Organized Play Guide

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New and updated sections since the last version are marked [NEW] or [UPDATED].

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Section 1: Introduction

The Continuing Committee has created this guide to ensure that all Star Trek CCG events are run consistently. This document contains a brief description of the Continuing Committee's goals for organized play, the expectations that are held of its tournament directors and information on how to run sanctioned events and other non-sanctioned events.

The Continuing Committee's Department of Organized Play shall govern the scheduling, sanctioning, and rating of official Star Trek CCG events; including First Edition (1E), Second Edition (2E) and Tribbles (TR). The department will also create, publish, and update documentation describing consistent methods to run these events.

1.1 – Hierarchy

The Continuing Committee's Department of Organized Play will be responsible for training tournament directors (TDs) to manage events at the local level. Additionally, skilled and dedicated directors will be selected to administrate higher level events throughout the year. Three Continental Coordinators (covering Australia, Europe and North America) will manage the assignment of these events, and will improve cooperation and communication between player groups. Finally, the Director of Organized Play will oversee all aspects of the department's operations, and will consider the community's best interests in executing The Continuing Committee's organized play proposals.

1.2 – Accountability

In the interests of maintaining a high standard of excellence for the Continuing Committee's organized play, any player may raise problems or concerns they have with a tournament director to any Continental Coordinator or the Director of Organized Play. Contact information can be found in Section 13.2.

1.3 – Questions and Comments

Questions or comments involving the Continuing Committee's organized play can be sent via e-mail to tournaments@trekcc.org, or to any member of the Department of Organized Play. Contact information can be found in Section 13.2.

In most cases, the same policies and procedures apply to First Edition (1E), Second Edition (2E) and Tribbles (TR) events. In the specific cases where there are differences, the rules for First Edition and/or Tribbles will be separated into shaded boxes. These shaded boxes can be ignored for Second Edition events.

Section 2: General Guidelines

Both sanctioned and non-sanctioned tournaments should be registered at the Continuing Committee's website: www.trekcc.org, to allow for the promotion of all events. In order for a tournament to be sanctioned, it must be registered on the web site at least six days prior to the event.

All information about tournament status, format, special rules, entry fees and prizes offered must be clearly stated in any promotional and advertising materials in advance of the event.

Any entry fees an organizer charges to participants should be aimed at covering the cost of tournament expenses and prizes. The Continuing Committee requires that its tournament directors publicize guaranteed prizes in advance (prizes must be awarded even if entries were lower than expected) and uphold all applicable laws of the region or country where the tournament is held regarding entry fees.

Sanctioned tournaments must meet the following criteria: registration on the www.trekcc.org website at least six days prior to the event, recognized format, a minimum of four players, and a minimum of three rounds played.

TR: Sanctioned Tribbles tournaments must meet the following criteria: registration on the www.trekcc.org website at least six days prior to the event, recognized format, a minimum of four players, and a minimum of five rounds played.

Only sanctioned tournaments can contribute to Continuing Committee player ratings, but not all sanctioned tournaments affect player ratings. Unrated tournaments are marked as such in the tournament listings. Non-sanctioned events may follow any tournament structure, but will not affect a player's rating on www.trekcc.org.

Tournament games must always be played according to the most current rules. The exact rules documents required will depend on the edition of the game being played and the format of the tournament. See Section 4 for a list of sanctioned formats and the rules documents required for each format. Besides the rules documents, tournament directors should also have Section 7 of this Organized Play Guide (preferably the entire guide) and the Continuing Committee's Code of Conduct.

If the rules do not fully answer a question or settle a disagreement, the tournament director is the final authority.

The most recent versions of rulebooks, current rulings and other official documentation are always available from the Continuing Committee's website: www.trekcc.org.

Section 3: Registering a Tournament

Any member of the community may register an event at www.trekcc.org without any requirements. Tournament directors are asked to ensure they are up to speed on the Continuing Committee's documentation and procedures for sanctioned events, as well as the game rules for the appropriate edition of Star Trek CCG or Tribbles CCG.

Before registering a tournament, tournament directors should secure a venue for the event. They should seek the permission from the venue's owner (if any) and follow any policies and/or guidelines of the venue during their events. Tournament directors are encouraged to provide promotional materials (flyers or other signage) advertising the event to post at the venue (with the owner's permission).

Once a tournament director has fulfilled these requirements, he or she may then register the tournament online at www.trekcc.org. Appendix A describes how to do this. The following information must be included:

- Date & Time
- Venue Address
- Edition (First Edition, Second Edition or Tribbles)
- Format (see Section 4, below)
- Entry fee
- Prizes
- Number of rounds (minimum: three for first Edition/Second Edition, or five for Tribbles)
- Tournament director's contact information

A minimum of three rounds are required to sanction a tournament. However, more rounds will be required to determine an outright winner if there are more than eight players at a tournament. Table 3.0.1 shows the minimum number of rounds that should result in an outright winner (assuming "perfect" results.)

Expected Number of Players	Minimum Number of Rounds
9 - 16	4
17 - 32	5
33 - 64	6
65 - 128	7
129 - 256	8

Table 3.0.1: Minimum Number of Rounds Required to Determine an Outright Winner

Section 4: Sanctioned Tournament Formats

There are a number of options when it comes to sanctioned Star Trek CCG and Tribbles CCG events registered on www.trekcc.org. A sanctioned event should comprise a format, a card pool and a set of rules. Additionally, an optional scenario may be used as well.

4.1 – Formats

The formats listed below may be used in First Edition (1E), Second Edition (2E) and Tribbles (TR) events as described.

Formats	1E	2E	TR	Overview
Constructed	✓	✓	✓	Players build their decks prior to the event.
Draft	✓	✓	✓	Players choose cards to build a deck at the event.
Sealed	✓	✓	✓	Players are provided with cards to build a deck at the event.

4.1.1 – Constructed

May be used for First Edition, Second Edition and Tribbles events.

Players at constructed events are required to bring a deck built out of their own collection of cards prior to the event. Once the event had begun, the deck may not be changed.

4.1.2 – Draft [UPDATED]

May be used for First Edition, Second Edition and Tribbles events.

Players at draft events draft the contents of booster packs at the event and must then build their decks from those cards. Players may be provided with an optional fixed set of cards, such as those from [1E] an Official Tournament Sealed Deck (OTSD) or [2E] the Infinite Diversity Draft Kit; or a random pre-constructed deck, such as a starter deck or [2E] a Transwarp deck; that is not drafted.

The tournament director should divide the players into drafting groups of between three and six players, ensuring that groups are as large as possible while keeping them all approximately the same size. Players then open their first booster pack, select one card and pass the remaining cards to the player on their left. Players should then take the cards passed to them, and repeat the process of selecting a card and passing the rest on until no cards remain to be passed. This process is repeated for all remaining booster packs to be drafted, with players alternating the direction in which they pass the cards with each booster pack (first pack passes to the left, second pack passes to the right, third pack passes to the left, etc.)

Once drafting is complete, players should be given at least 20 minutes to build/customize their decks, and may use any or all of the cards they were provided with (including those they drafted). Players may not use any cards they were not provided with at the event. Players may change their decks between rounds using any or all of the cards they were provided with.

[NEW] The time limit for each round in Second Edition draft events is 45 minutes.

The Continuing Committee's Virtual Pack Creator at www.trekcc.org/vpc may be used to create Virtual booster packs.

Transwarp deck lists can be found and printed by selecting "Transwarp Decks" in the Second Edition online deck builder at www.trekcc.org. Direct link: www.trekcc.org/decklists/index.php?mode=transwarp.

[UPDATED] All rules limiting the number of copies of any card that may be used in a deck or dilemma pile are suspended in sealed events.

4.1.3 – Sealed [UPDATED]

May be used for First Edition, Second Edition and Tribbles events.

Players at sealed events are given a limited number of cards at the event from which they must build their deck from. Typically, this will involve a fixed set of cards, such as [1E] an Official Tournament Sealed Deck (OTSD); or a random pre-constructed deck, such a starter deck or [2E] a Transwarp deck. Additionally, the player may receive a number of optional booster packs. Players should be given at least 20 minutes to build/customize their decks at the start of the event, and may use any or all of the cards they were provided with. Players may not use any cards they were not provided with at the event. Players may change their decks between rounds using any or all of the cards they were provided with.

The Continuing Committee's Virtual Pack Creator at www.trekcc.org/vpc may be used to create Virtual booster packs.

Transwarp deck lists can be found and printed by selecting "Transwarp Decks" in the Second Edition online deck builder at www.trekcc.org. Direct link: www.trekcc.org/decklists/index.php?mode=transwarp.

[UPDATED] All rules limiting the number of copies of any card that may be used in a deck or dilemma pile are suspended in sealed events.

4.2 – Card Pools

The card pools listed below may be used in First Edition (1E), Second Edition (2E) and Tribbles (TR) events as described.

Card Pools	1E	2E	TR	Overview
Complete	✓	✓	✓	All cards.
Limited	✓	✓	✓	A subset of all cards.
Traditional	✓	✓	✓	Only physical cards produced by Decipher.
Virtual	✓	✓	✓	Only printable cards.
Block	✓			A rotating subset of printable cards.
Academy		✓		Only missions and Common/Starter/Virtual cards.

