

World Championship Trek

League Director's Guide

October 13, 2008

(Revised December 17, 2008)

Thank you for expressing an interest in running a league as part of The Continuing Committee's (TCC's) World Championship Trek series. World Championship Trek (WCT) is a framework to accomplish two primary goals: to allow new players to gain experience in playing the Star Trek CCG, and to keep established players playing the game. While you're reading this document, keep in mind the most important thing about league play: *it's supposed to be **fun!***

What Is a League?

In short, a league is a group of local players that play regularly and compete against one another in a less formal setting than a tournament. In addition, each local league is in competition with other leagues around the world.

If you have any questions about the league procedures, please contact the League Coordinator at worldchampionshiptrek@trekcc.org. We're excited to try-out this new format and your feedback will be essential to its success and growth in the future!

Forming a League

The initial step you'll want to take in forming a league is to talk to your local players, and spark their interest. Find out what kinds of special events or scenarios interest them. Once you have at least four players committed to playing in your league, you'll need to send your information to the League Coordinator. Following that, you'll receive confirmation of your correspondence as well as additional information. Send the following to worldchampionshiptrek@trekcc.org:

- Your name and Continuing Committee username
- Your address (street address, city, state, zip)
- Your e-mail address
- The list of venues where you host events
- The "name" of the league you'd like to use (think fun, think *Trek!*)

League Schedule

Each League Director is responsible for scheduling a minimum of eight league events held between December 1, 2008 and March 31, 2009. After the end of this "regular season," there is a playoff series of four additional events that must be completed before the end of May 31, 2009.

While the details of the schedule are up to each League Director and his or her league members, the recommended schedule is to run one league event every two weeks beginning the week of December 1, 2008. This ensures the regular season and the playoff events fall within the given timeframe. It is also suggested, but not required, that league events be run as sanctioned tournaments. League directors are expected to list any league events in the trekcc.org event database.

League Results

The cornerstone of TCC-sponsored league competition is World Championship Trek scoring, used to compare players locally and worldwide. An event's WCT points are based on the number of participants in each league event, as well as one's placement in that event. League Directors are responsible for scoring each league event and reporting results to the League Coordinator. To qualify for WCT points, a league event must have at least four participating players. The point structure is as follows:

| Place | 4-5 players | 6-7 players | 8-9 players | 10-11 players | 12-13 players | 14-15 players | 16* players |
|------------------------------------|----------------|----------------|----------------|------------------|------------------|------------------|----------------|
| 1 st | 12 | 16 | 20 | 24 | 28 | 32 | 36 |
| 2 nd | 8 | 12 | 16 | 20 | 24 | 28 | 32 |
| 3 rd – 4 th | 6 | 10 | 12 | 16 | 20 | 24 | 28 |
| 5 th – 8 th | 4 | 8 | 10 | 14 | 18 | 22 | 26 |
| 9 th – 16 th | | | 8 | 10 | 14 | 18 | 22 |

* Contact the League Coordinator (worldchampionshiptrek@trekcc.org) to score your event with more than 16 people.

WCT points accumulate for each league season, and parallel WCT Lifetime points accrue as well. 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 awards places and their commensurate point values at his or her discretion based on each player's individual participation, punctuality, and sportsmanship. These awards should be announced at the end of each event.

Players can earn WCT points from more than just one league. If a player plays in two or more leagues, his or her WCT points are tracked separately for each of those leagues by their League Directors, but his or her aggregate WCT and WCT Lifetime point totals will reflect both leagues' activities. This total will be visible on the trekcc.org boards together with a player's tournament rating.

Reporting the Results

Each league will have its standings posted in the league section of trekcc.org. Players will be able to see the standings in their own league, as well as across all the leagues. Standings will be updated after each league event. League Directors should submit the results of each event to the League Coordinator (worldchampionshiptrek@trekcc.org) within three days of the event, listing the following for each event:

- A link to the event listing (even unsanctioned events should be listed)
- The name and Continuing Committee username of each player
- Game results and event placing
- Points earned by each player in the event (not including bonus points; see below).

Bonus Points

Although the aforementioned point structure is the basic scoring system of all World Championship Trek leagues, some optional league rules are listed below. The following suggestions are designed to increase the excitement of local competition and to encourage casual play. New official bonus point options will be periodically published on trekcc.org (usually once a month).

League directors have full discretion on the use of any of these bonus points, and can alter them as they see fit. Bonus points are considered in local league standings and in qualifying for that league's playoffs, but they are not reported to the League Coordinator and do not count for official comparison standings.

League directors may also wish to devise their own bonus point rules. Any new rules used for leagues should be submitted to worldchampionshiptrek@trekcc.org; this will be the primary source of new official bonus point options.

Headquarters Bonus

The headquarters bonus 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.

Participation Bonus

The participation bonus 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.

New Mission Bonus

The new mission bonus 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.

Note: 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 and to relay the results of each event.

Playoffs

Once the regular season is complete, each league will run a series of four playoff events. These events are open to all players, earning WCT points as usual, but only qualified players score playoff points. Each League Director decides the exact number of qualifying players for his or her league's playoffs; this number is set before the start of the first regular league event.

To qualify for a league's playoffs, a player must have one of the X highest totals of WCT points (and bonus points, if any) in that league, where X is the number of qualifying players set by the League Director before the league season begins.

The qualifying player with the highest playoff total after the four events is that league's Champion, and the qualifying player with the second highest playoff total is the Runner-Up, using the following tiebreakers if necessary:

- 1) Highest number of WCT points scored in playoff events
- 2) Highest number of WCT points scored in regular season
- 3) Most playoff events attended
- 4) Most league events attended
- 5) Highest TCC player rating

League Champions' Invitational

Each year, in the days preceding the World Championship, a WCT Invitational Event will be held. Attendance will be restricted based on the number of active leagues during the previous year and the number of players in each league. Each League Champion will be invited; Runners-Up and other top scorers may be invited as well. The winner of this invitational tournament will earn a Day 1 Round 1 bye and a Day 1 Round 2 bye into the next Star Trek CCG Second Edition World Championship, the same awarded to each Continental Champion.

League Prizes

The Continuing Committee is proud to offer exclusive prizes to World Championship Trek players. TCC is dedicated to supporting both casual and competitive players in both league play and more formal tournament play. As such, prize support is available to all participants, regardless of win/loss record.

Every player that participates in at least one league event during the inaugural 2008-2009 WCT season will receive a copy of the alternate-image **At What Cost? (0 VP 7)**. In addition, the players with the top 150 WCT scores in the 2008-2009 season will receive a foil copy of **Investigate Maquis Activity (0 D 11)**. Finally, League Champions and one randomly-selected player from each league will receive a copy of the **Amnesty Talks (0 P 75)** foil.

But there are more prizes than just foils. Exclusive box tops, forum badges, and certificates are already planned for league players. More prizes will become available throughout the league season. In addition, don't forget that each event can be run as a sanctioned tournament, and is eligible for the standard prize support kit as well.

Thanks for your interest in WCT League Play!