

THE CONTINUING COMMITTEE



Organized Play Guide

Version 5.1

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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 across the globe, expectations for tournament directors, and information on how to run both sanctioned and non-sanctioned events.

The Continuing Committee's Department of Organized Play shall govern the scheduling, sanctioning, and titling / rating of all official Star Trek CCG Continuing Committee events, including *First Edition* (1E), *Second Edition* (2E), and Tribbles (TR). The Director of Organized Play will also create, publish, and update documentation describing consistent methods for running events for all three of these games.

1.1 – Hierarchy

The Continuing Committee's Department of Organized Play will be responsible for enabling tournament directors (TDs) to manage events in their respective areas. Additionally, skilled directors will be selected to administer higher level events throughout the year. Four Continental Coordinators (based in Australia, Europe, and North America, with a fourth dedicated to online play) will manage the allocation of these events and strive to improve cooperation and communication between play 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 Organized Play on behalf of The Continuing Committee, any player may raise problems or concerns they have with a tournament director to any Continental Coordinator or to the Director of Organized Play directly, as needed. Contact information can be found in Section 15.2.

1.3 – Questions and Comments

Questions or comments involving The Continuing Committee's Organized Play Guide, tournament schedule, format eligibility, etc. can be sent via e-mail or private message (PM) on the forums to any member of the Department of Organized Play. Contact information can be found in Section 15.2. 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 amongst the three games, this Organized Play Guide will spell out which game the stipulation applies to.

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 these events. All information about tournament status, format, special rules, entry fees, and prizes offered should be clearly stated in the tournament listing and any promotional / advertising materials in advance of the event. Any entry fees a tournament director charges to participants should also be aimed at only covering the cost of expenses and prizes. The Continuing Committee also asks that its tournament directors uphold all applicable laws of the state or country where the tournament is being held regarding entry fees and prizes.

Sanctioned tournaments must meet the following criteria: be registered on the www.trekcc.org website at least 24 hours prior to the start date / time, be a recognized format, attain a minimum of three players, and run with a minimum of three rounds played (1E and 2E.) In the case of a sanctioned 3-person *First Edition* or *Second Edition* event, each player will complete two games and be awarded a BYE in their third game. Sanctioned Tribbles tournaments require a minimum of five rounds played regardless of the number of players.

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

Tournament games should always be played according to the most current rules. The exact rules documents required will depend on the game being played and the format of the tournament. The most recent versions of rulebooks, current rulings, and other official documentation are available from The Continuing Committee's website: www.trekcc.org. If the rules do not fully answer a question or settle a disagreement, the tournament director is the final authority.

See Section 4 for a list of sanctioned formats and the respective 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) on hand or accessible, as well as The Continuing Committee's Code of Conduct which may be found in the attached Appendices.

Section 3: Registering a Tournament

Any member of the community may register an event at www.trekcc.org. 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 applicable) 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 venue's permission) and to advertise the event on the forums / social media.

Once a tournament director has fulfilled these requirements, they 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 (if any)
- Prizes (if any)
- Number of rounds (minimum: three for *First Edition* / *Second Edition*, or five for Tribbles)
- Tournament director's name and contact information

A minimum of three rounds are required to sanction a *First Edition* or *Second Edition* tournament. However, more rounds may be required to determine an outright winner if there are more than eight players at the event. Additionally, the Department of Organized Play recommends careful consideration of the number of players when deciding on the number of rounds to play. Table 3.0.1 below shows the number of rounds that the Department of Organized Play recommends:

Number of Players	Minimum Recommended Number of Rounds (1E/2E)
3 - 7	3
8 - 15	4
16 - 24	5
25 - 34	6
35 - 45	7
46+	8

Table 3.0.1: Minimum Recommended Number of Rounds for *First Edition* and *Second Edition* Tournaments

Section 4: Sanctioned Tournament Formats

There are several 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, various scenarios may be implemented as well.

4.1 – Formats [UPDATED]

The formats listed in the table below may be used in *First Edition* (1E), *Second Edition* (2E), and Tribbles (TR) events as described. The three primary formats supported by The Continuing Committee are Constructed, Draft, and Sealed. For purposes of The Continuing Committee player ratings, any sanctioned and rated constructed deck tournament, regardless of card pool and rules set, will affect a participant's constructed deck rating for that specific game. Conversely, any sanctioned and rated tournament for either draft or sealed format, regardless of card pool and rules set, will affect a participant's sealed deck rating for that specific game.

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 has begun, the deck may not be changed.

4.1.2 – Draft

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

Players at these events draft the contents of the card pool (sealed product, tournament director compiled boosters, etc.) at the event and must then build their decks from the drafted cards. Players may be provided with an optional fixed set of cards, such as: those from an Official Tournament Sealed Deck [1E]; or the Infinite Diversity Draft Kit [2E]; or a random pre-constructed deck, such as a starter deck [1E or 2E]. These cards are not drafted but are instead used to supplement the drafted cards.

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 set of cards to be drafted as instructed by the tournament director, 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 packs to be drafted, with players alternating the direction in which they pass the remaining cards with each rotation (e.g. the first pack passes to the left, the second pack passes to the right, the third pack passes to the left, etc.)

Once drafting is complete, players should be given at least 30 minutes to build / customize their decks and may use any or all the cards they were provided with. This includes both the optional fixed set of cards as well as those that were drafted. Players may not use any cards they were not provided with at the event. However, players may change their decks between rounds using any or all the cards they were provided with. All rules limiting the number of copies of any card that may be used in a deck and / or dilemma pile are suspended in draft events.

For reference, The Continuing Committee offers virtual starter decks for both *First Edition* and *Second Edition*. *First Edition* decks may be found at: <https://www.trekcc.org/1e/decklists/index.php?mode=virtual>. *Second Edition* decks may be found at: <https://www.trekcc.org/decklists/index.php?mode=virtual>. Lastly, a Virtual Pack Creator, is also available at www.trekcc.org/vpc. This tool may be used by tournament directors to create virtual booster packs for either *First Edition* or *Second Edition*, including Infinite Diversity draft packs for use in *Second Edition* draft events.

4.1.3 – Sealed

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: those from an Official Tournament Sealed Deck [1E] or a random pre-constructed deck, such as a starter deck [1E or 2E]. Additionally, the player may also receive various booster packs. At sealed events, players should be given at least 30 minutes to build / customize their decks prior to the start of the event and participants may use any or all the cards they were provided with. Players may not use any other cards. However, players may change their decks between rounds using any or all the cards they with which they were provided. All rules limiting the number of copies of any card that may be used in a deck and / or dilemma pile are suspended in sealed events.

For reference, The Continuing Committee offers virtual starter decks for both *First Edition* and *Second Edition*. *First Edition* decks may be found at: <https://www.trekcc.org/1e/decklists/index.php?mode=virtual>. *Second Edition* decks may be found at: <https://www.trekcc.org/decklists/index.php?mode=virtual>. Lastly, a Virtual Pack Creator is also available at www.trekcc.org/vpc. This tool may be used by tournament directors to create virtual booster packs for either *First Edition* or *Second Edition*.

4.2 – Card Pools

The card pools listed in the table 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 cards produced by Decipher, Inc.
Virtual	✓	✓	✓	Virtual cards and authorized proxies.
Block	✓			A rotating subset of printable cards.
Academy		✓		Only missions and common/starter/virtual cards.
Hall of Fame		✓		Only cards from the limited Hall of Fame pool.

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 virtual cards (those bearing a “V” rarity), all virtual promo cards (those bearing a “B,” “P,” “VP,” or “VTP” rarity), all cards that have received errata, and all physical cards produced during the Decipher era from 1994 through 2007, whether owned or printed.

4.2.2 – Limited

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

This is the default card pool for most sealed and draft 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 from a particular Star Trek property (Example: [1E] TNG property-logo cards.) Prior to the use of limited card pools in championship-level tournaments (see Section 11) where constructed format is typically used, the tournament organizer must have their card pool formally approved by the Department of Organized Play (see Section 15.2 for contact details.)

4.2.3 – Traditional

May be used for First Edition, Second Edition, and Tribbles events. (Not to be confused with the Traditional rules set. See 4.3.2.)

This card pool comprises only physical cards produced during the Decipher era from 1994 through 2007 whether owned or printed. Virtual cards (those bearing a “V” rarity) are strictly prohibited. However, players may use a virtual promo card (those bearing a “B,” “P,” “VP,” or “VTP” rarity) in place of a physical card, if such a card exists. Prior to the use of the Traditional card pool in championship-level tournaments (see Section 11), the tournament organizer must have their event formally approved by the Department of Organized Play (see Section 15.2 for contact details.)