4.2.1 – Complete

May be used for First Edition, Second Edition and Tribbles events.

This is the default card pool for most constructed events. It comprises all cards, both physical and printable. Printable cards include all virtual cards, any virtual promo cards marked as printable, cards that have received an erratum, and authorized proxy cards.

Second Edition authorized proxies include all missions, non-unique personnel, non-unique ships and cards that have received an erratum.

1E: In First Edition, any First Edition card listed on the 1E Converted Cards List should be treated as erratum of the corresponding First Edition Compatible [1EC] Second Edition card. Only the converted First Edition card may be used. The original [1EC] Second Edition card may not be used.

First Edition authorized proxies include all missions, universal personnel, universal ships and cards that have received an erratum. In addition, any [1EC] Second Edition authorized proxy, which is not listed in the 1E Converted Cards List as having received a conversion into a First Edition card, may be used. This includes [1EC] Missions, [1EC] non-unique personnel, [1EC] non-unique ships and [1EC] cards that have received an erratum.

4.2.2 – Limited

May be used for First Edition, Second Edition and Tribbles events.

This is the default card pool for most sealed events. It comprises a subset of all cards, as determined by the tournament organizer. A subset may include cards from a particular expansion, cards from a group of expansions, or cards with a particular property (Example: [1E] Voyager property cards).

4.2.3 – Traditional

May be used for First Edition, Second Edition and Tribbles events.

This card pool comprises all physical cards produced by Decipher. Alternate Image (AI) promos and proxy cards are not legal. The only printed cards that may be used are those of physical cards that have received an erratum and are in an errata file.

1E: In First Edition, any First Edition card listed on the 1E Converted Cards List should be treated as erratum of the corresponding First Edition Compatible [1EC] Second Edition card. Only the converted First Edition card may be used. The original [1EC] Second Edition card may not be used.

4.2.4 – Virtual

May be used for First Edition, Second Edition and Tribbles events.

This card pool comprises all printable cards. Printable cards include all virtual cards, any virtual promo cards marked as printable, cards that have received an erratum, and authorized proxy cards.

Second Edition authorized proxies include all missions, non-unique personnel, non-unique ships and cards that have received an erratum.

1E: In First Edition, any First Edition card listed on the 1E Converted Cards List should be treated as erratum of the corresponding First Edition Compatible [1EC] Second Edition card. Only the converted First Edition card may be used. The original [1EC] Second Edition card may not be used.

First Edition authorized proxies include all missions, universal personnel, universal ships and cards that have received an erratum. In addition, any [1EC] Second Edition authorized proxy, which is not listed in the 1E Converted Cards List as having received a conversion into a First Edition card, may be used. This includes [1EC] Missions, [1EC] non-unique personnel, [1EC] non-unique ships and [1EC] cards that have received an erratum.

Players may use a physical card in place of a printed card, if such a card exists.

4.2.5 – Block

May be used for First Edition events only.

This card pool comprises all First Edition virtual cards in the current block, the previous block, and any core expansion.

The card lists at www.trekcc.org/1e/ identify which block an expansion belongs to, and whether the expansion forms part of the current block or the previous block. They also identify the core expansions.

4.2.6 – Academy [UPDATED]

May be used for Second Edition events only.

This card pool comprises any Second Edition card with a rarity of common (C), Starter (S) or Virtual (V); and all Second Edition missions. [NEW] Virtual Promo (VP) rarity cards are not legal.

4.3 – Rules

The rules listed below may be used in First Edition (1E), Second Edition (2E) and Tribbles (TR) events as described.

Rules	1E	2E	TR	Overview
Official (OTF)	✓			The preferred rules for all [1E] events.
Open	✓			The original rules.
X-List (Standard)	✓			The original rules, but certain cards are banned.
Revised	✓			Alternate rules.
Warp Speed	✓			Reduced victory conditions for quicker games.
Standard		✓	✓	The preferred rules for all [2E] and [TR] events.
Slipstream		✓		Reduced victory conditions for quicker games

4.3.1 – Official (OTF)

May be used for First Edition events only.

These rules aim to provide a balanced environment and level playing field for First Edition events. It is the preferred format for all high-level tournaments.

Required documents: 1E OTF Rules, 1E OTF Ban List, 1E Glossary, 1E Current Rulings (CRD), 1E Conversion Rules, 1E Converted Cards List.
Recommended documents: 1E Dilemma Resolution Guide, 1E Rulebook, 1E Virtual Errata File.

4.3.2 – Open

May be used for First Edition events only.

These are the original First Edition rules.

Required documents: 1E Glossary, 1E Current Rulings (CRD), 1E Conversion Rules, 1E Converted Cards List.
Recommended documents: 1E Dilemma Resolution Guide, 1E Rulebook, 1E Virtual Errata File.

4.3.3 – X-List (Standard)

May be used for First Edition events only.

These are the original First Edition rules, but certain cards have been banned with the aim of balancing the environment.

Required documents: 1E X-List, 1E Glossary, 1E Current Rulings (CRD), 1E Conversion Rules, 1E Converted Cards List.
Recommended documents: 1E Dilemma Resolution Guide, 1E Rulebook, 1E Virtual Errata File.

4.3.4 – Revised

May be used for First Edition events only.

These rules are an alternative to the Official (OTF) rules. They too aim to provide a balanced environment and level playing field for First Edition events, but without banning any cards.

Required documents: 1E Revised Rules, 1E Glossary, 1E Current Rulings (CRD), 1E Conversion Rules, 1E Converted Cards List.
Recommended documents: 1E Dilemma Resolution Guide, 1E Rulebook, 1E Virtual Errata File.

4.3.5 – Warp Speed

May be used for First Edition events only.

These rules offer reduced victory conditions for quicker games. A player wins when he or she has completed one planet mission and one space missions regardless of points scored. The time limit for each round in Warp Speed is 30 minutes.

Required documents: 1E Warp Speed Rules, 1E Glossary, 1E Current Rulings (CRD).
Recommended documents: 1E Dilemma Resolution Guide, 1E Rulebook, 1E Virtual Errata File, 1E Conversion Rules.

4.3.6 – Standard

May be used for Second Edition and Tribbles events only.

These rules aim to provide a balanced environment and level playing field for Second Edition and Tribbles events. They are the preferred format for all high-level tournaments for these two games.

Second Edition required documents: 2E Rulebook, 2E Current Rulings (CRD), 2E Current Errata.
Tribbles required documents: Tribbles Rulesheet.

4.3.7 – Slipstream [UPDATED]

May be used for Second Edition events only.

These rules offer reduced victory conditions for quicker games. A player wins when he or she has 50 points and has completed at least one mission of any type. The time limit for each round in Slipstream is 30 minutes. [NEW] Differential is capped at 50 points in Slipstream tournaments. See the Glossary entry on Differential for more information.

Required documents: 2E Rulebook, 2E Current Rulings (CRD), 2E Current Errata.

4.4 – Optional Scenarios

The optional scenarios listed below may be used in First Edition (1E), Second Edition (2E) and Tribbles (TR) events as described. They are intended to make events fun and unpredictable. As such, they will not affect a player's rating on www.trekcc.org.

Optional Scenarios	1E	2E	TR	Overview
Deck Lottery	✓	✓	✓	Play a random deck each round.
No Such Thing as Luck	✓	✓		Play your deck, then your opponent's deck.
Standard Orbit	✓	✓	✓	Players rotate games multiple times each round.
The "Cool" Tournament	✓	✓	✓	The "coolest" decks earn special prizes.
Race to the Alpha Quadrant		✓		Players receive a random rule for each game.

4.4.1 – Deck Lottery

May be used for First Edition, Second Edition and Tribbles events.

In this scenario, players begin the event by playing their deck in the first round. For all subsequent rounds, players are randomly assigned a different deck and must play it in their game with only minimal time to look through the deck.

Players and tournament directors should take care to ensure that decks are marked so that they can be returned to their original owners. Players should be sure to take extra care to ensure that their decks are intact before leaving the event.

This format is unrated. Deck Lottery tournaments are sanctioned, but will not affect a player's rating on www.trekcc.org.

4.4.2 – No Such Thing as Luck

May be used for First Edition and Second Edition events.

This scenario requires an even number of rounds scheduled to be played. Players use their own decks in the odd-numbered (1st, 3rd, 5th, etc.) rounds, then exchange decks with their opponents and play again in the even-numbered (2nd, 4th, 6th, etc.) rounds.

Players and tournament directors should take care to ensure that decks are marked so that they can be returned to their original owners. Players should be sure to take extra care to ensure that their decks are intact before leaving the event.

This format is unrated. No Such Thing as Luck tournaments are sanctioned, but will not affect a player's rating on www.trekcc.org.

4.4.3 – Standard Orbit

May be used for First Edition, Second Edition and Tribbles events.

