Running a Great Canadian Board Game Blitz Championship

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This document describes what is involved with running a Great Canadian Board Game Blitz (GCBGB) championship at your convention, event, game night, or Friendly Local Gaming Store. Our web site is `http://www.gcbgb.ca/`. If you have any questions, please email us at `info@gcbgb.ca`.

What is a GCBGB Championship?

The best way to answer this is to play in a GCBGB championship near you. If this is not possible, the next best thing to do is read the information on the About Us section of our web site. In particular, you will want to go through the detailed example to familiarize yourself with the format of the tournament.

The GCBGB has a specific format. If you are not familiar with the format, we strongly recommend that you read the information on the web site before continuing with this document.

Does GCBGB fit into your con or event?

The GCBGB has a rather strict format. The first thing you need to decide is whether or not your convention or event can adhere to the format.

So, what is this format and how flexible is it? The championship must be a multi-round tournament played between several players (at least 8 players total). There must be at least 4 rounds and each round should include game selection in the way described on our web site. The players in a blitz championship should only be playing in the tournament while it is underway; players can drop out at any time, and new players can join after a round or two (started at 0 points), but otherwise the games played in the blitz should only be with other players in the blitz.

Each round, games in the game list for that round should be matched by expected length. Allow at least an additional 15-30 minutes in case some games need to be explained to newbies and 15 minutes of overhead per round (game selection, bathroom breaks, etc.). If your con has strict time slots, please send us an email and we can help you decide if you can fit it into your slots based on our previous experience.

What resources are required to run a GCBGB?

The amount of resources you will need depends on two critical numbers:

- p, the *maximum* number of participants in your blitz championship[1], and

- r, the number of rounds in your blitz championship.

If you are reading this, we assume that you have a venue that can hold p people. If not, the first thing you must do is find a venue. Other than a venue, you will need: a GM to run the event, (many) games, tables, and chairs. The amount of each resource depends on the magic numbers p and r.

We recommend that you have at least 1 GM per 16 participants unless that GM has experience running blitz championships in the past, in which case he or she can manage 20 or 24 players. Running a 5-round, 24-player blitz on your own is extremely tiring; we recommend at least two GMs per event if possible. Keep in mind that several games may require explaining each round; with only one GM,

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[1] p should be a multiple of 4

only one game can be explained at a time. Each GM needs to be familiar with the game(s) enough to answer questions about them on-the-fly.

The maximum number of players per game should be 4. 5-player games just go on too long and tend to delay the tournament. Therefore, if the number of actual participants is equal to the maximum, then $g = p/4$ games will be played simultaneously every round. That means you will need g tables (or playing areas) and p chairs/seats.

Finally, you will need $p/4$ board games per round, $r * (p/4)$ games in total. You may re-use games that were not chosen to be played from a previous round, but please only do this if you're short on games. A player may not play the same game twice.

Making the Game List

You or your GMs are running the blitz, so you are in charge of making a game list! This is the fun part: deciding what games will be available in your blitz championship. This list will naturally be influenced by what games you have access to, what you own, what you can borrow, etc.

We are quite flexible with what games you choose to include, but they must meet these requirements:

1. Games must have a clear ranking of players (first, second, third, fourth), not just a single winner. If the game does only have a single winner, it should be clear to the players how they will be ranked (leftover victory points). If there is no obvious ranking, an arbitrary one must be communicated to the players when the game starts (e.g. Blue Moon City). Games that are team-based or cooperative (e.g. Bang!, Werewolf, Pandemic, Arkham Horror, Scotland Yard, etc.) are clearly out.

2. Games should be considered strategy games. In general, players using a better strategy should win most of the time. In other words, they should not be games of chance where luck plays a larger role than strategic decision-making (e.g. Crazy Eights, Monopoly, RoboRally, etc.).

3. Games must be playable with 3 players and with 4 players.

4. The games in a round must take the same amount of time to play. This is critical. We normally do 60, 90, or 120 minute rounds (putting 30-45 min games in the hour slot, and 75 min games in the 90 min slot). If games are not matched well, other players may wait too long for the next round to start or games may have to be cut short. Keep in mind explaining games and answering questions takes time.

We prefer to announce the game list on BoardGameGeek forums and our Facebook group at least two weeks in advance. You should aim for a 6, 7, or 8 hour tournament; anything longer is just too long. *Any person who has had any influence over the games in the list is not allowed to participate.*

Prizes

How prizes are handled is entirely up to you. We normally give prizes to the top 1, 2, or 3 participants depending on participation (4-8, 9-16, 17-24). The amounts should reflect the rank. For example, if 80$ is collected in entry fees and there are 3 prizes, the certificates should be for 40, 25, and 15. Sometimes we get sponsored for this, which helps. We prefer that the gift certificates be for retailers who have a booth at the con; that way, players can collect their prizes at the con. If you charge entry fees, we ask you not to exceed 5$ per player. **The GCBGB is a non-profit organization: all collected entry fees must go toward prizes.**

We also sponsor 1$ per participant for first-time appearances at a con or venue. In addition, if a certain number of participants is reached, we also sponsor a weekend pass for the winner to participate in the GCBGB finals at FanExpo each August.

Ok, I've decided to go for it. Now what?

Now, you contact us at the email address listed above and we will do the rest by email. Happy gaming!