4.2.4 – Virtual

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

This card pool comprises only virtual cards (those bearing a “V” rarity) and authorized proxy cards. Authorized proxies are a special set of proxy cards comprising all missions, non-unique / universal personnel, and non-unique ships. Physical cards produced during the Decipher era from 1994 through 2007 are strictly prohibited. Prior to the use of the Virtual card pool in championship-level tournaments (see Section 11), the tournament organizer must have their event formally approved by the Department of Organized Play (see Section 15.2 for contact details.)

4.2.5 – Block

May be used for First Edition events only.

This card pool comprises only *First Edition* virtual cards (those bearing a “V” rarity) in the current block, the previous block, and any that are cited on the core card list. The card lists located at www.trekcc.org/1e/?pool=block identify which block an expansion belongs to, and whether the expansion forms part of the current block or a previous block. They also identify the expansions that comprise the core card list. Prior to the use of the Block card pool in championship-level tournaments (see Section 11), the tournament organizer must have their event formally approved by the Department of Organized Play (see Section 15.2 for contact details.)

4.2.7 – Academy

May be used for Second Edition events only.

This card pool comprises only *Second Edition* cards with a rarity of common (“C”), starter (“S”), or virtual (“V”), as well as all *Second Edition* missions regardless of rarity. No other cards, including any virtual promo cards (those bearing a “B” or “VP”), are legal in this format. Prior to the use of the Academy card pool in championship-level tournaments (see Section 11), the tournament organizer must have their event formally approved by the Department of Organized Play (see Section 15.2 for contact details.)

4.2.9 – Hall of Fame

May be used for Second Edition events only.

This restrictive card pool has a subset of *Second Edition* cards that have been ‘retired’ by the community via annual voting. The card list located at https://www.trekcc.org/2e/print_hof.php identifies which cards are currently ineligible in Hall of Fame format. Prior to the use of the Hall of Fame card pool in championship-level tournaments (see Section 11), the tournament organizer must have their event formally approved by the Department of Organized Play (see Section 15.2 for contact details.)

4.3 – Rules [UPDATED]

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

Rules	1E	2E	TR	Overview
Modern	✓			The current rules of the game.
Traditional	✓			The rules from 2006, exactly as Decipher, Inc. left them.
Open	✓			A more Modern evolution of Traditional. (A compromise.)
Warp Speed	✓			Reduced victory conditions for quicker games.
Standard		✓	✓	The current preferred rules for all [2E] and [TR] events.
Slipstream		✓		Reduced victory conditions for quicker games.
Infinite Diversity Draft		✓		Reduced victory conditions for quicker games.
Tribbles... With Troubles			✓	Tribbles tournament including one Trouble Pile for each pod.

4.3.1 – Modern [UPDATED]

May be used for First Edition events only.

The Modern rules aim to provide a balanced environment and level playing field for *First Edition* events. It is the preferred rule set for all high-level (L2+) tournaments. This was formerly known as Official Tournament Format (OTF).

Required documents: 1E Rulebook, 1E Glossary, 1E Modern Ban List

Recommended documents: 1E Dilemma Resolution Guide, 1E Errata Database, 1E Compendium.

4.3.2 – Traditional [UPDATED]

May be used for First Edition events only. (Not to be confused with the Traditional card pool. See 4.2.3.)

These are the Decipher, Inc. era *First Edition* rules, as they stood on July 7th, 2006, when Decipher released the final physical *First Edition* product. By definition, these rules are no longer officially updated nor interpreted.

Required documents: Glossary v1.8 (August 2002), Current Rulings 7/14/2003, Conversion Rules 8/25/03.

Recommended documents: Dilemma Resolution Guide Decipher 2002, 1E Errata Database.

4.3.3 – Open [UPDATED]

May be used for First Edition events only.

Open rules are a compromise between Modern and Traditional. Open rejects seven fundamental changes Modern made: batch seeding, dilemma removal, the dilemma seed limit, restrictions on mission theft, the personnel download limit, the Modern ban list, and all victory conditions besides "score 100 points." Other than that, Open is identical to Modern.

Required documents: 1E Rulebook, 1E Glossary.

Recommended documents: 1E Dilemma Resolution Guide, 1E Errata Database, 1E Compendium.

4.3.4 – Warp Speed

May be used for First Edition events only.

These rules offer players reduced victory conditions for quicker games. A player wins when they have completed one planet mission and one space missions regardless of points scored. The in-person time limit for each round in a Warp Speed tournament is 30 minutes. The online time limit for each round in a Warp Speed tournament is 45 minutes.

Required documents: 1E Warp Speed Rules, 1E Rulebook, 1E Glossary

Recommended documents: 1E Dilemma Resolution Guide, 1E Errata Database, 1E Compendium.

4.3.5 – Standard

May be used for Second Edition and Tribbles events only.

The Standard rules aim to provide a balanced environment and level playing field for *Second Edition* and Tribbles events. This is the preferred format for all high-level (L2+) tournaments for these two games.

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

Required documents: Tribbles Rulebook.

4.3.6 – Slipstream

May be used for Second Edition events only.

These rules offer players reduced victory conditions for quicker games. A player wins when they have 50 points and have completed at least one mission of any type. The in-person time limit for each round in a Slipstream tournament is 30 minutes. The online time limit for each round in a Slipstream tournament is 45 minutes. Differential is capped at 50 points, regardless of total points scored. See the Glossary entry on Differential for more information.

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

4.3.7 – Infinite Diversity Draft [UPDATED]

May be used for Second Edition events only.

These rules offer players reduced victory conditions for quicker games. A player wins when they have 70 points and have completed one planet mission and one space mission. The in-person time limit for each round in an Infinite Diversity tournament is 45 minutes. The online time limit for each round in an Infinite Diversity tournament is 60 minutes. Differential is capped at 70 points, regardless of total points scored. See the Glossary entry on Differential for more information.

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

4.3.8 – Tribbles... With Troubles

May be used for Tribbles events only.

These rules introduce the Trouble pile to standard Tribbles events. The Trouble pile alters what players may or may not play based on the active Trouble card, adding variety and unpredictability to Tribbles events.

Required documents: Tribbles Rulebook.

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, these events will not affect a player's respective constructed deck or sealed deck 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.
Bend the Rules	✓	✓	✓	Players donate non-perishable food items in-game for a benefit.
Public Playtesting	✓	✓	✓	Players use cards that are still in development.
Biermeister	✓	✓		Players drink one beer for every Victory Point earned.
Custom	✓	✓	✓	Anything you can dream of, you can play!

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 / round with only minimal time to look through it. Players and tournament directors should take care to ensure that decks are marked so that they can be returned to their original owners at the conclusion of the event. Players should also be sure to take extra care to ensure that their decks are intact before leaving the tournament venue. This format is sanctioned but unrated.

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 at the conclusion of the event. Players should be sure to take extra care to ensure that their decks are intact before leaving the venue. This format is sanctioned but unrated.

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 left (clockwise), leaving their current game and entering a new game. Players entering a game should receive a brief summary of the game state from the player they are replacing, and then pick up where the former player 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 at the conclusion of the event. Players should be sure to take extra care to ensure that their decks are intact before leaving the venue. This format is sanctioned but unrated.

4.4.4 – The "Cool" Tournament

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

In this scenario, it is not about winning but what you play and how you play it. Style is the name of the game, where the "coolest" decks earn special prizes (and not just the winning decks!) The tournament director may award prizes to the "coolest" decks at their discretion. This format is sanctioned but unrated.

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 several different rules and one should be randomly selected by each player before each game. Once per tournament, a player may reject their 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 a second time, players must randomly select again. The tournament director should record each player's rule for a given round on their scorecard. This format is sanctioned but unrated.

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

4.4.6 – Bend the Rules

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

In this scenario, players are charged an entry fee of one non-perishable food item per round scheduled, with all proceeds going to a local food bank at the end of the event. Players may also bring additional non-perishable food items to spend during the tournament in order to "bend the rules," thereby activating any number of special abilities listed in the Peldor Joi Gratitude Festival Rules. These abilities can only be used once per game, unless otherwise indicated. Each item donated in this manner is given to the eventual winner of that game, and tournament directors are encouraged to award a special prize to the player who collects the most non-perishable food items during the event. This format is sanctioned but unrated.