In this scenario, players rotate in and out of games as they are in progress. Every fifteen minutes of each round, the tournament director will instruct players to rotate one position to their side, leaving their current game and entering a new game. Players entering a game should receive a brief summary of the game from the player they are replacing, and then pick up where the new game left off. If a game ends before the end of the round, players reset and begin new games. The winner is determined by combining the individual's score with the score of their deck.

Players and tournament directors should take care to ensure that decks are marked so that they can be returned to their original owners. Players should be sure to take extra care to ensure that their decks are intact before leaving the event.

This format is unrated. Standard Orbit tournaments are sanctioned, but will not affect a player's rating on www.trekcc.org.

4.4.4 – The "Cool" Tournament

May be used for First Edition, Second Edition and Tribbles events.

In this scenario, it's not about winning but it's about how you play. Style is the name of the game, where the "coolest" decks earn special prizes (and not just the best decks!) The tournament director may award prizes at his or her discretion.

This format is unrated. "Cool" tournaments are sanctioned, but will not affect a player's rating on www.trekcc.org.

4.4.5 – Race to the Alpha Quadrant

May be used for Second Edition events only.

In this scenario, players are randomly assigned a special rule before each game. There are a number of different rules and one should be randomly selected by each player before each game. Once per tournament, a player may reject his or her rule and randomly select a different rule for that game. Players may not have the same rule more than once per tournament; should such a rule be randomly selected, players must randomly select again. The tournament director should record each player's rule for the round on their scorecard.

This format is unrated. Race to the Alpha Quadrant tournaments are sanctioned, but will not affect a player's rating on www.trekcc.org.

Additional required document: 2E Race to the Alpha Quadrant Rules.

Section 5: Printable Card Policy [UPDATED]

The Continuing Committee provides and allows a number of printable cards for use during sanctioned events. All of the Continuing Committee produced virtual expansions must be printed in order to be used in games. Other printable cards include authorized proxies, which are printed versions of certain physical cards.

Virtual cards are legal for tournament play one week after they have been released. Virtual cards are also legal for special pre-release and release tournaments for new expansions. [NEW] Errata are legal for tournament play immediately. Further exceptions to this policy will be noted on individual card pages on www.trekcc.org.

1E: [NEW] In First Edition, converted cards released as part of an expansion are treated as errata, but are not legal for tournament play until the rest of the expansion becomes legal one week after release.

Printable cards are legal for use in sanctioned events; provided that the Tournament Director, at his or her discretion, is not able to distinguish a face-down printable card from a face-down physical card.

If a deck includes any number of printable cards, each card in the deck must be sleeved.

Printable cards should not be printed on any kind of paper which will distort the image or allow the cards to be marked or otherwise detected. This includes the use of most foil and hologram paper.

The front of a printable card must be in color and must be unmodified from the original source. It must be complete and intact with no missing parts. You may not replace a card's image with a different image.

Printed cards with printing on one side must be played with a physical backing card behind them in a sleeve. The printed card does not need to be attached to the backing card, but it should not be able to move around, or slide out of, the sleeve.

Printed cards with printing on both sides, including those where the back has been printed to match a physical card, must be played in a deck sleeved with 100% opaque sleeves to avoid detection.

It is recommended that physical Star Trek CCG or Tribbles CCG cards are used for backing cards. Physical cards of the correct size from other games may be used as backing cards, but they must be played in a deck sleeved with 100% opaque sleeves to avoid detection.

Section 6: Altering a Tournament

Although highly discouraged, there are occasions when it may be necessary to change the number of scheduled rounds for a tournament about to begin, or in progress. Example: If the tournament's attendance is too small for the number of announced rounds, the number of rounds may be reduced beforehand.

The number of rounds should only be changed before the event and only with the approval of all of the players in attendance.

A tournament in progress should only be modified in the case that all players unanimously agree (Example: If the event is proceeding more quickly than anticipated), or in the case of an emergency (Example: The venue is forced to close.)

In the event that the number of rounds for a tournament does change, the tournament director should correct the event's listing on www.trekcc.org before entering the results. Appendix A describes how to do this.

Section 7: Running a Tournament

Tournament directors should arrive at the tournament venue at least thirty minutes before the scheduled time to begin. They should bring the following:

- The most recent revisions of required rules documents. (See Section 4 for a description of which documents are required.)
- Section 7 of this Organized Play Guide (preferably the entire guide.)
- The Continuing Committee's Code of Conduct.
- Blank scorecards.
- Blank deck list forms (if required.)
- A timepiece.
- Writing utensils.

Players should bring:

- Their www.trekcc.org forum handle.
- A valid deck for the tournament format being played.
- A completed deck list form (if required.)

7.1 – Tournament Directors Participating in their Own Event

Tournament directors may participate as players in their own event, provided that more than half (50%) of all players at the event approve, and the tournament director nominates both a secondary and tertiary tournament director. The secondary tournament director is responsible for rulings on games involving the primary tournament director, and the tertiary tournament director is responsible for rulings on games between the primary tournament director and the secondary tournament director.

It is recommended that tournament directors playing in their own event should record the time spent judging other games, and compensate for the time lost in their own game by adding additional time at the end of the round.

It is highly recommended that tournament directors not play in events with more than 16 players or if their participation would create a bye. Additionally, the Continuing Committee reserves the right to ask tournament directors for high-level events not to participate.

7.2 – Initial Pairings [UPDATED]

The tournament director should give each player a scorecard to complete. The primary source of tracking a player's results and ratings is through their www.trekcc.org forum handle; and this must be included on each scorecard. Scorecards should be submitted no later than five minutes before the start of the event.

Players with earned byes may forfeit their bye by informing the tournament director when handing in their scorecard. No other player may use that earned bye instead.

The tournament director should collect all scorecards and then shuffle them and place them face down in a single pile. To match players with their opponents, the tournament director should take the top two scorecards off the pile and reveal them. These two players will face each other in that round; the name of each player's opponent is written on his or her scorecard in the corresponding round. Then the third and fourth scorecards are paired, and so on.

The tournament director should continue pairing players in this way until all scorecards are paired. If there are an odd number of players competing in the tournament, a "bye" for that round will be assigned by the tournament director to the player with the last scorecard remaining. The player who is awarded a bye does not face an opponent in that round.

TR: In Tribbles tournaments, players should be randomly split up into pods of approximately equal size, with between four and eight players per pod.

Once pairings have been announced and all players have found their opponents, the tournament director may wish to make any announcements before the event actually begins. After informing players of the round's time limit (60 minutes, unless a venue's business hours dictate a shorter final round), the tournament director should announce the beginning of the round, and record the time the round will end.

1E: In First Edition tournaments, the time limit for each round is 75 minutes.

TR: [UPDATED] In Tribbles tournaments, the time limit for each pod of 5 rounds is 60 minutes.

7.3 – Time Warning

The tournament director must give players at least one time warning during each round. The recommended time to do this is approximately half way through the round.

7.4 – Ending a Round [UPDATED]

When a round's allotted time expires, the tournament director should notify the players.

TR: In Tribbles tournaments, games end as soon as time has expired. All players should place their hands in their discard pile, and no players score points for emptying their hand that round. Points accumulated during the round (Example: Poison, Score or Tally points), and points earned at the end of the round (Example: Bonus points), are still counted.

Incomplete games continue until both players have finished an equal number of turns. Consider any consecutive turns taken by the same player; whether the result of a card such as Falsify Distress Signal, or a penalty assessed by a tournament director; as a single turn for this purpose. If neither player has met all of the victory conditions, the game will result in a True Tie, a Modified Win or a Modified Loss (see Section 7.5 for descriptions of all possible game results).

When players complete a game, they should report to the tournament director with both the result of the game and the final score. The tournament director should record the opponent, result, score, victory points and differential; and update the total victory points and differential; for that round on each player's scorecard. Each player should then verify his or her updated scorecard and initial it where indicated to signify it is accurate.

A player's Cumulative Victory Points (CVP) is the sum of his or her total victory points after each round. Example: Over four rounds Richard scores a Full Win (4VP), a True Tie (2VP), a Full Win (4VP) and a Modified Loss (1VP); his total victory points after the first round would be 4, his total victory points after the second round would be 6 (4+2=6), his total victory points after the third round would be 10 (4+2+4=10), and his total victory points after the fourth round would be 11 (4+2+4+1=11). His CVP would be 31 (4+6+10+11=31).

A player's Differential for the round is calculated by subtracting his or her opponent's final score from his or her final score. Points in excess of 100 do not count towards Differential, nor do points below zero. Differential for a single game will range between -100 and +100. In the case of a True Tie or a Bye, all players receive a Differential of 0. Players with an Earned Bye receive a Differential of +100. If a game ends due to concession or other non-score means, the winning player receives a Differential of +100 and his or her opponent receives a Differential of -100. If the winning player's score is lower than his opponents, the winning player receives a Differential of +1 and the losing player receives a Differential of -1. Example: If Paul beats George by 100-35; Paul receives a Differential of +65 (100-35=65), and George receives a Differential of -65 (35-100=-65). [NEW] If the rules specify that the game's victory conditions are reduced from 100 points, Differential is capped at that number. Example: In a Second Edition Slipstream tournament, where you only need 50 points to win; points in excess of 50 do not count towards Differential, Differential for a single game will range between -50 and +50, players with an Earned Bye receive a Differential of +50, and if a game ends due to concession or other non-score means, the winning player receives a Differential of +50 and his or her opponent receives a Differential of -50.

