BUCS Warhammer 40,000

Your guide to the weekend

Welcome to BUCS

Welcome to our first Universities & Colleges event. Come to represent your institution, spend a weekend with your society and meet other students who enjoy Warhammer. Players of all experience levels are welcome.

First tournament? You're in good company. Bring an army you know how to play, a friendly attitude and a willingness to ask questions. Our judges and event team are here to help. Before the event, email contact@uktc.events; use Appendix A for technical rules queries.

Start with these two pages for what to prepare and expect. The appendices explain the detailed procedures when you need them, helping everyone enjoy fair games.

The essentials

- When and where: 23–24 January 2027 at the NEC, Birmingham, alongside Winter ITT. Entry: £40 per player. Buy your BUCS ticket. Check the BUCS event webpage and your joining email for arrival details. The Winter ITT webpage will contain the location pack, with all venue details for the weekend, as BUCS is being held within Winter ITT.
- The games: five individual games across two days, with a 2,000-point Matched Play army, Strike Force rules and the Chapter Approved mission deck. Your results also contribute to your institution's ranking.
- Who can play: current university and college students, plus alumni within three years of leaving their institution.
- Painting: your army does not need to be Battle Ready painted. Models still need to be fully assembled, clearly identifiable and on the correct bases. If you use conversions, printed models or older models, check Appendix B.

Before you arrive

- Register and upload your army list on Best Coast Pairings (BCP), our service for opponents, tables and results. Set your faction and institution/team name, and clearly mark your force disposition. Deadline: 23:59, Sunday 17 January 2027.
- Your BCP link arrives on Wednesday 13 January. If it's missing, email contact@uktc.events on Thursday 14 January. We'll also ask you to check two other lists from your faction; see Appendix A.
- Download the BCP Player app if you have a smartphone. Check it from 14:00 on Wednesday 20 January for your first opponent and table. Let us know if you cannot attend.

Your weekend

Pack your army, dice, tape measure, a shared score sheet, a chess clock or clock app, your game and army rules, and the current mission deck. Keep this guide and the GW Event Companion available. Appendix A explains digital mission cards.

Saturday: doors open at 09:00; arrive by 09:30. Round 1 is 09:30–12:30, lunch 12:30–13:30, Round 2 13:45–16:45 and Round 3 17:15–20:15.

Sunday: doors open at 09:00; arrive by 09:30. Round 4 is 09:30–12:30, lunch 12:30–13:30 and Round 5 13:45–16:45. Awards are 17:00–17:30. The full timetable is in Appendix H.

When you arrive, go straight to the table shown in BCP and introduce yourself to your opponent. You can start once you're both ready; we'll make a short announcement to mark the official start.

During each game

- Use the table's terrain and the layout for your round. Ask a judge if anything is missing or unclear.
- Keep a score sheet you can both see and agree the score as you go. Check the final result together before submitting it in BCP. If you need help submitting, speak to the judges desk. Results are due within 15 minutes of the round ending.
- Aim to finish all five battle rounds within the three-hour game. Use a chess clock unless you both agree otherwise; a judge may require one. The clock procedures are explained in Appendix C.
- If a rule is unclear, check it together or call a judge. Asking for help is a normal part of tournament play. Have the relevant rule ready so the judge can help quickly.
- After each game, complete the digital sportsmanship form. This also lets you nominate your opponent for Most Sporting. Ask the team where to find it.

Enjoy the event your way

Come to represent your institution, enjoy games and meet fellow students. You belong here whatever your experience or results. Awards recognise gaming, institution results, painting and sportsmanship. The optional painting showcase takes place during Sunday lunch; see Appendix D if you'd like to enter.

We ask everyone to be considerate, play fairly and help their opponent have a good game. If someone's behaviour makes you uncomfortable, speak to a judge or use the Judge Request QR code on your table. You can raise a concern discreetly, and you don't need to wait for it to become serious.