Additional required document: Peldor Joi Gratitude Festival Rules.

4.4.7 – Public Play Testing

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

In this scenario, players have the option of using cards in their decks that are not yet released and are still in development. The intent is to provide feedback to the design team on the power level of these play test cards relative to the existing card pool for a given game. Typically, these events coincide with a specific time period when some of these play test cards have been made available for public use and comment. This format is sanctioned but unrated.

4.4.8 – Biermeister

May be used for First Edition and Second Edition events. This scenario requires all participants to be of legal drinking age within the country / Region the event is taking place.

A Biermeister functions much like a regular tournament, with the caveat that players are required to drink one beer for every two Victory Points (VP's) they earn in the event. Following the conclusion of the final round, players are required to have finished all the drinks associated with their VP total or risk disqualification. The tournament director may declare drink equivalents (e.g. one glass of wine = two beers, etc.) at their discretion. This format is unsanctioned and unrated.

4.4.9 – Custom [NEW]

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

Players can use this option to play any other scenario they might discover or invent, from Klingon Warlords to *First Edition* Galactic Wheel Multiplayer. These formats are sanctioned but unrated.

Section 5: Printable Card and Sleeving Policies

The Continuing Committee allows the use of printed cards in sanctioned events, which necessitates policies outlining standards in the printing and sleeving of both physical and virtual cards, as well as the sleeving of physical cards. As the quality of printing and type of sleeves vary so greatly, in general, players should always be directed to their tournament director for a final ruling as to the legality of printing and sleeving for any given event. A printed and sleeved card is acceptable if the Tournament Director is not able to distinguish a face-down printed card from a face-down physical card.

5.1 – Printable Card Policy

All cards, whether produced by Decipher, Inc. or The Continuing Committee, are printable and legal for use in both sanctioned and unsanctioned events. The only exceptions to this policy are cards with a The Continuing Committee watermark covering relevant game text / lore. These promotional items are not legal for in person nor online play.

5.1.1 – Print Quality

The front of a printed card must be in color and all relevant text must be readable. The print quality of the card must be as high as reasonably possible. It must be complete and intact with no missing parts or alterations that substantially impact gameplay. Printable cards should not be printed on any kind of paper that will distort the image or allow the cards to be marked or otherwise detected.

5.1.2 – Tournament Legality of Virtual Cards, Virtual Promo Cards, and Errata

Virtual cards (those bearing a “V” rarity) are legal for tournament play seven (7) days after they have been released. Virtual cards are legal for release tournaments immediately upon release. However, Virtual Promo cards (those bearing a “VP” rarity) are not legal for sanctioned play unless they are marked as printable, or there exists an alternate version of the card that is legal within the card pool. Further, a virtual promo that carries The Continuing Committee watermark is not legal for sanctioned play in any circumstance. Lastly, Errata are legal for tournament play immediately. Any exceptions to these policies will be noted on www.trekcc.org.

5.2 – Sleeving Policy

If a deck includes any number of printable cards, each card in the deck must be sleeved. Conversely, if a player is not using any printed cards, that player is not required to use sleeves. Printed cards should be printed on just one side of paper and 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 easily move around, or slide out of, the sleeve. Double-sided cards 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, but not required. 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 large for the number of announced rounds, the number of rounds may be extended beforehand.*

The number of rounds should be changed before the event (if possible) and only with the approval of all 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 slower than anticipated*), or in the case of an emergency (*Example: The venue is forced to close.*)

If 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 fifteen minutes before the scheduled time to begin. They should bring or have access to the following:

- The most recent revisions of required rules documents. (See Section 4 for lists of required documents.)
- Section 7 of this Organized Play Guide (preferably the entire guide.)
- The Continuing Committee's Code of Conduct found in the attached Appendices.
- 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.)
- Any outside the game materials that may be required for gameplay (e.g. extra sleeves, card overlays, dice, timepiece, etc.) *

*Note that players are expected to bring all the materials required to use such gameplay. Players wishing to supplement any materials with perceived equivalents (e.g. replacing a timepiece with a smart-phone-based timer application) should consult with the tournament director prior to the tournament as to the appropriateness of the substitution.

7.1 – Tournament Directors Participating in their Own Event

Tournament directors may participate in their own event, provided that more than half (50%) of the other 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. Both the secondary and tertiary tournament director may assist in scoring games and pairings, as needed, at the primary tournament director's discretion.

It is further recommended that tournament directors playing in their own event 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, as applicable. Lastly, it is highly recommended that tournament directors do not play in events with more than 16 other players or if their participation would create a bye. Additionally, the Continuing Committee reserves the right to mandate that tournament directors for high-level events do not participate themselves in the event.

7.2 – Initial Pairings

The tournament director should give each player in a *First Edition* or *Second Edition* event 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 therefore be included on each scorecard. Scorecards should be submitted to the tournament director no later than five minutes before the start of the event. If they wish to do so, 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 the first round. The name of each player's opponent should then be written on their scorecard and handed back to the player. Then the third and fourth scorecards in the pile 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 remaining unpaired scorecard. The player who is awarded a bye does not face an opponent in that round, and instead joins the event in Round 2.

For Tribbles tournaments, players should be randomly split up into pods of approximately equal size, with between four and eight players per pod. Tournament directors will then assign one player in each pod to keep score for their respective pod, as needed.

Once pairings have been announced and all players have found their opponents, the tournament director may then wish to make announcements before the event formally begins. After informing players of the round's time limit based on the respective game / format being played, the tournament director should announce the beginning of the round and state the time the first round will end. Game specific in-person time limits are as follows unless otherwise dictated by format:

In *First Edition* tournaments, the in-person time limit for each round is 75 minutes.

In *Second Edition* tournaments, the in-person time limit for each round is 60 minutes.

In Tribbles tournaments, the in-person time limit for each match of five rounds is 60 minutes.

7.3 – Time Warning and Extra Time

The tournament director must give players at in-person events at least one time warning during each round. The recommended time to do this is approximately halfway through the round. Additional time warnings, such as five minutes before the end of a given round, are recommended but not required.

Tournament directors may allocate extra time to a game due to extenuating circumstances, such as extended time for rulings or an incident that disrupts a game (e.g. an urgent phone call, a spill, etc.) This is done on a case-by-case basis and is at the discretion of the tournament director. Both players should be informed of any extra time being allotted.

If a tournament director allocated extra time to a game, that game continues as normal. Time is called for that game as normal at the end of the allotted extra time. However, extra time should not significantly interfere with the flow of the tournament (such as pairings for subsequent rounds). As such, tournament directors are not obliged to offer extra time to games, and the time granted is not required to be directly proportional to the time lost.

7.4 – Ending a Round

When an in-person tournament round's allotted time expires in a *First Edition* or *Second Edition* event, the tournament director should notify the players. 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 specific card, assessed penalty, or other means, as a single turn for this purpose. If neither player has met all the victory conditions the game will result in either a True Tie, a Modified Win, or a Modified Loss (see Section 7.5 for descriptions of all possible game results).

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 in that round. Points accumulated during the round (e.g. Poison, Score, or Tally points) and points earned at the end of the round (e.g. Bonus points) are still counted towards a player's final point total for the event.

When players complete an in-person tournament game of *First Edition* or *Second Edition*, they should report to the tournament director with both the result of the game and the final score. The tournament director should then verify the opponent, result, score, victory points and differential with both players. The respective victory points and differential for that round should then be recorded on each player's respective scorecard. Each player should then verify their updated scorecard and initial it where indicated to signify it is accurate.

7.4.1 – Calculating Differential [UPDATED]

A player's Differential for the round is calculated by subtracting the opponent's final score from the player's final score. For Example: If Joe defeats Mark in *Second Edition* by a score of 100-35, then Joe receives a Differential of **+65** ($100-35=65$) and Mark receives a Differential of **-65** ($35-100=-65$).

In *First Edition*, some points may not "count toward winning." These points are ignored when determining the match result (*see section 7.5.1*), but should be included in the Differential.

The following rules also apply to calculating Differential:

- **Points in excess of 100 or below 0**, do not count towards Differential. For example: a player ending a game in *Second Edition* on 120 points is recorded as having 100 points. A player ending a game in *First Edition* on -5 points is recorded as having 0 points. The primary exception is when a specific rule set changes the baseline point threshold needed to win the game. Differential is then capped at that number instead. For 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.
- If the **winning player's score is equal or lower than that of the opponent**, the winning player receives a Differential of +1 and the losing player receives a Differential of -1.
- If **both players have points in excess of 100**, the player with the most points is the winner. They receive a Differential of +1 and the losing player receives a Differential of -1.
- If **both players have points below 0**, the player closer to zero is the winner. They receive a Differential of +1 and the losing player receives a Differential of -1.