There are eight possible ways to score a match:

7.5 – Possible Match Results [UPDATED]

Full Win (FW) – 4 Victory Points: This result is recorded when a game is completed within a round's allotted time, or when a game is completed on the last turn after time expires. This is the result when the winning player reaches all of the victory conditions, or for the player that has met the most victory conditions when both player's decks are exhausted.

Earned Bye (BYE) – 4 Victory Points: Players in high-level First Edition and Second Edition events may have been awarded Earned Byes for the opening round or opening two rounds as the result of winning prior events. These byes are treated as having +100 Differential and the maximum Strength of Schedule possible.

Bye (BYE) – 4 Victory Points: This result is recorded if there are an odd number of players; it is awarded to the player with the lowest amount of Victory Points or to a randomly chosen player amongst those with the lowest Victory Point total. [UPDATED] A player may only be awarded one of these byes in each tournament, unless the pairings dictate two players would have to face each other again. In that case, both players are awarded byes instead. These byes are treated as having 0 Differential and a Strength of Schedule of 0.

Modified Win (MW) – 3 Victory Points: This result is recorded when a game is not completed within a round's allotted time. This result is given to the player that has met most victory conditions. It should be awarded to the player with the highest score who commands both a completed planet mission and a completed space mission. If no players qualify, the player with the highest score that commands at least one completed mission wins. If no players still qualify, then the player with the highest score wins.

1E: In First Edition tournaments, the player with the highest score is awarded the Modified Win, regardless of the missions completed.

True Tie (TT) – 2 Victory Points: This result is recorded when a game is not completed within a round's allotted time; it is awarded to both players if they have the same score and meet the same number of victory conditions.

Modified Loss (ML) – 1 Victory Points: This result is recorded when a game is not completed within a round's allotted time; it is awarded to the opponent of the player who is awarded a Modified Win.

Full Loss (FL) – 1 Victory Point: This result is recorded when a game is completed within a round's allotted time; it is awarded to the opponent of the player who is awarded a Full Win.

Missed Game (MG) – 0 Victory Points: This result is recorded if a player is not present within the first 5 minutes of the round. This result should be used when players arrive more than 5 minutes late to a tournament, even if only one player is late and his or her attendance would create an odd number of players (thus creating the need for a bye). [NEW] The opponent of a player receiving a Missed Game should be awarded a Bye. Any player wishing to "drop" from an event receives Missed Games for the remainder of the event. Missed Games as the result of a "drop" or late attendance do not count towards player ratings.

TR: In Tribbles tournaments, the player who emptied his or her hand first (and only that player) scores points equal to the total number of Tribbles in his or her play pile. [UPDATED] Points accumulated during the round (Example: Poison, Score or Tally points), and points earned at the end of the round (Example: Bonus points), are counted for all players.

7.6 – Pairings for Subsequent Rounds

After an entire round's results have been recorded, the tournament director should sort scorecards by their victory point totals. Players with similar victory point totals should be paired for the next round. The scorecards with the highest victory point totals are shuffled first and paired randomly for the next round's match. If there are an odd number of scorecards with the highest victory point total, the last scorecard is added to the scorecards with the next highest victory point total before they are shuffled and paired randomly. This is referred to as "pairing down". No player should be "paired down" more than once each round unless he or she has already played every one of the players at the next lowest victory point total.

If there are an odd number of players competing in the tournament, a "bye" for the round should be assigned by the tournament director to the player with the last scorecard remaining. Players should not receive more than one bye (excluding earned byes) in the same tournament. The player who is awarded a bye does not face an opponent in that round.

Players may only face each given opponent once during any tournament. Warning: pairing in later rounds of a tournament can be difficult to determine because of these restrictions.

If a round's pairing would duplicate a match from a previous round, the scorecards are reshuffled into the remaining scorecards of that victory points total to be selected again. If the last two scorecards of a given victory point total would duplicate a match from a previous round, the tentative pairings of that victory point total must be disregarded, and all scorecards of that total must be reshuffled to create new pairings.

One way to expedite the creation of pairings is to select only one player of a given victory point total and then to remove all of that player's previous opponents from the random selection to be made. If this would eliminate all players with that victory point total, that player will then be "paired down" with an eligible player from the next highest victory point total. The player with the lower victory point total is likewise "paired up", reflecting that no opponent of a like victory point total was eligible to play the player with the higher victory point total.

Players should not receive more than one bye (excluding earned byes) in the same tournament, unless every possible combination of pairings would result in two players having to play each other for a second time. In this situation, both players are awarded byes instead.

The tournament director must ensure that he or she creates the best pairings for each round; that is, pairings that match as many of the following criteria as possible, listed in order of preference:

1. No duplicate opponent
2. Victory point totals match
3. Victory point totals are similar
4. Maximum one bye per player
5. Ability to pair future rounds

TR: In Tribbles tournaments, players should stay in their pods for five rounds. After the fifth round, if more rounds are to be played, the highest scoring player from each pod should form a new pod together. This pod should be filled by the remaining highest scoring players, with subsequent pods being filled by players ranked according to their score. Remember to keep pods of approximately equal size, with between four and eight players per pod.

7.7 – Determining the Winner After the Final Round

After the final round is completed, players are ranked based on their victory point totals. The following tiebreakers are used as necessary (in order of priority):

1. Head-to-Head (Used only if there are two tied players that faced each other during the event.)
2. Strength of Schedule (Used if there are two tied players that did not face each other, or if two players had a true tie in their Head-to-Head game, or if there are three or more tied players.)
3. Cumulative Victory Points
4. Differential
5. Coin toss / random event

TR: In Tribbles tournaments, most rounds won should be used as the first tiebreaker after points scored. If there is still a tie, players should cut for the highest Tribble to decide the final rankings.

After each step of checking tiebreakers, if only two players remain tied, their Head-to-Head result will determine their rankings. If the two players did not play each other, proceed to the next tiebreaker.

After rankings are determined, the tournament director should announce the tournament's results and distribute any prizes that were advertised for the event accordingly. Players should expect to help with any cleaning or furniture redistribution resulting from the event.

7.8 – Tournament Conduct [UPDATED]

All participants at an event reflect on the Continuing Committee. As such, participants should abide by the highest standards of conduct during any organized event. The following is a list of expectations the Continuing Committee holds of both its players and tournament directors. The Continuing Committee's Code of Conduct lists penalties associated with breaching these standards.

- All cards in decks and dilemma piles must be oriented in the same direction.
- Players must reveal all cards as they are placed in the discard pile or removed from the game.
- [NEW] Players may write down the player who took the first turn, the time the game started/is due to end and changes to either player's score. Players may also write any changeable or selectable characteristic of a card (Example: [1E] the classification and gender of a Soong-type Android or [2E] the skill on Vina, Orion Slave Girl) on a slip of paper and insert that in the card's sleeve. No other note taking is permitted during a game.
- When a disagreement occurs between players, if they cannot resolve it themselves, they must ask the tournament director for a resolution. Corrections cannot be retroactively applied.
- Once a player takes an action, he or she may not retract that action. Players are not obligated to allow take-backs.
- [NEW] When any number of cards are presented to the opponent to be cut, the player should lift a portion of cards from the top and place those cards under the remaining cards. Players may do this only once, and may not perform any kind of shuffle.
- In Second Edition tournaments, any player may count the number of cards remaining in his or her deck. Players are not compelled to share this information with their opponents, but there is no penalty for doing so. Any player may examine the cards in any discard pile or any cards removed from the game at any time. Any player may count the number of face-down cards in a dilemma stack at any time. Any player may request an opponent counts the number of cards in his or her hand and reveals the correct count. A player may not count the number of cards in his or her dilemma pile.

> *1E: In First Edition tournaments, any player may examine the cards in his or her discard pile at any time (cards must remain in the same order). Players are not compelled to share this information with their opponents, but there is no penalty for doing so. Any player may count the number of seed cards under a mission and check their orientation to determine their owners. Any player may request an opponent counts the number of cards in his or her hand and reveals the correct count. A player may not count the number of cards in his or her deck.*

> *TR: In Tribbles tournaments, any player may request an opponent counts the number of cards in his or her hand and reveals the correct count. A player may not examine the cards in his or her play pile or discard pile, unless he or she played a card that requires him or her to do so. A player may not examine the cards in an opponent's play pile or discard pile. A player may not count the number of cards in his or her deck.*

- Players must enforce mandatory actions or continuous effects printed on cards they command.

> *1E: In First Edition tournaments, players must enforce mandatory actions or continuous effects printed on cards they control.*

- Players are expected to conduct themselves in a sportsmanlike manner throughout any event; profanity and other coarse language are unacceptable.

- Players may utilize protective card sleeves, provided that the face-up side of each card is unobstructed (sleeve must be non-tinted and transparent), the face-down side of each sleeve is uniform, the sleeves show little to no wear (so that cards will not appear marked), and cards are oriented the same way in each sleeve. Players using any number of printable cards must sleeve their entire deck. If a player takes command of another player's card, he or she may re-sleeve that card for the remainder of the game.