Appendices: your reference guide

The detail below supports the essentials above. Use the links to find what you need. If something is unfamiliar, ask us to explain it; these procedures are here to keep games fair and the weekend enjoyable.

A. Getting ready and registering

B. Your army and models

C. Playing your games

D. Awards and the painting showcase

E. Fair play and resolving problems

F. Looking after everyone

G. Photos and displayed symbols

H. Full weekend timetable

A. Getting ready and registering

A little preparation helps your first game start smoothly. BCP and army-list checks may be new to you; the steps below explain what to do. If you get stuck, email us before the deadline.

A.1 Rules cutoff and questions

We use rules released on or before the Sunday before the event. For this weekend, the cutoff is Sunday 17 January 2027.

A later FAQ may still be used if it clarifies an existing rule. If this happens, we'll let registered attendees know.

New rules available only in a limited-edition box set cannot be used until they go on general sale. This gives everyone the same opportunity to access the rules and avoids unintended interactions with balance updates.

For a technical rules question before the event, please use the rules-question form. Our official answers are published in the Judges' Questions and Answers document rather than sent as individual replies. Answers given through other channels are not official rulings. We cannot answer questions about unreleased rules. For practical event questions, email contact@uktc.events.

A.2 Registering on BCP

Best Coast Pairings (BCP) is the service we use to register players, share pairings and record results. If it's new to you, the BCP getting-started guide explains the Player app. Please download it before the event if you have a smartphone.

Follow these steps to get ready:

- We'll email ticket purchasers the BCP registration link ten days before the event, on Wednesday 13 January 2027. The event may be visible in BCP earlier, but registration will not yet be open.
- If your link hasn't arrived, please email contact@uktc.events nine days before the event, on Thursday 14 January. We'll help you get registered.
- Use the link to register, select the faction that matches your army list, upload the list and set your institution/team name. A faction mismatch counts as a list error. If you can no longer attend, please email us.
- Submit your army list and set your faction by 23:59 on Sunday 17 January 2027.
- If you bought your ticket from another player, keep the original purchaser's order number so we can identify the booking.
- BCP registration closes at 23:59 on Sunday 17 January 2027. Please submit your list and set your faction before it closes. Players who have not pre-registered will be paired manually on Saturday and may receive a penalty if the delay gives them an unfair advantage. Missing lists or factions may also lead to a penalty.

A.3 Submitting your army list

Your army list lets your opponents and the judges see what you're bringing. Please upload it as part of your BCP registration.

- Clearly mark your force disposition.
- Upload your list to BCP by 23:59 on Sunday 17 January 2027.
- Late lists may receive a discretionary penalty of 10 Victory Points (VP) per game. Please contact us early if you're having trouble submitting.

A.4 Checking army lists

- After the deadline, we'll email you two lists from your faction to check. This shared check helps identify mistakes before anyone arrives.
- If a mistake is found in your list, please update it using the fewest changes needed to make it legal. The head judge has the final say on changes.

A.5 Routine judge checks

Our aim is a welcoming weekend where everyone can trust the games they play. Routine checks help us achieve that.

Please make sure your army list is legal and accurate, and that your models match it and meet the model, proxy and base requirements in Appendix B.

If you notice a possible issue with an opponent's list or models, ask a judge to help.

The judges will randomly check 10% of players during the event. Checks cover army-list legality, model requirements, whether models match the list, and gameplay tools such as dice and mission cards.

Being selected for a spot check does not mean we suspect a problem. Thank you for helping us keep the games fair.

A.6 Your first opponent

- The first-round draw will be published in BCP at 14:00 on Wednesday 20 January 2027. Check the app for your opponent and table.
- On Saturday, go straight to your table. Once you and your opponent are ready, you're welcome to begin.

