

# ANNAPURNA TOURNAMENT AT PAX UNPLUGGED 2022

## RULES FOR PLAY

### THERE ARE THREE STAND ALONE TOURNAMENTS - ONE EACH DAY OF PAX UNPLUGGED

#### ELIMINATION ROUND (9 AM to 3:30 PM)

There is a limit of 50 players per day. Qualified climbers will be accepted on a first come first serve basis. Qualified means that you have either completed our training, competed in one of our mini-tournaments or own and studied the game on your own.

You may compete in up to 5 climbs each day. Climbs start whenever there is table space available. Players with the fewest plays, and then lowest best score(s), and then fewest number of players get seating preference. If there are fewer than four players wanting to climb, they may choose to climb with fewer people after a five minute wait.

*The ““Leave No Trace Behind” for four flags” rule does not apply in the Elimination Rounds.*

Elimination round scores are calculated by multiplying the number of flags earned by the number of players on a given climb. (A player with zero flags scores 0.1 flags times the number of players in the climb.)

The 4 players with the best scores for a single climb move on to the Final Round. A player's Next Best score(s) are tie breakers.

#### ADDITIONAL ELIMINATION TIE BREAKERS (3:30 PM)

If there is a tie, the climbers face off in sudden death elimination rounds. Using **Quick Play Rules**, players tied for fourth place face off as follows

- 2 players: in a sudden death climb (1x2)
- 3 players: in a sudden death climb (1x3)
- 4 players: in a sudden death climb (1x4)
- 5 players: add next best to get 6
- 6 players: two sudden death climbs (2x3;1x2)
- 7 players: add next best to get 8
- 8 players: two sudden death climbs (2x4;1x2)
- 9 players: two sudden death climbs (3x3;1x3)
- 10 players: add two to get 12
- 11 players: add one to get 12
- 12 players: two sudden death climbs (4x3;1x4)

#### QUICK PLAY RULES

*Set Up Changes*

Step 1 Remove the cards called 'Last on the Trail' and 'Sweet Dreams' from your deck and set them aside face down.

Step 2 Shuffle your deck of cards

Step 3 Set up a mountain with 1 card at the top and 4 cards at the bottom.

Step 4 Set 3 cards aside face down for your backpack.

Step 5 Place the remaining 3 cards face down on top of 'Last on the Trail' and 'Sweet Dreams'. Place the combined pile above your mountain. This is your Cache.

**FINAL ROUND (4:30 PM)**

The 4 climbers with the best scores of the elimination round compete in one full expedition to 9 flags. Standard rules apply. If there are 3 or less players, Becca and/or other Fiat Lucre's play for the house.

**PRIZES**

**\$1000 Grand Prize. Runner-up prizes \$400, \$300, \$200 plus \$100 to runner up qualifier.** *Any runner-up player can refuse their prize in order to compete again the next day. Grand Prize winners win once.*