Skill "Piling On" will be used according to CRP, i.e. no Re-Rolls are required

All gold left unspent each day is lost, and does not carry over to subsequent days. If you choose to not spend all of your gold, the organizing committee thanks you for your contribution to our bar tab!

Draw and Scoring

Draw for Round 1 will be random.

Draw for subsequent rounds will use the so-called "swiss" system, where opponents with equal amounts of tournament points will be paired against each other.

Tournament Scoring

Points for the games will be awarded accordingly:

5 points for a win

2 points for a draw

0 points for a loss

Toughness of schedule will be used in the event of a tiebreaker situation followed by Touchdown differential, followed by casualties inflicted, followed by dice-off.

Prizes

Trophies/prizes will be awarded for the following:

Pouring Rain Open Winner

Pouring Rain Open Runner Up

Pouring Rain Open 3rd Place

Most Touchdowns

Most Casualties

Best Defense

Best Stunty Team

Wooden Spoon

We will also have a team to give away to a lucky Raffle winner at the Pouring Rain Open.

Schedule

Saturday

9-00 Registration

9-30 Game 1

12-00 to 13-00 Lunch

13-00 Game 2

15-30 Game 3

18-00 Dinner

19-00 Onwards social at the venue

23-00 Venue close

Sunday

9-15 Venue open

9-30 Game 4

11.30 to 12-30 Lunch

12-30 Game 5

14-45 Deep Breath

15-00 Game 6

17-15 Game 6 finish

17-20 Award Ceremony

Final Word

As mentioned earlier we hope everybody has fun during our tournament. If you have any further questions or queries, please don't hesitate to contact us. You can contact us via PM on this site or email Stephen (zulu) at sj_norway@hotmail.com.