A.7 What to bring

- Your 2,000-point army.
- Dice, a tape measure and your usual gaming tools.
- A chess clock or chess clock app.
- The Warhammer 40,000 core rules.
- The relevant indices, codices, supplements and FAQs for your army.
- This participant guide, available on your phone or as a printed copy.
- The mission deck current at the rules cutoff. A digital copy or app is allowed if you draw cards where your opponent can see them and have the full rules for each card; some apps may not include all the text.
- The current Games Workshop Event Companion, available from the Warhammer 40,000 downloads page.

B. Your army and models

We want you to be able to bring the army you enjoy playing. Painting is optional here. These guidelines make sure both players can recognise models and use them fairly.

B.1 Army selection

Build a 2,000-point Matched Play army using the Strike Force mission rules.

B.2 Painting, assembly and proxies

Your army does not need to meet Battle Ready painting standards for this event. Unpainted armies are welcome. The separate eligibility rules for the optional Best Painted Army award are in Appendix D.

Conversions and proxies, including printed models, are welcome where they logically resemble the model they represent and have comparable dimensions to its latest Games Workshop version.

Vehicles with similar chassis but major differences cannot simply stand in for each other. For example, removing a Predator's turret does not make it an acceptable Rhino proxy. A meaningful conversion from one vehicle to the other is allowed.

You cannot use a proxy or conversion for a model whose launch day on warhammer.com falls after the list deadline. This restriction does not apply to a new sculpt of an existing vintage model.

Make sure your opponent can clearly identify every model. If an opponent raises a concern and the judges find the army does not meet this requirement, it will be treated as a sportsmanship infringement and may lead to a penalty.

Older models are welcome and are treated as proxies. Use the current model's dimensions for gameplay decisions and the correct base size.

We do not give individual advance approvals for proxies or conversions. Please check them against these guidelines; you remain responsible for making sure they meet the requirements.

Models must be fully assembled even though painting is optional. A model assembled in a significantly different shape from the intended model is treated as a conversion or proxy. Use common sense: a missing head, gun or arm makes a model partially assembled, but a missing small decorative item, such as a holstered pistol or grenades, does not.

Include large spikes or banners if they materially affect line of sight or how the model functions in the game.

A judge may remove unassembled or obviously partially assembled models from play. Deliberate conversions are considered under the conversion guidelines above and are welcome when modelled appropriately.

Use the correct base size from Games Workshop's most recent publication for each model.

B.3 Tokens

Some rules use tokens, such as an Armorium Cherub, Aspect Shrine token or T'au Drone.

You do not need the exact model for a token. You do need a clear way to show it on the battlefield so that both players understand what it represents.

If you use a model as a token, the modelling requirements in B.2 apply. It does not need to be Battle Ready painted.

B.4 Language

Games are played in English. Players must be conversationally fluent in English and use English copies of their rules. If you have difficulty communicating with your opponent, call a judge so they can help.

C. Playing your games

You don’t need to memorise these procedures. They explain pairings, scoring and timekeeping so that everyone has the same expectations. A judge can help you apply them during a game.

C.1 Terrain and missions

Terrain is provided at each table for you to arrange using the layout for that round:

- Round 1 - A
- Round 2 - B
- Round 3 - C
- Round 4 - A
- Round 5 - B

If a terrain piece is missing or you cannot locate it, ask a judge for help.

C.2 Opponents and pairings

Round 1 is paired randomly. Later rounds use Swiss-style pairings, which usually match you with someone on a similar score.

- If your opponent has not arrived at the start of a round, wait at your table for ten minutes. Then go to the judges desk. We’ll manually pair you with another player as close as possible to you in tournament points.
- If an odd number of players leaves someone without an opponent, the lowest-ranked unpaired player receives a bye: a win worth 100 VP.
- If you need to leave the tournament early, please tell a judge or email us so we can update the pairings.
- Where possible, we will avoid pairing you with someone from your own institution.

C.3 Individual rankings

Individual rankings follow the Games Workshop Event Companion on the Warhammer 40,000 downloads page. The five scheduled rounds determine the final standings, with awards after Round 5. There are no additional elimination rounds.