- In the case of a **True Tie** or a normal **Bye**, affected players receive a Differential of 0 (regardless of score).
- In the case of an **Earned Bye**, affected players receive a Differential of +100.
- **Normal victory conditions** are typically those listed in that game's rulebook (or an associated rules document for a format) as the primary means of determining a winner. Typically, this is based on a point threshold, and may also include the completion of certain missions. If a player wins the game outright (that is, not merely as a timed win) **outside of normal victory conditions**, that player ends the game on 100 points, regardless of the player's current score. Differential is then calculated normally. Winning this way can happen because of a concession, both players decking out, a gameplay-based effect that declares a winner, etc..

For Example (1): Jeremy and Steve are playing Second Edition. Steve has zero points and faces Up the Ante, chooses not to prevent and overcome the dilemma and subsequently completes the mission on that attempt. Steve completes the mission and wins the game by the text on Up the Ante. When calculating Differential, Steve scores 100, while his opponent, Jeremy, ends the game with a score of 35. Therefore, Steve's Differential is +65, and Jeremy's Differential is -65.

For Example (2): Robert no longer has any cards in his draw deck and Kevin draws the last card in his draw deck. Robert is ahead on victory conditions, so he ends the game on 100 points. Kevin ends the game with a score of 30. Therefore, Robert's Differential is +70 and Kevin's Differential is -70.

- A losing player typically includes their points for calculating differential. However, in a few cases where the game ends **outside of normal victory conditions**, the losing player is automatically awarded a score of 0 and a -100 differential. (Their opponent receives a +100 differential.) Those cases are:
 - When a player violates the Code of Conduct and receives a Game Loss penalty, player loses all points.
 - When a gameplay effect causes one player to lose the game (for example, improperly seeding a non-Hidden Agenda card as a Hidden Agenda, or triggering Writ of Accountability's "lose the game" clause), that player loses all points. *See 7.10: Automatic Game Loss.*
 - In *Second Edition* only, when a player concedes the game, that player loses all points.
- Gameplay that **modifies** normal victory conditions **do not** affect gameplay-based effects that end the game **outside of the normal victory conditions**.

For Example: Nat and Mike are playing Second Edition. Nat plays the Phoenix and moves it to a non-headquarters mission to trigger its ability. Mike subsequently meets the conditions on Terrasphere 8 and wins the game. Nat was on 70 points. Mike is considered to have scored 100 points for the purposes of Differential calculations, regardless of the game text on the Phoenix.

7.4.2 – Calculating Cumulative Victory Points

A player's Cumulative Victory Points (CVP) is the sum of their total victory points after each round.

For Example: Over four rounds Matt 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).

7.5.1 – Possible *First Edition* and *Second Edition* Match Results

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 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 at random during the first round and to the player with the lowest amount of Victory Points in subsequent rounds. In case of a tie amongst the players with the lowest Victory Point total, a Bye should be award at random. 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 the most victory conditions. In *Second Edition*, this result is 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. In *First Edition*, a Modified Win is awarded to the player with the highest total score regardless of the type of mission(s) completed.

True Tie (TT) – 2 Victory Points: This result is recorded when a game is not completed within a round's allotted time. A True Tie is awarded to both players if they have the same exact score and (in *Second Edition*) meet the same number of victory conditions, as applicable. Both players in a True Tie are awarded a differential of 0 (regardless of score).

Modified Loss (ML) – 1 Victory Points: This result is recorded when a game is not completed within a round's allotted time. A Modified Loss 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. A Full Loss 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 15 minutes late to a tournament, even if only one player is late and their attendance would create an odd number of players (thus creating the need for a Bye.) 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.

7.5.2 – Tribbles Match Results

In Tribbles tournaments, the above match results are not applicable. Instead, the player or players who emptied their hand first scores points equal to the total number of Tribbles in their play pile at the end of the round. Points accumulated during the round (e.g. Poison, Score, or Tally points) and points earned at the end of the round (e.g. Bonus points) are then counted for all players.

7.6 – Pairings for Subsequent Rounds **[UPDATED]**

After the entire first round's results have been recorded in a *First Edition* or *Second Edition* in-person tournament, the tournament director should sort scorecards based on their respective victory point totals. Players with similar victory point totals should be paired against one another in the next round and all subsequent rounds. If there was a "Bye" or several "Byes" due to the usage of Earned Byes in the first round, that participant's / those participants scorecard(s) should be paired first randomly against the scorecard(s) of the player(s) with the highest victory point total from the first round. If there are an odd number of scorecards with the highest victory point total, the last unpaired scorecard is added to the scorecards with the next highest victory point total before those are shuffled and paired randomly and so on. This is a process commonly referred to as being "paired down." No player should be "paired down" more than once each round, unless they have already played every one of the players at the next lowest victory point total. Players may only face each given opponent once during any in-person tournament (except in events where a final confrontation is used to determine the winner.) Warning: pairing in later rounds of a tournament may become difficult to determine due to these restrictions.

If an in-person tournament round's pairing would duplicate a match from a previous round, the scorecards are then reshuffled into the remaining scorecards of that victory points total and 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 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 compete against the player with the higher 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 lowest victory point total that has not been paired randomly. 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 they create 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

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 in a *First Edition* or *Second Edition* in-person tournament 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. Differential (see Section 7.4.1)
4. Cumulative Victory Points (see Section 7.4.2)
5. Coin toss / random event

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.

In Tribbles tournaments, total score is the primary factor in determining the winner. In the event of a tie in total score, the most rounds won should be used as the first tiebreaker. If there is still a tie, players should cut for the highest Tribble to decide the final rankings.

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 are encouraged to then help with any cleaning or furniture redistribution resulting from the event.

7.8 – Tournament Conduct

All participants at an event reflect on The Continuing Committee as a player community. 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 also lists various penalties which may be enforced due to a breach of these standards. For reference, the Code of Conduct may be found in the attached Appendices.

- All cards in draw decks (*First Edition*, *Second Edition*, and Tribbles), seed decks (*First Edition*), and dilemma piles (*Second Edition*) 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 (*First Edition*, *Second Edition*, and Tribbles.)
- Players may write down whom took the first turn, the time the game / match started, the time the game / match is due to end and changes to any player's score (*First Edition*, *Second Edition*, and Tribbles.) Players may also write any changeable or selectable characteristic of a card on a slip of paper and insert that in the card's sleeve (e.g. in *First Edition* the classification and gender of a Soong-type Android or in *Second Edition* the skill on Vina, Orion Slave Girl.) No other note taking (e.g. the location of a dilemma in *First Edition* or the personnel an opponent has in play in *Second Edition*) 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 a game related action, they may not retract that action. Players are not obligated to allow take-backs in tournament play.
- Players must enforce mandatory actions or continuous effects printed on cards they command/control.
- 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 to an opponent's deck.

- In *First Edition* tournaments, any player may examine the cards in their discard pile at any time although these 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 underneath a mission and check their orientation to determine their owners. Any player may request an opponent counts the number of cards in their hand and reveal the correct amount. A player may not count the number of cards remaining in their deck. Players are also not compelled to share other information about the type of cards in a crew / away team, but there is no penalty for doing so.
- In *Second Edition* tournaments, any player may count the number of cards remaining in their 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 their hand and reveals the correct amount. A player may not count the number of cards remaining in their dilemma pile.
- In Tribbles tournaments, any player may request an opponent counts the number of cards in their hand and reveal the correct amount. A player may not examine the cards in their play pile or discard pile, unless they have played a card that allows them to do so. A player may not examine the cards in any opponent's play pile or discard pile. A player may not count the number of cards remaining in their deck nor any opponent's deck.
- 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/control of another player's card, they may re-sleeve that card for the remainder of the game to maintain uniformity.

7.9 – Concession [UPDATED]

Players may concede their games at any time, for any reason, subject to the approval of the tournament director. Tournament directors should not refuse a concession unless they suspect Code of Conduct violations.

In *First Edition* and *Second Edition*, the conceding player is awarded a Full Loss, and the player's opponent is awarded a Full Win, calculating differential as if they had the maximum score and maximum victory conditions.

In *First Edition*, the loser retains their points for calculating differential.