1E: In First Edition tournaments, if a player takes control of another player's card, he or she may re-sleeve that card for the remainder of the game.

7.9 – Concession

Players may concede any of their games at any time, for any reason, subject to approval of the tournament director. Tournament directors should not refuse a concession unless they suspect collusion or other Code of Conduct violations, and should act accordingly. The conceding player is awarded a Full Loss and -100 Differential (as if he or she had no score and no victory conditions), and the player's opponent is awarded a Full Win and +100 Differential (as if he or she had the maximum score and maximum victory conditions.)

TR: In Tribbles tournaments, the conceding player will receive a score of 0. The remaining players in the pod should continue playing.

7.10 – Automatic Game Loss

If a card causes a player to automatically lose the game (Example: [1E] Devidian Door or [2E] Quark's Treasure), treat it as a concession. The losing player is awarded a Full Loss and -100 Differential (as if he or she had no score and no victory conditions), and the player's opponent is awarded a Full Win and +100 Differential (as if he or she had the maximum score and maximum victory conditions.)

1E: In First Edition tournaments, seeding or playing a card as a Hidden Agenda when it does not have the Hidden Agenda icon results in an automatic game loss.

If all players in a game receive an automatic game loss, each player is awarded a True Tie and 0 Differential (as if the game ended in a true tie.)

Section 8: Reporting a Tournament

The final step in running a Continuing Committee-sanctioned event is to report the results at www.trekcc.org. Appendix A describes how to do this. Results should be submitted within one week of the tournament's completion.

The Continuing Committee's player rating systems are based on player participation in sanctioned tournaments. They allow players to see how they measure in skill against other players around the world. There are individual ratings for constructed and sealed play, as well as an overall rating combining the two. The ratings are based on the ELO system, in which each player's rating depends on how well they do in each tournament and the ratings of their opponents in that tournament. Players begin with a rating of 1500, and their rating can range from 0 to 3000. The higher the rating, the better the player is expected to perform in a game.

Section 9: Heats

Higher level events, with large player numbers, may use a heat system to determine qualifiers for subsequent days of the event. Players with earned byes may only use their bye once, in the first heat they participate in. Players not qualifying from one heat may choose to play in subsequent heats with the same deck or a different deck. Players that have qualified from one heat may not play in subsequent heats in the same event.

Any seeding system may be used, but the recommended seeding system for two heats is to have the seeds alternate from both heats in groups of two. The top players from the first heat taking seeds #1, #2, #5, #6, etc.; and the top players from heat two taking seeds #3, #4, #7, #8, etc.

Seedings for subsequent day's play as a result of heats should be announced publically prior to the start of the first heat, and may not be modified once that heat begins.

Section 10: Match Play

Higher level events may use a "winner continues, loser is knocked out" system, or a "best two out of three" match system for the final day of competition. Players should be "seeded" according to their performance in a preliminary event (the #1 seed with the best performance), and are paired for match play using a bracket, examples of which are shown in Section 10.2.

These brackets are not the only brackets that can be used for a match play event. However, the bracket to be used must be announced and publicly posted prior to the start of the event, and may not be modified once the event begins.

Each game has a one hour time limit. At the end of each game, the winner is noted regardless of the number of victory conditions. Victory points do not apply in match play.

1E:In First Edition tournaments, the time limit for each game is 75 minutes.

Individual games within a multi-game match may be scored as a tie. In the event that the overall result of a match is a tie, the higher seeded player is awarded the win for that match.

10.1 – Who Goes First in Match Play? [UPDATED]

Any random method can be used to decide which player takes the first turn in game one. The loser of game one then gets to choose whether they take the first or second turn in game two. Should game three be necessary, the loser of game two gets to choose whether they take the first or second turn in that game. [UPDATED] In any instance where a player gets to choose whether they take the first or second turn, they should do so before beginning the game.

10.2 – Seeded Match Play Brackets

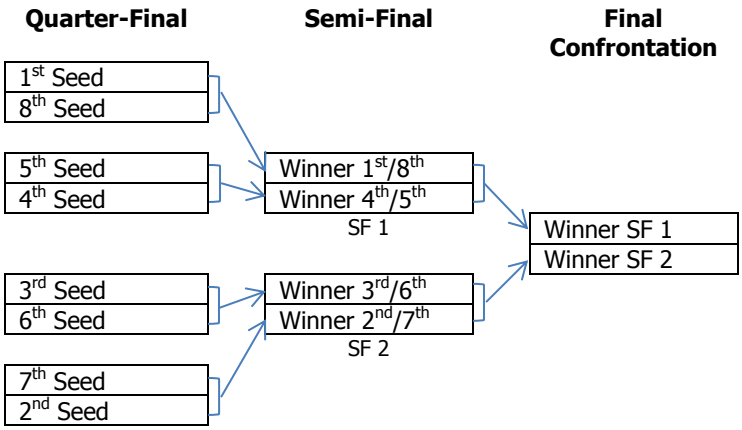

Figure 10.2.1: Eight player Standard bracket.

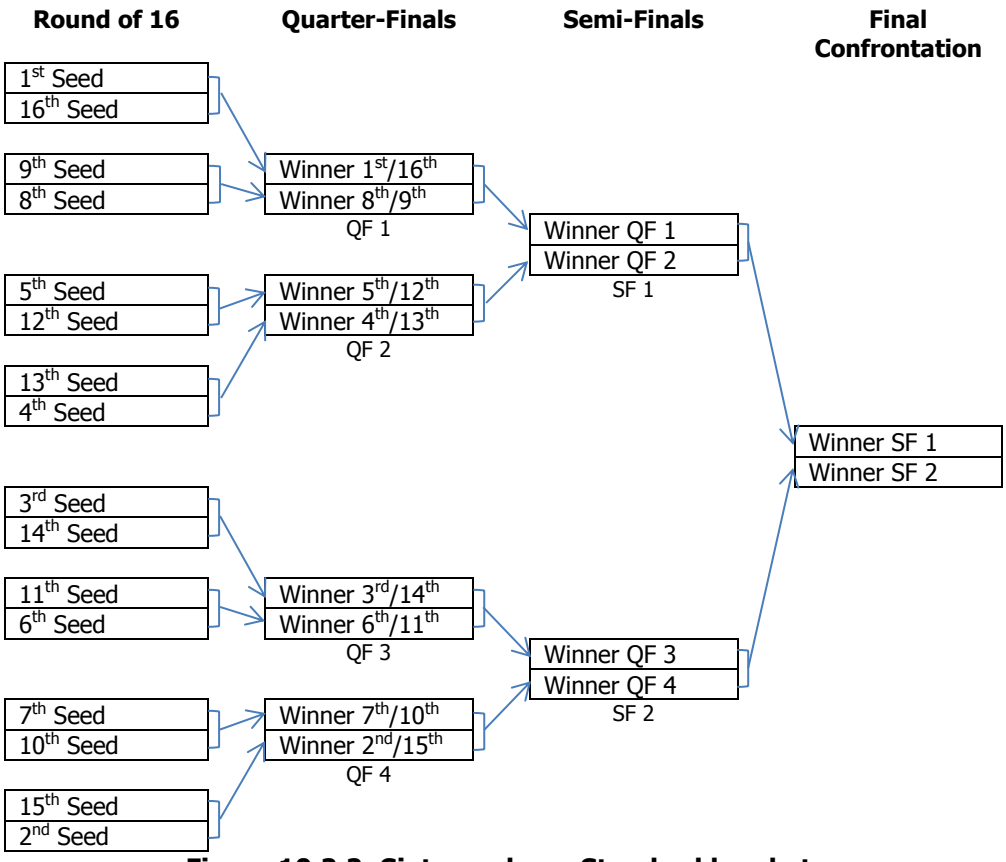

Figure 10.2.2: Sixteen player Standard bracket.

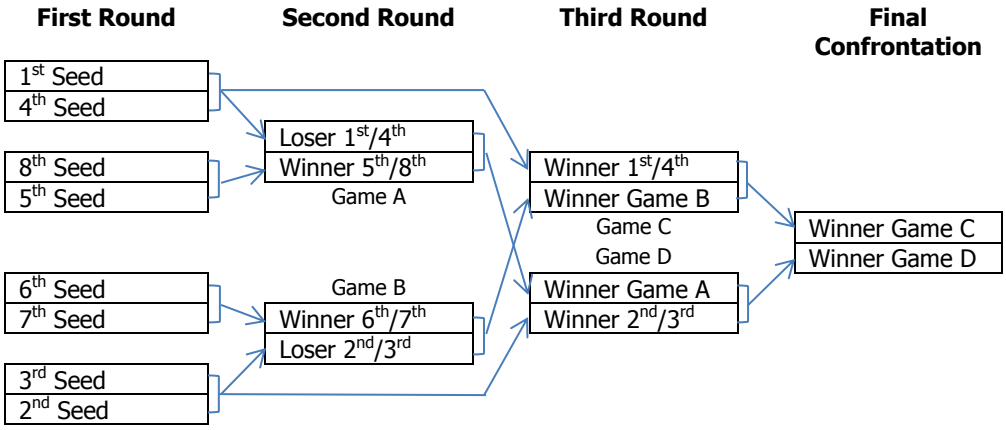

Figure 10.2.3: Eight player Modified McIntyre bracket.