C.4 Institution rankings

You play your own games while representing your institution together. Universities and colleges are included in the same institution standings. Current students and eligible alumni contribute to the institution they represent. For the Best Institution award, the standings use these criteria, in order:

- The singles rankings of the top four players from each institution (university or college). If fewer than four players attend, each unfilled place is recorded as a null result.
- Their members' mean Strength of Schedule: a measure of how difficult their opponents were, based on those opponents' wins.
- Their members' mean Battle Points across all games.

C.5 Keeping score

Both players share responsibility for accurate scores. Use a tangible score sheet that you can both see and access throughout the game.

At the end of each player turn and battle round, agree the score aloud and record it. Score each item at the time specified by the mission, whether that is the end of a turn, battle round or game.

If your scores do not match and you cannot find the mistake together, call a judge before continuing or ending the game. The judge will establish the current score.

A private score sheet or third-party app record that only one player can access cannot be used to resolve a scoring dispute. The shared, accessible score sheet is the record the judge will consider.

C.6 Submitting results

Submit your result in the BCP Player app. If you do not have a smartphone, your opponent can submit it for both of you, or you can go to the judges desk.

Check the result together before submitting. Both players are responsible for its accuracy; the organiser will not correct incorrectly submitted scores.

Submit within 15 minutes of the round ending. If no result is submitted by then, both players receive a 0–0 loss and a warning.

C.7 Finishing your game

Each game should finish all five battle rounds within the round time, with both players completing their fifth turn through normal play. Games that do not finish this way are recorded as slow-play games. You cannot agree a hypothetical result by 'talking out' the remaining game. We announce when 60, 30 and 15 minutes remain. Practising a timed game beforehand can help you get comfortable with the pace.

C.8 Slow play

Slow play covers games that do not finish as described above, and behaviour that holds up a game's natural progress. The aim is to give both players a fair opportunity to complete their turns.

An unfinished game will be logged. Repeatedly failing to finish games across the event may lead to a penalty.

Slow play is a sportsmanship infringement and may lead to a penalty.

Sometimes a player may wish to skip rolling a large number of dice for attacks that seem inconsequential, or to save time.

A rule or activation whose dice are not rolled still counts as having happened. For example, a unit still counts as having attacked even if its attack dice were not rolled.

If you choose not to roll optional dice, your opponent may decide the outcome as though the dice had been rolled, including all attacks missing or causing the maximum possible damage.

Please report slow-play concerns when they happen so a judge can assist. You can also record them through the digital sportsmanship form.

C.9 Chess clocks

Chess clocks help both players manage their time and finish all five battle rounds.

Use a chess clock in every game unless both players agree not to. Pass the clock when your opponent has priority to roll dice or is taking time to make a decision. Free clock apps are available from the App Store and Google Play.

Clock etiquette

Agree how you will pass the clock for split activations, such as your opponent making armour saves. You can pass it for these actions or keep it on the active player's time, but use the same approach throughout the game. Changing the approach partway through, especially near the end, may be treated as a sportsmanship infringement.

Players whose game is streamed must clearly agree this approach aloud at the start of the game.

If the active player passes the clock for a split activation, they are responsible for making sure it returns to them before continuing their turn.

Manage your own allotted time so that you can complete turn five. If time is running low, this may mean taking short turns with limited activations; the slow-play rules still apply.

A player with time remaining does not have to share it with their opponent. They should use it to complete their own turns.

Clocks help both players finish fairly. Please use them in that spirit. Using a clock to disadvantage an opponent unfairly will be dealt with under the sportsmanship policy.