In *Second Edition*, the loser's differential is calculated as if they had no score and no victory conditions. (The winner's differential is thus always +100.)

In *Tribbles*, the remaining players continue. The conceding player retains their score, to a maximum of the highest remaining player's final score minus 1. For example, if Alice concedes with 700,000 points, and Bob goes on to win the pod with 300,000 points, Alice's score is recorded as 299,999 points.

7.10 – Automatic Game Loss [UPDATED]

If a card causes a player to automatically lose the game, tournament directors are to treat the result as a Full Win for their opponent, and the player who lost loses all points. For example, in *First Edition* tournaments, seeding or playing a card as a Hidden Agenda when it does not have the Hidden Agenda icon will result in an automatic game loss for the offending player. They are awarded a Full Loss and -100 Differential as if they had scored no points and earned no victory conditions, whereas their opponent is awarded a Full Win and +100 Differential as if they had the maximum score and maximum victory conditions. (See also 7.4.1: *Calculating Differential*.) If both players in a *First Edition* or *Second Edition* game receive an automatic game loss, each player is awarded a True Tie and 0 Differential as if the game had ended in a true tie.

Section 8: Reporting a Tournament

The final step in running an in-person Continuing Committee-sanctioned event is to report the results at www.trekcc.org. Appendix A describes how to do this. Results should be submitted at the tournament director's earliest convenience and preferably within one week of the tournament's completion. Reporting the results will allow The Continuing Committee's player rating system to be updated based on the games that took place at the event.

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 both constructed deck and sealed deck play, as well as an overall rating combining the two. These ratings are based on the ELO system, in which each player's rating depends on how well they do in each tournament match and the ratings of the opponents that were played during that specific tournament. Players begin with a lifetime 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 tournaments within 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 for the same game and same event (e.g. the *First Edition* Continental Championships.)

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 tournament's play as a result of heats should be announced publicly prior to the start of the first heat and may not be modified once that heat begins.

Section 10: Match Play

Higher level *First Edition* and *Second Edition* events may use a match play system (e.g. single elimination, best 2-out-of-3, etc.) for the final day of competition. Players should be "seeded" according to their performance in the preliminary event(s) with the #1 seed being the player with the best overall performance in the qualifying tournament(s.) Players are then paired for match play using a bracket, examples of which are shown in Section 10.2.

The brackets cited below are not all-inclusive and tournament directors are encouraged to use the bracket that will be best received by potential tournament attendees, even if it is not cited below. 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 preliminary heats begin.

Each individual tournament game played under a match play system follows the time limits set forth for the chosen game and format. At the end of each game, the winner is noted regardless of the number of victory conditions achieved. Victory points do not apply in match play. However, individual games within a multi-game match may be scored as a tie. If this occurs, the higher seeded player is awarded the win for that game. If the overall result of a multi-game match is a tie, the higher seeded player is awarded the win for that match.

10.1 – Who Goes First in Match Play?

Any random method can be used to decide which player takes the first turn in the first game of a multi-game match. The loser of the first game then gets to choose whether they take the first or second turn in the second game. Should a third game be necessary to determine a winner, the loser of the second game then gets to choose whether they take the first or second turn in the final game. 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