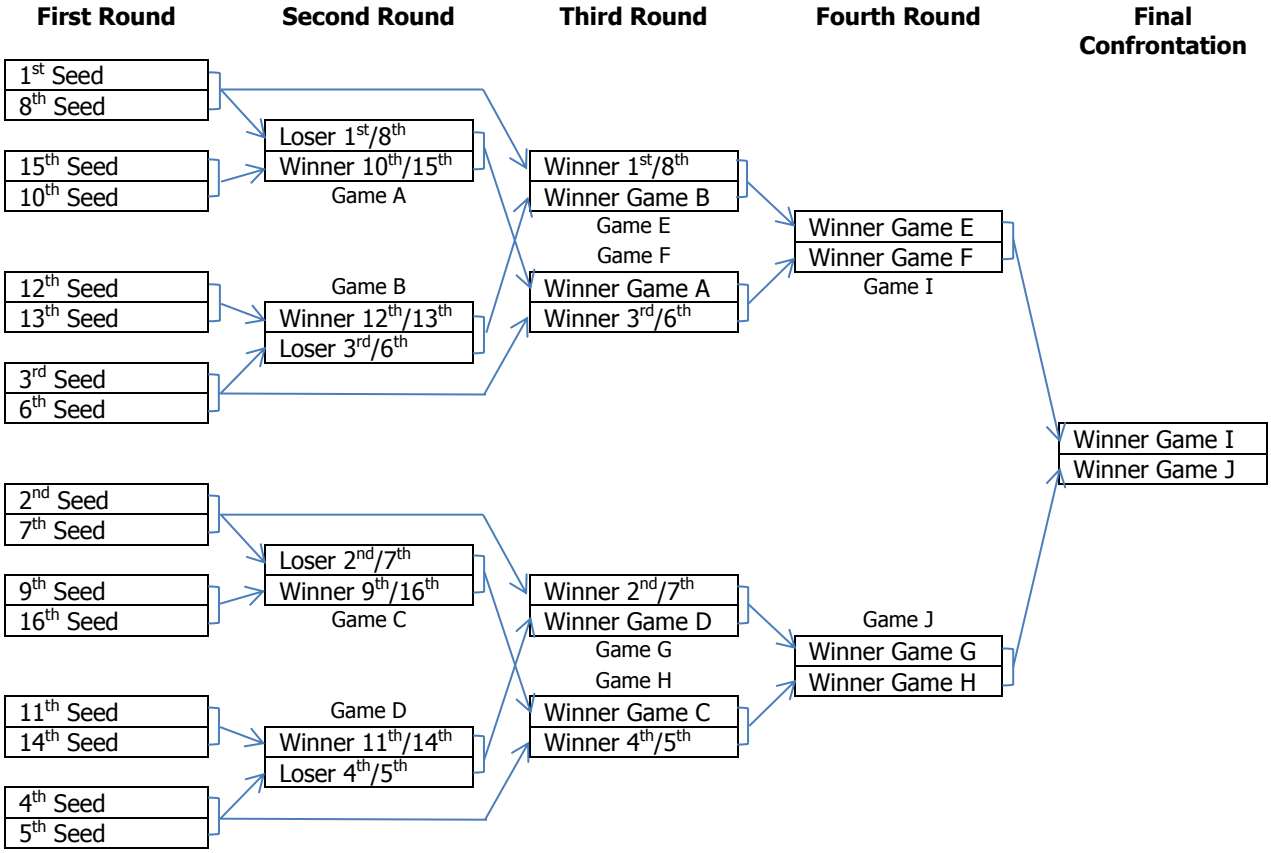

Figure 10.2.4: Sixteen player Modified McIntyre bracket.

Section 11: World Championship Trek (WCT)

World Championship Trek is the official league of the Continuing Committee, designed to provide continuous play during the off-Championship months of October through March.

WCT League events use their own scoring system, in addition to all standard scoring methods described previously. WCT events may be reported as sanctioned events or left unsanctioned.

11.1 – Forming a League

Once you have at least four players committed to playing in a league, you should contact a member of the Department of Organized Play at tournaments@trekcc.org (further contact information can be found in Section 13.2) with the following information:

- Name and www.trekcc.org forum handle of the League Director (the person responsible for running the league)
- The name of the league (think fun, think *Trek*!)

The League Director is not obligated to direct his or her league's events, nor is he or she required to attend every event. It is the League Director's responsibility to appoint alternate tournament directors, if necessary.

11.2 – League Schedule [UPDATED]

[UPDATED] Each league should comprise a "regular" season of eight tournaments, split into two four tournament halves, and a four tournament "playoff" to determine the winner of the league.

[UPDATED] The four tournaments that comprise the first half of the regular season should be held during October and November. [UPDATED] The four tournaments that comprise the second half of the regular season should be held during December and January. [UPDATED] The four tournaments that comprise the playoffs should be held during February and March.

While the scheduling of League tournaments is at the discretion of the League Director, the recommended schedule is one tournament every two weeks. This ensures the league will be completed in the given timeframe, and that participants have a regular schedule of events.

Prior to the first regular league event of the season, the League Director should announce how many players from each half of the regular season will qualify for the playoffs.

[NEW] League Directors can flag their tournaments as league events in the www.trekcc.org tournament system via the "League Event?" drop-down when adding or editing a tournament. If the League Director is not running the event, the alternate tournament director should enter the tournament and assign the League Director as the "Secondary TD" so that he or she can flag the event as a league event.

11.3 – League Promos [UPDATED]

Participants at league events have the chance to win league-exclusive promos. These promos are not available in any other way until the end of the league season. [UPDATED] They may only be played in league events until they are made printable following the league season, at which point anyone may play with them.

11.4 – Scoring League Tournaments

After completing an event using the standard scoring methods described previously, WCT league points should be awarded. An event's WCT league points are based on the number of participants in that league event, as well a player's final placement in that event. League Directors are responsible for scoring each league event and reporting the results online at www.trekcc.org. To qualify for WCT league points, a league event must have at least four participating players. The point structure appears in Table 11.4.1.

WCT league points accumulate for each league season and for a lifetime total. Season points reset after each season of league play, but the lifetime points do not reset, growing from season to season.

Some unsanctioned league event formats may not have a clear distinction between places; the League Director should award places and their commensurate point values at his or her discretion based on each player's individual participation, punctuality, and/or sportsmanship. These awards should be announced at the end of each event.

		Place					
		1st	**2nd**	**3rd-4th**	**5th-8th**	**9th-16th**	**17th-32nd**
Number of Players	**4-5**	12	8	6	4		
	6-7	16	12	10	8		
	8-9	20	16	12	10	8	
	10-11	24	20	16	14	10	
	12-13	28	24	20	18	14	
	14-15	32	28	24	22	18	
	16-19	36	32	28	26	22	18
	20-23	40	36	32	30	26	22
	24-27	44	40	36	34	30	26
	28-31	48	44	40	38	34	30
	32+	52	48	44	42	38	34

Table 11.4.1: WCT League Point Structure

Players can earn WCT league points from more than just one league. If a player plays in two or more leagues, his or her WCT league points are tracked separately for each of those leagues by their League Directors, but his or her aggregate season WCT league points and lifetime WCT league point totals will reflect both leagues' activities.

The league hub at www.trekcc.org/tournament/index.php?mode=leagues tracks a player's seasonal and lifetime WCT league points.

11.5 – Bonus Points

The standard WCT league points scoring structure described in Section 11.4 may be enhanced by the use of optional bonus point schemes. These are designed to enhance the excitement of local competition and to encourage diverse deck design.

Bonus points only affect the league for which they are awarded in. As each league may use a different bonus point scheme, bonus points do not count towards a player's seasonal or lifetime WCT league points.

League Directors may use any or all of the bonus point schemes described below. They may be altered if required. League Directors may even devise their own bonus point schemes. Please inform a member of the Department of Organized Play about any new bonus point schemes, for possible inclusion in future versions of this document. Contact information can be found in Section 13.2.

The tournament system at www.trekcc.org does track bonus points, but it does not do so automatically. League Directors will be given the opportunity to manually add bonus points prior to submitting the tournament results for processing.

11.5.1 – Headquarters Bonus

This is an incentive for players to use different decks between league events, instead of playing the same decks over and over again. Each time a player uses a deck containing a different headquarters mission, he or she earns one bonus point for that event. In addition, if no one used that headquarters mission in the previous league event, that player earns two additional bonus points.

In order for a deck to qualify for the bonus, more than half (50%) of the included personnel (not including Non-Aligned personnel) must be able to be played using that headquarters' game text. In addition, credit for a "Non-Aligned Headquarters" can be awarded if more than three-quarters (75%) of the included personnel are Non-Aligned.