- The official round end takes precedence over the clock. We recommend starting with 1:25 on the clock, allowing time to select secondaries and arrange terrain before the game.
- Only a judge may pause the clock once it has started. A player who pauses it receives a warning, except when they have fewer than five minutes left and need to call a judge; they may pause it while the judge is brought to the table.
- If the chess clock runs out while official round time remains, split the remaining round time evenly between the players. For example, this may happen if you started early and the clock reaches 00:00 with ten minutes left in the round. Starting early is optional; neither player should feel obliged to do so.
- A judge may require players to use a chess clock.
- A judge may add or remove time where appropriate, including for deliberate time wasting.
- When the 60-minute warning is announced, check the total time left on both clocks. If it exceeds the time remaining in the round, divide the excess equally and deduct it from both players' clocks. Time warnings are also given at 30 and 15 minutes.

D. Awards and the painting showcase

The painting showcase is optional, and your army does not need to be painted to take part in the tournament. If you would like to enter a hobby award, the details below explain how.

D.1 Best Painted Army

Best Painted Army is an optional, player-voted award celebrating the hobby work in an eligible army entered into the official showcase.

To enter, set up your army in the designated showcase area during the published setup window at Sunday lunch.

Please make sure you:

- Set up in the official Best Painted Army showcase area.
- Fully display your army before voting opens. All models must be on display except any entered separately in the Best Painted Unit or Miniature competition.
- Meet the eligibility requirements below.

Only armies entered in the official showcase and recorded by UKTC can receive this award.

For Best Painted Army, your army must:

- Be painted beyond Battle Ready standard.
- Include a moderate amount of extra detail.
- Have a coherent theme and look like a unified army.
- Have been painted by you.

- Have a ‘wow factor’ that makes people stop and look.

Commission-painted or borrowed armies, armies not used by the entrant at the event, and armies painted primarily by someone else are not eligible for Best Painted Army. If eligibility is unclear, the team may ask reasonable questions before accepting an entry.

Voting process

Only registered attendees who are physically at the event can vote. Spectators, non-attendees, people who are absent and anyone using the link remotely are not eligible.

Each eligible attendee can cast one vote while voting is officially open, for an army on the official entry list. Duplicate votes, votes outside the opening window and votes for unlisted armies will not count.

Please vote for another entrant’s army. Self-votes will be removed.

After checking the votes, UKTC will award the prize to the eligible army with the most verified valid votes.

Keeping the vote fair

Please help keep the showcase vote fair. Votes must reflect attendees’ own choices rather than attempts to manipulate or improperly influence the result.

The following are not allowed:

- soliciting votes from people who are not eligible to vote;
- sharing the voting link outside the event;
- asking non-attendees to vote;
- submitting multiple votes;
- voting on behalf of another person;
- encouraging coordinated or block voting;
- offering any reward, incentive, favour, or reciprocal arrangement in exchange for votes;
- pressuring, harassing, or repeatedly asking people to vote for a specific entry;
- misrepresenting which army is yours or which armies are eligible;
- attempting to cast votes before the showcase opens or after it has closed;
- attempting to obtain votes for an army that has not been entered into the official showcase.

You’re welcome to talk about your army, painting process and hobby work. Voting must remain a fair choice by eligible attendees who have had an opportunity to view the showcase.

UKTC may audit votes, remove invalid votes, disqualify an entry, withhold an award, amend a result after the event or apply further event penalties if the award’s integrity has been compromised.

D.2 Best Painted Unit

Our judges will select the Best Painted Unit. To enter, display your unit by the dedicated sign during the painting showcase.

D.3 Best Painted Single Miniature

Our judges will select the Best Painted Single Miniature. To enter, display your miniature separately next to the dedicated sign during the painting showcase.

D.4 Most Sporting

After each game, complete the digital sportsmanship form. It also lets you nominate an opponent for Most Sporting. The rating and reporting procedure is in E.1.