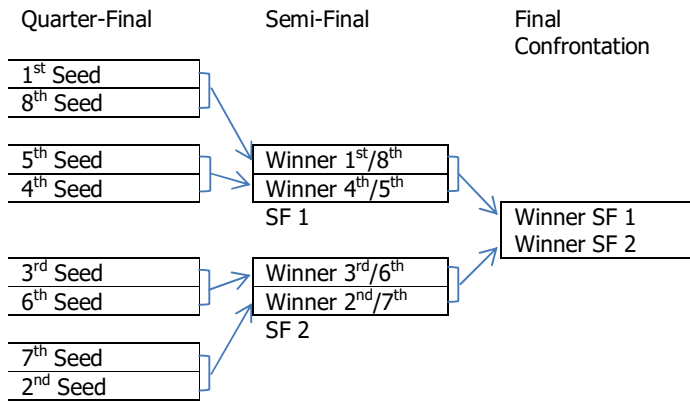


Figure 10.2.1: Eight player Standard bracket

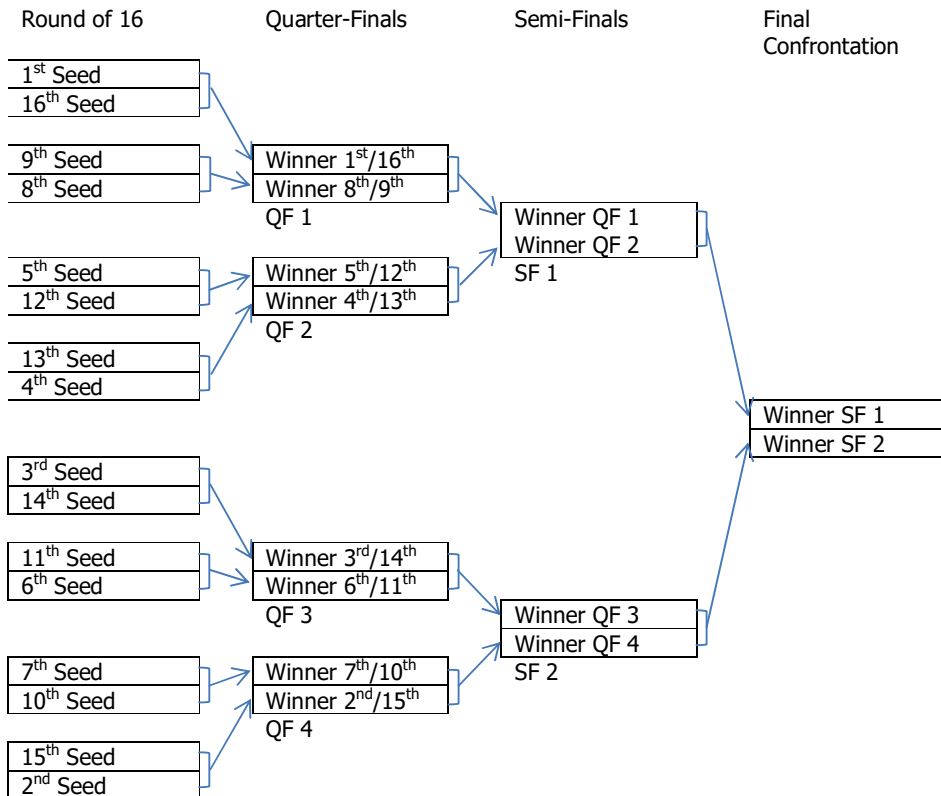


Figure 10.2.2: Sixteen player Standard bracket

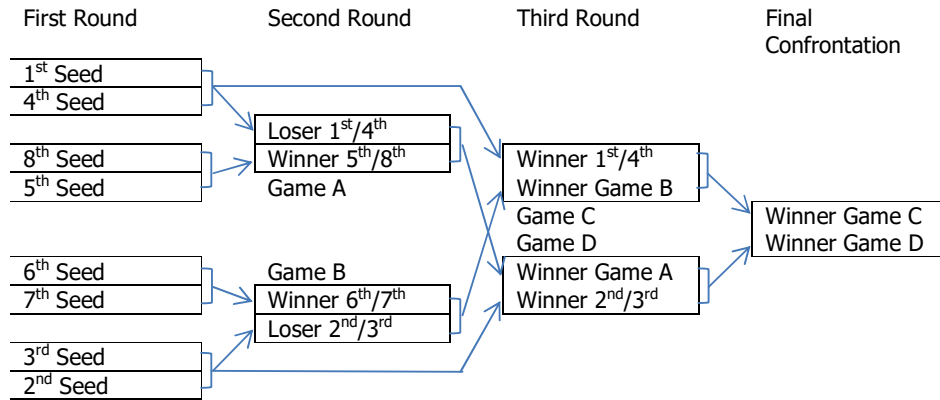


Figure 10.2.3: Eight player Modified McIntyre bracket

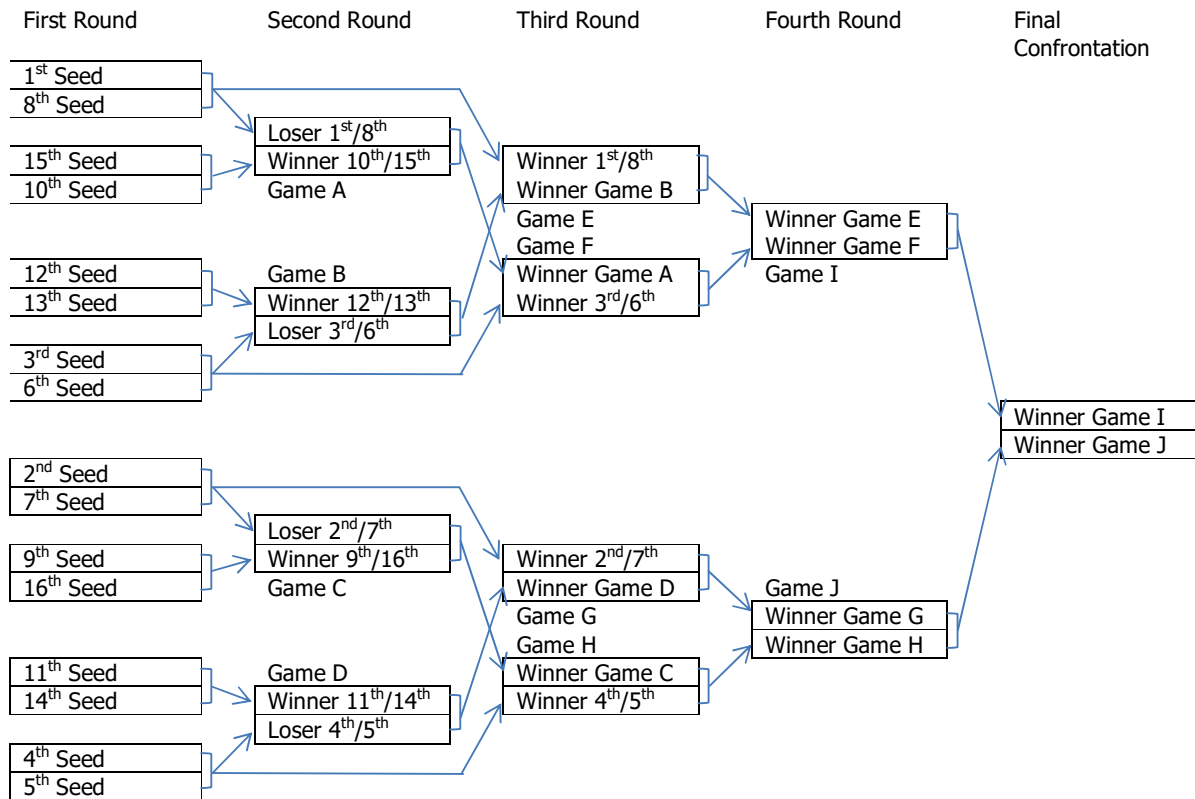


Figure 10.2.4: Sixteen player Modified McIntyre bracket

Section 11: High-Level and Specialty Tournaments

The *Road to the World Championships* forms the core of The Continuing Committee's high-level organized play program. This broadly consists of three levels of Championship play: Regional Championships, Continental Championships, and the World Championships. This series of events generally spans six months through the middle of the year and celebrates gameplay globally with events across all active continents.

Outside of the main championship series track, The Continuing Committee also offers other high-level options in the form of National Championships and Trek Masters Championships. These events complement the tournaments comprising *The Road to the World Championships* by transpiring year-round.

Lastly, the two main specialty tournaments promoted by Organized Play are release events and Chair's Challenges. These events either celebrate an upcoming *First Edition* or *Second Edition* expansion and / or encourage players to venture outside their comfort zone by building a deck with certain restrictions as dictated by the current Chair of the Board.

11.1 – The Road to the World Championships

The following are the basic definitions of each of the three levels of championship play. Note that final details will be announced for specific year's events in due course, and some details may slightly differ from the definitions below. However, every effort will be made to provide enough notification of any changes.

11.1.1 – Regional Championships [UPDATED]

The first stop on *The Road to the World Championships* are the Regional Championships. Depending on the number of *First Edition*, *Second Edition* or Tribbles participants, these events offer byes into the subsequent Continental Championships for each respective game.

- Level 2 Event
- Ratings k-Value: 28
- **General Season Timeframe:** Annually, from March to September inclusive
- **Event Allocation:** By application to the respective Organized Play Coordinator, generally based on The Continuing Committee's Region structure, date / time selected, and the player group(s) within a given Region.
- Byes Awarded (1E and 2E):
 - **1st Place** - R1 Bye into that year's Continental Championships on any continent
 - **2nd Place** (if greater than 10 players in attendance) - R1 Bye into that year's Continental Championships on any continent
 - **3rd Place** (if greater than 20 players in attendance) - R1 Bye into that year's Continental Championships on any continent
- Byes Awarded (TR):
 - **1st Place** - 100,000 'Head Start' into that year's Continental Championships on any continent

11.1.2 – Continental Championships

The second stop on *The Road to the World Championships* are the Continental Championships, which are held on the three major active continents: Australia, Europe, and North America. The Continental Championships offer byes into the subsequent World Championships for each respective game.

- Level 4 Event
- Ratings k-Value: 52
- **General Season Timeframe:** Annually, from June to August inclusive
- **Event Allocation:** By bidding or by allocation in the event no bids are received. The bidding process will be announced prior to the initial event announcement date and bids will be solicited to the respective Organized Play Coordinator.
- Byes Awarded (1E and 2E):
 - 1st Place
 - R1 Bye into that year's World Championships
 - R2 Bye into that year's World Championships
 - 2nd Place
 - R1 Bye into that year's World Championships
- Byes Awarded (TR):
 - 1st Place
 - 200,000 'Head Start' into that year's World Championships
 - 2nd Place
 - 100,000 'Head Start' into that year's World Championships

11.1.3 – World Championships

The final stop on *The Road to the World Championships* represents the pinnacle of Star Trek CCG competitive play: The World Championships themselves. This event brings the best the world has to offer together to crown the World Champion for *First Edition*, *Second Edition*, and Tribbles in a given calendar year. It is also a celebration of the global impact of the three games, giving players everywhere the chance to compete in The Continuing Committee's most prestigious event. The World Championships offer byes into the following year's Continental Championships and World Championships for each respective game.

- Level 5 Event
- Ratings k-Value: 64
- **General Season Timeframe:** Annually, from August to October inclusive
- **Event Allocation:** By bidding or by allocation in the event no bids are received. The bidding process will be announced prior to the initial event announcement date and bids will be solicited to the Director of Organized Play.
- Byes Awarded (1E and 2E):
 - 1st Place
 - R1 Bye into the following year's World Championships
 - R2 Bye into the following year's World Championships
 - R1 Bye into a following year's Continental Championships on any continent
 - 2nd Place
 - R1 Bye into the following year's World Championships
 - R1 Bye into a following year's Continental Championships on any continent
- Byes Awarded (TR):
 - 1st Place
 - 200,000 'Head Start' into the following year's World Championships
 - 100,000 'Head Start' into a following year's Continental Championships on any continent
 - 2nd Place
 - 100,000 'Head Start' into the following year's World Championships
 - 100,000 'Head Start' into a following year's Continental Championships on any continent

11.2 – Other High-Level Tournaments

Outside of the main championship series track, The Continuing Committee also offers other high-level options in the form of National Championships and Trek Masters Championships. These events complement the tournaments comprising *The Road to the World Championships* by transpiring year-round. Please see the descriptions below for the slight differences between these two types of events. For details on how to apply or bid to host either a National Championships or a Trek Masters Championships, please refer to Section 11.4.

11.2.1 – National Championships

National Championships are not tied to *The Road to the World Championships* annual season and therefore can be run at any time. However, National Championships requested to be held during the Continental Championships or World Championships annual season will require special approval from the Department of Organized Play to avoid potential timing and/or location conflicts. The National Championships offer byes into the subsequent Continental Championships for each respective game.

- Level 3 Event
- Ratings k-Value: 40
- **General Season Timeframe:** Annually, from the 1st of January until the 31st of December inclusive
- **Event Allocation:** One per country, by application to the respective Organized Play Coordinator.
- Byes Awarded (1E and 2E):
 - 1st Place
 - R1 Bye into the next Continental Championships on any continent (even if said event transpires in the following year)
 - 2nd Place
 - R1 Bye into the next Continental Championships on any continent (even if said event transpires in the following year)
- Byes Awarded (TR):
 - 1st Place
 - 100,000 'Head Start' into the next Continental Championships on any continent (even if said event transpires in the following year)
 - 2nd Place
 - 100,000 'Head Start' into the next Continental Championships on any continent (even if said event transpires in the following year)

11.2.2 – Trek Masters Championships

Trek Masters Championships are not tied to *The Road to the World Championships* annual season and therefore can be run at any time. However, Trek Masters Championships requested to be held during the Continental Championships or World Championships season will require special approval from the Department of Organized Play to avoid potential timing and/or location conflicts. Trek Masters Championships offer Masters Points based on the number of participants in the event, as well as a player's final placement.