11.5.2 – Participation Bonus

This rewards returning players and helps "level the field" against players that can't play as often as others. A player playing in their first league event earns four bonus points, and a player returning to the league after an absence of more than two events earns two bonus points.

11.5.3 – New Mission Bonus

This rewards players for using different non-headquarters missions. Each time a player completes a mission that had not been completed in a previous league event that season, he or she earns one bonus point (multiple players may earn this bonus if more than one player completes the same mission in a given event). A tally sheet should be maintained and made available to players before league events with updated tracking of which missions have been completed by league players.

11.6 – Playoffs

Once the two halves of the regular season are complete, each league will run a series of four playoff events to determine the winner of the league for that season. These playoff events are open to all players, earning WCT league points as usual, but only qualified players score WCT league playoff points.

Prior to the first regular league event of the season, the League Director should announce how many players from each half of the regular season will qualify for the playoffs. At the end of each half of the regular season, having ranked the players according to their WCT league point totals (including bonus points, if applicable) for that half season, that number of players qualify for the playoffs.

After the four playoff events, qualifying players are ranked according to the following tiebreakers:

1. Highest number of WCT league playoff points scored that season
2. Highest number of WCT league points scored that season
3. Most playoff events attended that season
4. Most league events attended that season
5. Highest lifetime WCT league points.
6. Coin flip / random event

The highest ranked player is declared that league's Champion for the year.

11.7 – WCT Champions League Tournament

Each year, in the days preceding the World Championships, a WCT Champions League tournament will be held. Attendance will be restricted to those players with at least 50 lifetime WCT league points. Players will be seeded according to their lifetime WCT league points, and will then face each other in a best-of-one standard match play bracket, until a winner is declared. The winner will receive earned byes for Day One Round One and Day One Round Two of the World Championships – the same prize awarded to Continental Champions!

Section 12: Guidelines for Online Play [NEW]

Anyone can run an online tournament, and anyone can participate in an online tournament. Playing online should reflect a face-to-face game as much as possible. These guidelines cover situations unique to online gaming.

12.1 – Software Required

Two pieces of software are required to play online. Both are free to download.

LackeyCCG can be downloaded from www.lackeyccg.com and is used to simulate the game. Each game (First Edition, Second Edition and Tribbles) requires a separate Lackey plugin; named "startrek1e", "startrek2e" and "tribbles" respectively. Select the Preferences tab within Lackey to find and download the plugin you require.

Skype can be downloaded from www.skype.com and is used for voice communications while playing.

12.2 – Additional Rules

- If an online tournament is being held over multiple days; all rules, card text, and banned cards in effect at the start of the tournament remain in effect for the duration of the tournament.

- If a Tournament Director generates and distributes the card pool for each player in a draft or sealed event, he or she may not participate in that event, as knowing the contents of each card pool would constitute an unfair advantage. The Tournament Director may play if he or she delegates the responsibility of generating and distributing the card pool to another non-playing Tournament Director.

- Players may not change their decks between rounds of a constructed online tournament. They may change their decks between rounds in a draft or sealed online tournament.

- If a ruling is required, the game should be saved and the Tournament Director consulted. Once the ruling has been given, the game can be reloaded and resumed.

12.3 – Time Limits

In First Edition and Second Edition, the face-to-face time limits described earlier in this document are doubled for online games. This means the time limit for most First Edition online games is 150 minutes, and the time limit for most Second Edition online games is 120 minutes. Players are responsible for timing their own games.

TR: In Tribbles online tournaments, the time limit for each pod of 5 rounds is extended to 70 minutes. This allows a short period of time to set each pod up, and then the standard 60 minutes per pod to play.

12.4 – Delayed Results and Extensions

If the tournament director has specified a time limit in which a round must be completed, he or she may allow extensions at his or her discretion. If the Tournament Director does not intend to allow extensions, he or she should announce this prior to the start of the tournament or individual round as appropriate.

Until the result of a delayed game is known, give both players 1 Victory Point (temporarily) for the purposes of pairing subsequent rounds.

12.5 – Incomplete Games

If a game has not been completed by the end of a round, Byes and Missed Games should be used to record the result, as the game was not played. The Tournament director, at his or her discretion, should decide if one player was "responsible" for the incomplete game. If so, that player receives a Missed Game (0 Victory Points and 0 Differential), and his or her opponent receives a Bye (4 Victory Points and 0 Differential.)

If neither player is "responsible" for the incomplete game, or if both players are "responsible" for the incomplete game, or if the Tournament Director cannot tell which player is "responsible" for the incomplete game, then both players should receive a Missed Game (0 Victory Points and 0 Differential.)

12.6 – Software Crashes

In the event of a software crash, the players should attempt to resume the game from the most recent save file. If Lackey crashes and there is no recent save, or Lackey updates in the middle of a game and corrupts the save, or a saved game becomes corrupted by other means; the game should be replayed from the beginning. If one or more of the players do not want to replay the game, they become "responsible" for the incomplete game as described in Section 12.5.

Section 13: Conclusion

The Continuing Committee will issue new versions of this document as needed to reflect adaptations in tournament play, changes or corrections. Suggestions for revision may be sent to tournaments@trekcc.org or to any member of the Department of Organized Play. Contact information can be found in Section 13.2.

13.1 – Credits

The Continuing Committee extends its sincere thanks to all of the volunteers that have contributed to our Organized Play programs and initiatives.

The original draft of this document was written by Matt Kirk. Version 2 revisions were authored by Charlie Plaine. Version 3 revisions were authored by multiple members of the Department of Organized Play.

13.2 – Contact Information [UPDATED]

Any member of the Department of Organized Play can be contacted via Private Message (PM) through the www.trekcc.org forums or via email at tournaments@trekcc.org.

Position	Name	Forum Handle
Director of Organized Play	James Hoskin	RedDwarf
Australian Organized Play Coordinator	Matthyas Kiraly	stoovie
European Organized Play Coordinator	Thomas Schneider	thsch
North American Organized Play Coordinator	Dave Kuck	ikeya
Achievement Master	Rogue Shindler	SirRogue
Chief Ambassador	Jeremy Benedict	flrazor

Glossary [UPDATED]

Authorized Proxy – A proxy card legal for use in sanctioned play. Second Edition authorized proxies include all missions, non-unique personnel, non-unique ships and cards that have received an erratum.

1E: First Edition authorized proxies include all missions, universal personnel, universal ships and cards that have received an erratum. In addition, any First Edition Compatible [1EC] Second Edition authorized proxy, which is not listed in the 1E Converted Cards List as having received a conversion into a First Edition card, may be used. This includes [1EC] Missions, [1EC] non-unique personnel, [1EC] non-unique ships and [1EC] cards that have received an erratum.

1E:
Block – A group of expansions, plus related boutique products (if any), released between the first and last expansions. [NEW] Each expansion in a block is shaded the same color on the card lists at www.trekcc.org/1e/

Bye – When an odd number of players begin a round, one player will be awarded a Bye without facing an opponent in that round; byes carry a Differential of 0 and a Strength of Schedule of 0.

Constructed Formats – A tournament format in which players construct decks before the event begins, although different formats may impose limits on the quantities and types of cards allowed in one's deck.

1E:
Converted Card – A First Edition card that replaces a First Edition Compatible [1EC] Second Edition card. Any First Edition card listed on the 1E Converted Cards List should be treated as erratum of the corresponding First Edition Compatible [1EC] Second Edition card. Only the converted First Edition card may be used. The original [1EC] Second Edition card may not be used.

1E:
Core Expansion – The expansions that are always legal in Block formats. They consist of Homefront, Homefront II, and Homefront III. [NEW] These expansions are shaded red on the card lists at www.trekcc.org/1e/

1E:
Current Block – The most recently released block of expansions. This will be formed of one, two or three expansions, plus related boutique products (if any) released between the first and last expansions. [NEW] Each expansion in a block is shaded the same color on the card lists at www.trekcc.org/1e/

CVP (Cumulative Victory Points) – This is a measure of how well you played in the early rounds of the tournament when you were facing players with victory points equal to yourself. It is the third overall tiebreaker. A player's Cumulative Victory Points (CVP) is the sum of his or her total victory points after each round. Example: Over four rounds Richard scores a Full Win (4VP), a True Tie (2VP), a Full Win (4VP) and a Modified Loss (1VP); his total victory points after the first round would be 4, his total victory points after the second round would be 6 (4+2=6), his total victory points after the third round would be 10 (4+2+4=10), and his total victory points after the fourth round would be 11 (4+2+4+1=11). His CVP would be 31 (4+6+10+11=31).

Differential – This is the difference in the final scores between players. It is the fourth overall tiebreaker. A player's Differential for the round is calculated by subtracting his or her opponent's final score from his or her final score. Points in excess of 100 do not count towards Differential, nor do points below zero. Differential for a single game will range between -100 and +100. In the case of a True Tie or a Bye, all players receive a Differential of 0. Players with an Earned Bye receive a Differential of +100. If a game ends due to concession or other non-score means, the winning player receives a Differential of +100 and his or her opponent receives a Differential of -100. If the winning player's score is lower than his opponents, the winning player receives a Differential of +1 and the losing player receives a Differential of -1. Example: If Paul beats George by 100-35; Paul receives a Differential of +65 (100-35=65), and George receives a Differential of -65 (35-100=-65). [NEW] If the rules specify that the game's victory conditions are reduced from 100 points, Differential is capped at that number. Example: In a Second Edition Slipstream tournament, where you only need 50 points to win; points in excess of 50 do not count towards Differential, Differential for a single game will range between -50 and +50, players with an Earned Bye receive a Differential of +50, and if a game ends due to concession or other non-score means, the winning player receives a Differential of +50 and his or her opponent receives a Differential of -50.