D.5 Award categories

Awards celebrate different contributions to the weekend, including representing your institution, hobby work and sportsmanship:

- Best Overall - The player with the best combined gaming, sportsmanship and painting performance
- Best General - The highest ranked player
- Best General, 1st Runner up - The second highest ranked player
- Best General, 2nd Runner up - The third highest ranked player
- Best Institution - The highest ranked institution
- Best Institution, 1st Runner up - The second highest ranked institution
- Best Institution, 2nd Runner up - The third highest ranked institution
- Unconquerable - All players who win all five games (5-0)
- Best General in Faction (multiple) - The highest ranked players in each faction who have not already won a Best General award. The faction categories are:
    - Aeldari
    - Chaos
    - Imperium (excluding Space Marines)
    - Space Marines
    - Xenos (excluding Aeldari)
- Best General in Bracket (multiple) - The players in the following brackets with the most total battle points:
    - 4 wins
    - 3 wins
    - 2 wins
    - 1 win

Win brackets depend on how many games you win. Draws do not change your bracket, but do affect your final ranking.

- Wooden Spoon - The lowest ranked player
- Best Painted - The player with the most votes for Best Painted Army
- Best Painted Mini - The player with the best painted single miniature at the event as chosen by our judges.
- Best Painted Unit - The player with the best painted unit at the event as chosen by our judges.
- Most Sporting - The player with the most nominations from their opponents for Most Sporting

E. Fair play and resolving problems

Judges are here to help you enjoy fair games. Most questions can be dealt with by checking a rule or asking for assistance. The formal procedures below give the team a consistent way to handle concerns when needed.

E.1 Sportsmanship and asking for help

We want every game to be friendly, fair and enjoyable. Call a judge if you need help: we can only address issues we know about. These are examples of concerns you can raise:

- Slow play or non-completion of a game
- An army or model concern, such as an unclear proxy or a model that does not meet Appendix B. Unpainted armies are allowed at this event.
- Grievance with another player's behavior
- Intentional/unintentional mis-playing of the rules
- Inappropriate behavior
- Spectators giving a player advice
- Aggressive arguments with staff about event policies or Terms and Conditions on the tournament floor.
- Legal threats or intimidating language directed at staff or other attendees.

The sportsmanship procedures give judges a consistent way to help players and protect everyone's experience.

We handle actions under this policy privately between UKTC and the player, rather than announcing or commenting on them publicly.

Most interventions help players resolve a problem and improve their experience. Asking a judge for help is part of keeping the event friendly for everyone, whatever their experience.

The policy applies to all attendees before, during and after events. It also covers attempts to misuse the reporting process and poor behaviour outside tournaments, including online or in our Discord. Personal attacks, slander and spreading unsubstantiated information, especially about UKTC actions or policies, may be dealt with under this framework.

After every round, complete the digital sportsmanship form and rate your opponent's behaviour out of ten. A rating of one is a sportsmanship complaint; ten is a nomination for Most Sporting.

You can also use the digital sportsmanship form to report a concern after the game.

E.2 Warnings and penalties

Penalties have two parts: an immediate penalty, usually a Victory Points deduction from the current or most recent round, and the warning/card process below.

Please accept a judge's ruling calmly. Arguing with a judge will immediately escalate the penalty or card being given.

The process moves from a soft warning or penalty to a hard warning, penalty or yellow card, then to a red card. Minor issues receive a warning or penalty; more serious issues receive a card. Multiple warnings may become a yellow card, and two yellow cards become a red card.

A yellow card removes a player's eligibility for awards. It may also include a Victory Points or game-win penalty and, at the judge's discretion, a suspension of one to six months from UKTC events. A red card means immediate disqualification, removal from the venue without a refund under the Terms and Conditions, and a ban from UKTC events for at least one year. Players returning after a card will be emailed before the event about the behaviour expected of them and the possibility of escalating penalties or permanent suspension if problems continue.

A yellow card carries over to the player's next event and is removed if there are no further issues. A player returning from a red-card ban starts the event on a yellow card.

E.3 Rules questions during a game

If a rule is unclear, first check the relevant rulebook, FAQ and our published Judges' Questions and Answers together. If you cannot resolve it, call a judge and have the rule ready for them to review.