- Level 3 Event
- Ratings k-Value: 40
- **General Season Timeframe:** Annually, from the 1st of January until the 31st of December inclusive
- **Event Allocation:** By bidding or by allocation in the event no bids are received. The bidding process will be announced prior to the initial event announcement date and bids will be solicited to the respective Organized Play Coordinator.
- **Masters Points:** Awards vary from year to year and are determined by the number of Masters Points a player accumulates throughout the Trek Masters season.

		Place					
		1st	2nd	3 rd -4 th	5 th -8 th	9 th -16 th	17 th -32 nd
Number of Players	3-5	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 11.2.2: Masters Points Structure

11.3 – Specialty Tournaments

The two main specialty tournaments promoted by Organized Play are release events and Chair's Challenges. These events either celebrate an upcoming *First Edition* or *Second Edition* expansion and / or encourage players to venture outside their comfort zone by building a deck with certain restrictions as dictated by the current Chair of the Board.

11.3.1 – Release Tournaments

Upon the release of a new *First Edition* or *Second Edition* set, tournament directors may run a release tournament to celebrate the introduction of new cards. Players may include cards from the new set in their decks even if the event falls within the first seven (7) days after the set's release date (other card pool restrictions still apply.)

While there are currently no restrictions on who may run a Release Tournament, in general, organizers are expected to do the following:

- Clearly advertise that the tournament is a Release Tournament for a particular set (e.g. in the tournament listing, via a www.trekcc.org article, or an event announcement on the forums.)
- Time the event reasonably close to the release date of the set (if an online release tournament, the set must be released prior to the start of the tournament to allow players to include any new cards in their decks.)

11.3.2 – Chair’s Challenge

A Chair’s Challenge tournament can take many forms and are nominated by the current Chair of the Board. These are generally one-off events with a special theme or otherwise a unique event designed to, as the title suggests, challenge competitors within the scope of the event. Typically, these events are announced in a www.trekcc.org article and are offered to all players within the global community. Both players who win and players who participate in these events are then entered into a special drawing for exclusive prizes.

11.4 – Applications or Bidding to Run an Event

Applications to run a Regional Championship will be announced at the beginning of the year via a www.trekcc.org article. Applications will remain open through the duration of Regional season. Bids to host a Trek Masters Championship, Continental Championship, and / or World Championship will also be solicited via a www.trekcc.org article.

To apply to run a National Championship in your country, please contact your respective Organized Play Coordinator. Contact details may be found in Section 15.2. Please include as much information as possible, including but not limited to: requested date(s) / time(s), location, and the game(s) for which you wish to apply.

Release events may be run by any tournament director upon the release of a given set, and only require that the date of the event be within a reasonable timeframe after the release date of that set. The event description in the tournament listing should also make it clear that it is a release event.

Suggestions for potential future Chair’s Challenges may be submitted to the current Chair of the Board directly, or to the Director of Organized Play (see Section 15.2 for contact details.)

Section 12: World Championship Trek Leagues

World Championship Trek (WCT) is the official league of The Continuing Committee, designed to provide continuous local play during the typical off-Championship months of October through March. League events use their own scoring system, in addition to all standard scoring methods described previously. League events may be held as either sanctioned or unsanctioned events at the League Director's discretion.

12.1 – Forming a League

Once you have at least three players committed to playing in a league, you should contact the Director of Organized Play (further contact information can be found in Section 15.2) with the following information:

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

The League Director is not obligated to run all their league's events, nor are they required to attend every event. However, it is the League Director's responsibility to find and appoint an alternate tournament director for league events, as necessary.

12.2 – League Schedule

Normally, the half-year league season is divided into three two-month sprints, two qualifying sprints and a playoff sprint, each comprising four league events or twelve tournaments in total. The four tournaments that comprise the first half of the regular season should be held during October and November (if possible.) The four tournaments that comprise the second half of the regular season should be held during December and January (if possible.) And finally, the four tournaments that comprise the playoffs should be held during February and March (if possible.) While the scheduling of league tournaments is ultimately 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 during the off-Championship season.

To accommodate play groups that get together less frequently, a league may also be cut down to just six tournaments over the half-year league season. In this truncated league, the four-event regular season shall be played from October through January (if possible) with a two-tournament playoff transpiring during February and March (if possible.) While the scheduling of league tournaments is ultimately at the discretion of the League Director, the recommended schedule is one tournament per month.

Prior to the first regular league event of the season, the League Director should announce how many players from the regular season will qualify for the playoffs. Typically, the top four qualifiers from the first half of the regular season (if applicable) are joined by the top four qualifiers (inclusive) from the second half of the regular season (if applicable) to form the playoff contenders. In the playoffs all players begin on equal footing, with the champion of the league determined entirely by playoff performance.

League Directors can flag their tournaments as league events in the www.trekcc.org tournament system via the "League Event?" drop-down menu 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 they can flag the event as a league event.

12.3 – League Promos

Participants at league events have the chance to win league-exclusive promos. These promos will become printable at the start of league season. They may only be played in league events until the end of the league season, at which point anyone may play with them.

12.4 – Scoring League Tournaments

After completing an event using the standard scoring methods described previously, league points should be awarded. An event's league points are based on the number of participants in that league event, as well as 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 league points, a league event must have at least three participating players. The point structure appears in Table 12.4.1 below.

League points accumulate both for each individual league season as well as a lifetime total. Season points reset after each season of league play, but the lifetime points do not reset, growing from season to season. However, some unsanctioned league event formats may not have a clear distinction between places. In this instance, the League Director should award places and their commensurate point values at their 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	3 rd -4 th	5 th -8 th	9 th -16 th	17 th -32 nd
Number of Players	3-5	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 12.4.1: WCT League Point Structure

Players can earn league points from more than just one league per season. If a player plays in two or more leagues, their league points are tracked separately for each of those leagues by the respective League Directors. However, their aggregate season league points and lifetime league point totals will reflect all their league related activities. Player's seasonal and lifetime league points can be tracked at the hub located at www.trekcc.org/tournament/index.php?mode=leagues.

12.5 – Bonus Points

The standard league point scoring structure described in Section 12.4 may be enhanced using optional bonus point schemes for *First Edition* or *Second Edition* events. 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 league points. 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.

League Directors may use any or all the bonus point schemes described below. They may also be altered as desired / 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 15.2.

12.5.1 – Headquarters / Affiliation Bonus

This incentive rewards players for using different decks between league events, instead of playing the same decks repeatedly. Each time a player uses a deck containing a different headquarters mission / affiliation, they earn one bonus point for that event. In addition, if no one used that headquarters mission / affiliation in the previous league event, that player earns two additional bonus points.

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 and / or must be of that affiliation. In addition, credit for a "Non-Aligned Headquarters / Affiliation" can be awarded if more than three-quarters (75%) of the included personnel are Non-Aligned.

12.5.2 – Participation Bonus

This incentive rewards returning players and helps "level the field" against players that cannot play as often as others. A player participating 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.

12.5.3 – New Mission Bonus

This incentive rewards players for mission variety. Each time a player completes a mission that had not been completed in a previous league event that season, they earn 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.

12.6 – Playoffs

Once the regular season is complete, each league will run a series of playoff events to determine the winner of the league for that season. These playoff events are open to all players regardless of playoff status and earn league points as usual. However, only qualified players score league playoff points.

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

At the conclusion of the playoff events, qualifying players are ranked according to the following tiebreakers:

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

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

12.7 – WCT Champions League Tournament

Each year, in the days preceding the World Championships, a WCT Champions League tournament may be held. Attendance will be restricted to those players with at least 100 lifetime WCT league points, but this requirement may be waived at the tournament director's discretion. Players will then 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 winners of these events will receive earned byes for Day One Round One and Day One Round Two of the World Championships – the same prize awarded to winners of the Continental Championships!