Earned Bye – Players in high-level First Edition and Second Edition events may have been awarded Earned Byes for the opening round or opening two rounds as the result of prior events. These byes are treated as having +100 Differential and the maximum Strength of Schedule possible.

Head-to-Head – This is one player's result against another player during the tournament. It is the first overall tiebreaker. If two, and only two, players are tied on victory points at the end of a tournament, the winner of the game (if any) between those two players is awarded the higher position. If those two players did not play each other during the tournament, or the game between them resulted in a True Tie, then you should proceed to the next tiebreaker. When using other tiebreakers, if just two players remain, their head-to-head result should determine their final positions.

TR:
Head Start – Players in high-level Tribbles events may have been awarded head starts as the result of prior events. Players with a head start should add that head start to their first round score.

Limited Formats – A tournament format in which players use decks built from a pool of cards provided at the beginning of the event. Typically, this includes sealed starter decks and booster packs. Normal copy limits are suspended in limited format tournaments, and any number of copies of a particular card may be used. Players may also change their decks between rounds using any of the cards they were provided with.

Physical Card – A card printed by Decipher.

1E:
Previous Block – The block of expansions released immediately before the current block of expansions. This will be formed of three expansions, plus related boutique products (if any) released between the first and last expansions.
[NEW] Each expansion in a block is shaded the same color on the card lists at www.trekcc.org/1e/

Proxy – A proxy is a printed version of a physical card.

Sealed Deck – See Limited Formats.

SoS (Strength of Schedule) – This is a measure of the difficulty of a given player's opponents. It is the second overall tiebreaker. Strength of Schedule is calculated by totalling the final victory point totals of all opponents faced by one player, then subtracting the lowest individual total. Example: If Tony faced John (13 VP), James (11 VP), Will (6 VP), and received a Bye (0 VP); his SoS would be 30 (13+11+6+0-0=30).

VP (Victory Points) – A measure of the relative success in each game. A player may earn between 0 and 4 victory points in each round of a tournament. The player with the highest victory point total at the end is the winner of the tournament.

Virtual Card – A card issued by the Continuing Committee and marked with a 'V' rarity.

Virtual Promo – An alternate image or other printed version of a physical or virtual card. These cards are legal in any format in which the original physical card is legal.

1E:
Voyager property – Any First Edition card with the "Star Trek: Voyager" logo in the top right corner.

Appendix A – Tournament Software Guide [UPDATED]

Registering a Tournament

To register a tournament, click on the "Tournaments" button at the top of any www.trekcc.org page. This takes you into the tournament section. Then, click on the "Add Tournament" button near the top of that page, to load the tournament form. Now, you need to fill in the relevant information.

First, the event information:

- Date & Time (must be registered at least one week before it is due to take place.)
- Edition – First Edition, Second Edition or Tribbles.
- Format Information – Tournament Format, Card Pool, Rules Set, and (optional) Scenario.
- Number of Rounds (and whether or not there will be a final confrontation.)
- Pairing style – usually Swiss. More information on alternate pairing styles below.
- League Event – if you are a league director, you'll see an additional option to flag the tournament as a League Event.
- [NEW] Primary TD – this is the person running the event.
- [NEW] Secondary TD – (optional) this is used to give an additional person database access to the tournament. In most cases, it can be left blank. When a League Event is run by someone other than the League Director, the League Director should be set as the Secondary TD so that he or she may flag the event as a League Event.

Then, the venue details:

- Region – if you are not sure which region you are in, you can look it up at www.trekcc.org/regionhq/
- Host – If you are using a venue where events have previously been run, select the name of the venue to automatically fill in the venue address. If you are using a new venue, select "New Host Location", and then fill in the address manually. (Note: tournaments at a new venue may take up to 24 hours to appear in the tournament system, as the new venue needs to be verified before it can be made visible.)
- Phone Number and Email Address – so players can contact you.

Finally, fill in the event details:

- Discussion thread – if you create a discussion thread for the tournament, enter the thread number, found in the URL after 't=', from the website address.
- Entry fee
- Special Rules – deck lists required and/or pre-registration required.

Once this is complete, click on "Submit Event" and your tournament is ready to go.

Editing a Tournament

Should you need to change any details of a tournament in the system, you always have the chance to go in and make changes. Just click on the "My Tournaments" button in the tournament section, find the appropriate tournament, and click "Edit". You can change any details as late as you need (for example, if you need to change the number of rounds because you played more or less than expected), except the date/time. Any changes to the date/time must be made at least one week before the tournament takes place.

Entering Tournament Results

Once your event is complete, you'll need to enter the tournament results. Click on the "My Tournaments" button in the tournament section, find the appropriate tournament, and click "Add/Remove Players". This will take you to a page that shows all players that had pre-registered for your event. If any of them didn't participate, you can click the "Remove Player" link next to their name to remove them from the list. Then, you should add the name and/or forum handle of each player that did not pre-register (from their scorecards). This information is used to find the players in the player database. Once you click the "Add Players" link, the system will attempt to look up and add any players that you listed. Any players that it finds will be highlighted, so that you can verify they are the correct player. Any players that it can't find will appear below the player list so that you can try again to find them, or create a new account for them (if it's their first tournament). Once you have a list of all the players that participated, click on the "Add Results" link near the top of the page.

Tournament results can be entered in one of two ways. You can proceed to enter results one player at a time (this should appear similar to your scorecards, and makes it easy to fill in results after a tournament). As you move through the players, you'll notice that some information has been pre-filled in for you so that you don't need to enter the same match results twice. The second option is to click on "Switch to By Round Mode" and enter the results one round at a time (useful when you're running the tournament live). In this case, the system sorts and pairs the players after each round, although you'll need to verify players have been paired correctly, and may need to re-pair some players if they've played each other before.

Once you have finished entering all of the results, you will be given a final chance to confirm that everything is correct, and that the final totals match what you believe they should (a good way to confirm that you didn't make any typos.) You can then submit the tournament for processing. If you've entered the results within a week of the actual event date, the tournament should process immediately and you can see the ratings changes right away. If you've waited longer than that, the tournament will instead enter "Awaiting Processing" status. This indicates that you've waited too long and the ratings changes could be incorrect now (if somebody has played in another tournament since then, it would affect their ratings at both events). The tournament will be automatically processed the next time the Continuing Committee complete a full refresh of the tournament ratings system (at least once a week, usually daily.)

Final Confrontation
If your tournament has a final confrontation, you'll get a prompt asking who won the final confrontation after you've entered all of the tournament results. This player will then be designated as the tournament winner, regardless of his or her score relative to the other players.

Alternate Pairing Styles (Single Elimination or Modified McIntyre)
If you're running an Elimination-style tournament, instead of selecting "Swiss" for the Pairing Style drop-down, you need to select the appropriate option (Single Elimination, Modified McIntyre or Single Elimination with Play-in.) If you've selected one of these options, players will not be able to pre-register for the event (the system assumes that there is a qualifying event to determine bracket seedings), and when you enter the "Add Players" screen, you'll have to assign seed values to each player. Please ensure that you're using the standard pairings as outlined in Section 10.2 of the Organized Play Guide, or the table layout will not work properly. As you enter tournament results and players are eliminated, assign those players a "Missed Game (MG)".

Tribbles Events with Multiple Tables
If you are running a large Tribbles event and have more than eight players, you'll need to split your players across multiple tables. It is important that the following steps are precisely followed when entering the results into the system, so that league points and/or championship badges can be correctly assigned to the players:

1. Ignore the original Tribbles event to start with, and create one additional new Tribbles tournament for each table of players at the event. These tournaments should be scheduled for the same date, time, and location as the original event. The system will allow you to do this by overriding the usual one-week registration period.
2. These new tournaments should be treated as qualifying heats. Enter the round 1-5 results for each table as if it were a separate tournament in the system.
3. Edit your original tournament listing, to set the time for one hour later and change the Pairing Style to "Tribbles Finals". This tournament will be used to determine final player positions. League points and/or championship badges will be awarded based on this tournament only (and not the qualifying heat events.)
4. Add all players to the "Tribbles Finals" tournament, and assign each player a seed number based on which table they qualified for (so the "top table" players would all be Seed 1, the next highest ranked players would all be Seed 2, etc.)
5. Enter the round 6-10 results for everybody into the Finals tournament. The system will then rank players by seed and then points scored. This means that the highest scoring player at the top table (Seed 1) will win the tournament (even if players from other tables got a higher total than him or her in the second round), and the lowest scoring player at the top table will rank immediately above the highest scoring player at the second table.