Please have the relevant rule ready when the judge arrives. A player who does not may receive a penalty.

The judge's decision is final. Their discretion takes precedence over other rulings.

F. Looking after everyone

Please help us make this a weekend where everyone feels welcome. You can ask the team for support at any point, including discreetly if you would prefer.

Everyone should be able to enjoy a welcoming, sociable and safe weekend.

F.1 Raising a concern

If someone's behaviour makes you uncomfortable or concerned, please speak to the UKTC team as soon as you can.

You can raise a concern:

- With a Tournament Organiser, Event Manager or judge in person.
- Discreetly through the Judge Request QR code on your table.

You don't need to wait for a situation to become serious. We would much rather hear about it early and have the opportunity to help.

We handle concerns confidentially and discreetly, sharing information only where reasonably needed to investigate, protect those involved or take appropriate action.

Raising a genuine concern should never negatively affect your participation.

F.2 Behaviour that affects others

Please treat other players, staff, venue personnel and members of the public with respect.

Behaviour that prevents others enjoying a safe event is not acceptable. This includes:

- threatening, intimidating or aggressive behaviour;
- harassment or persistent unwanted interaction;
- abusive or discriminatory language;
- physical aggression or violence;
- deliberately disruptive or antisocial behaviour;
- behaviour caused or aggravated by excessive alcohol consumption; or
- conduct that makes other attendees reasonably feel unsafe or unable to enjoy the event.

Depending on how serious an incident is, UKTC may give a verbal or formal warning, refuse further alcohol service, remove a player from a round, issue a red card, remove someone from the venue or suspend or exclude them from future events.

Serious incidents may be referred to venue security, venue management or the police where appropriate.

F.3 Alcohol

Where alcohol is available, attendees are welcome to drink responsibly.

Please make sure drinking does not affect your behaviour, your ability to play or anyone else's experience or safety.

Judges, organisers and event staff monitor behaviour and alcohol consumption. Staff may refuse further service if they believe continuing to serve someone would be inappropriate.

A refusal of service can happen before you feel intoxicated. It is intended to protect you and others at the event.

Alcohol does not excuse inappropriate behaviour and may be treated as an aggravating factor in an incident.

These arrangements help everyone enjoy the event safely and respectfully.

G. Photos and displayed symbols

These arrangements help everyone understand how the event is recorded and keep the shared space welcoming.

G.1 Photography and recordings

Photos, videos and audio recordings may be made at the event and may feature you or your models.

G.2 Displayed symbols and imagery

Please keep clothing, dice, objective markers and other displayed items appropriate for a safe, respectful event. The following restrictions apply:

- Nudity or sexually explicit content: sexually suggestive imagery is not allowed.
- Offensive language or symbols: profanity, hate speech, derogatory terms and symbols associated with hate groups are not allowed.
- Politically divisive imagery or slogans: please avoid political symbols, slogans or imagery that could be divisive or inflammatory, including on flags, banners, clothing and accessories.

If an item breaches this policy, you will be asked to remove it. A judge may also apply a sportsmanship penalty.

H. Full weekend timetable

We register players and publish the first-round draw before the event to help you avoid queues. On Saturday, go straight to your table. You can start when you and your opponent are ready; a short announcement will mark the official start of Round 1.

Saturday

Doors open — 09:00

Arrival — 09:00 – 09:30

Round 1 — 09:30 – 12:30

Lunch — 12:30 – 13:30

Pairings go live — 13:15

Round 2 — 13:45 – 16:45

Round 3 — 17:15 – 20:15

Sunday

Doors open — 09:00

Arrival — 09:00 – 09:30

Round 4 — 09:30 – 12:30

Lunch — 12:30 – 13:30

Pairings go live — 13:45

Round 5 — 13:45 – 16:45

Awards Ceremony — 17:00 –17:30