Section 13: Guidelines for Online Play

The Department of Organized Play supports and promotes both Star Trek CCG tournaments and casual play transpiring online; including *First Edition* (1E), *Second Edition* (2E), and Tribbles (TR). Any member of the community or tournament director may register an online event at www.trekcc.org without additional requirements. Tournament directors are only 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. Online tournaments are open to any member of the community and should reflect an in-person game as much as possible. The following guidelines cover situations that are unique to online games.

13.1 – Software Required [UPDATED]

The primary piece of software required to play online is free to download. LackeyCCG can be downloaded from www.lackeyccg.com and is used to simulate a game of Star Trek CCG or Tribbles CCG. 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. For additional information on Lackey, plugins, installation, etc. please refer to this post on the forums: <https://www.trekcc.org/forum/viewtopic.php?f=24&t=46593>.

A secondary piece of software required, in addition to Lackey, is a voice communications application (Skype, Discord, etc.) for continued use while playing online. Tournament directors are encouraged to let participants use an application of their choice.

13.2 – 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, they are encouraged not to participate in that event, as knowing the contents of each card pool could constitute an unfair advantage. The Tournament Director may play if they delegate the responsibility of generating and distributing the card pool to another non-playing tournament director within the community.
- Players may not change their decks between rounds of a constructed online tournament. They may, however, 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 should be consulted. Once the ruling has been given, the game can be reloaded and resumed.

13.3 – Time Limits

The default online time limit for *First Edition* games is 105 minutes and the default online time limit for *Second Edition* games is 75 minutes unless otherwise dictated by the event rules (i.e. ID Draft, Warp Speed, or Slipstream.) In Tribbles tournaments, the online time limit for each match of 5 rounds is 70 minutes. Please refer to the previously stated event rules section of this document to verify the applicable time limit. Players are responsible for timing their own games.

13.4 – Delayed Results and Extensions

If the tournament director has specified a specific date in which a round must be completed, they may allow extensions at their discretion. If the tournament director does not intend to allow extensions, they 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 2 Victory Points (temporarily) for the purposes of pairing subsequent rounds.

13.5 – Incomplete Games **[UPDATED]**

If a game has not been completed by the end of a round, Full Wins, Full Losses, Byes, and Missed Games should be used to record the result, as the game was not played. The tournament director, at their discretion, should decide if one player was "responsible" for the incomplete game. If so, that player may receive either a Full Loss (1 Victory Point and -100 Differential) or a Missed Game (0 Victory Points and 0 Differential), depending on the severity of the infraction. Conversely, their scheduled opponent will receive either a Full Win (4 Victory Points and +100 Differential) or a Bye (4 Victory Points and 0 Differential), again, depending on the severity of the infraction. Awarding any of the four possible outcomes is entirely at the tournament director's discretion.

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.) Tournament directors may also subsequently drop non-responsive players from the event, at their discretion.

13.6 – 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 13.5.

Section 14: Video Policy

The use of video to film and publish tournament matches is permitted by The Continuing Committee. The use of video is at the tournament director's discretion and only permitted if each of the participating players consents to being filmed and published. Tournament directors are encouraged to contact The Continuing Committee's Social Media Manager to upload the video(s) to the Continuing Committee's YouTube webpage.

If evidence of serious* breach of the Tournament Code of Conduct is discovered, The Continuing Committee may take steps to investigate the incident. However, the result of a tournament match at its conclusion is final and cannot be altered. If evidence of a serious* breach is discovered, penalties may be issued in accordance with the Tournament Code of Conduct.

* Anything that may incur a Level 3 or Level 4 penalty under the Tournament Code of Conduct is considered a serious breach and will be treated accordingly.

Section 15: Conclusion

The Continuing Committee will issue new versions of this document as needed to reflect changes in tournament play, additions, and / or modifications. Suggestions for revisions may be sent to any member of the Department of Organized Play. Contact information can be found in Section 15.2.

15.1 – Credits

The Continuing Committee extends its sincere thanks to all the volunteers that have contributed to our Organized Play programs and initiatives over the years. The original draft of this document was written by Matt Kirk. Version 2 revisions were authored by Charlie Plaine. Version 3 through 4.3 revisions were authored by multiple members of the Department of Organized Play. Version 4.4 and all future revisions were authored and reviewed by members of the Department of Organized Play team led by Kristopher Sonsteby.

15.2 – Contact Information

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

Position	Name	Forum Handle
Director of Organized Play	Kristopher Sonsteby	LORE
Australian Organized Play Coordinator	Position Vacant	N/A
European Organized Play Coordinator	Julius Melhardt	Clerasil ToB
North American Organized Play Coordinator	Michael Van Breemen	The Ninja Scot
Online Organized Play Coordinator	Jon Carter	pfti
Achievement Master	Rogue Shindler	SirRogue
Chief Ambassador	Robin Honeycutt	Robin1234

15.3 – Interim Organized Play Rulings

The Director of Organized Play may authorize an interim ruling between OPG releases. Such rulings are to be made in an article on The Continuing Committee's home page, www.trekcc.org, and have the same power / weight as an entry in this Organized Play Guide. If the ruling conflicts with one or more entries in the current Organized Play Guide, the ruling overrides the entries until such time that the Organized Play Guide is updated to incorporate the interim ruling.

Glossary [UPDATED]

Authorized Proxy – A special set of proxy cards legal for use in sanctioned play. For *First Edition*, authorized proxies include all missions, universal personnel, and universal ships. In *Second Edition*, authorized proxies include all missions, non-unique personnel, and non-unique ships.

Block – In *First Edition*, Block represents a group of expansions, plus related boutique products (if any), released between the first and last expansions in the respective block. The list of block expansions can be found at <https://www.trek.org/1e/?pool=block>.

Bye – When an odd number of players begin a round, one player will be awarded a Bye without facing an opponent in that round. A bye carries 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.

Core Expansion – In *First Edition*, core expansions are always legal in the Block card pool. They consist of the Homefront sets. The list of block expansions can be found at <https://www.trek.org/1e/?pool=block>.

Current Block – In *First Edition*, the current Block consists of 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 in the current block.

Cumulative Victory Points (CVP) – This is a measure of how well you played in a tournament and is the fourth overall tiebreaker. A player's Cumulative Victory Points (CVP) is the sum of their total victory points after each round. Example: Over four rounds Lillian scores a Full Win (4VP), a True Tie (2VP), a Full Win (4VP) and a Modified Loss (1VP.) Her total victory points after the first round would be 4, her total victory points after the second round would be 6 (4+2=6), her total victory points after the third round would be 10 (4+2+4=10), and her total victory points after the fourth round would be 11 (4+2+4+1=11.) Her CVP would thus be 31 (4+6+10+11=31.)

Deep Space Nine property logo – Any *First Edition* card with the "Star Trek: Deep Space Nine" property logo in the top right-hand corner. This also includes any virtual promo card that has a version printed using the "Star Trek: Deep Space Nine" property logo, even if the original printing carried a different property logo and vice versa.

Differential – A player's Differential for the round is calculated by subtracting the opponent's final score from the player's final score and is the third overall tiebreaker. For example: If Jason beats Zlatan by 100-35; Jason receives a Differential of **+65** (100-35=65), and Zlatan receives a Differential of **-65** (35-100=-65). See Section 7.4.1 for more information.

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 (commonly known as a Super Bye) as the result of success at a prior high-level event. 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 a specific tournament and 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 always determine their final positions.

Head Start – Players in high-level Tribbles events may have been awarded 100,000 Tribble head starts as the result of success at a prior high-level event. Players with a head start should add that head start to their first-round score before the beginning of the match.

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 produced and printed by Decipher during the Decipher era from 1994 through 2007.

Preview Card – A promo card distributed by the Continuing Committee in prize kits. Typically, these are White-Border cards for *First Edition* and bear a "P" rarity. A preview card also constitutes a virtual promo card, where applicable.

Previous Block – In *First Edition*, the previous Block consists of the Block of expansions released immediately before the current 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 of the previous Block.

Printable Physical Card – A printed version of a physical Decipher card that is not otherwise legal in a given card pool (e.g. it is in the errata file, it is a virtual promo, etc.) All physical cards produced during the Decipher era from 1994 through 2007 can be printed for personal use in all sanctioned events where the physical versions of the card are legal.

Promo Card – See Virtual Promo Card.

Proxy – A proxy is a printable version of a physical card. See Printed Physical Card.

Sealed Deck – See Limited Formats.

Strength of Schedule (SoS) – This is a measure of the difficulty of a given player's opponents and 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. *For Example: If Michael faced Charlie (13 VP), James (11 VP), Will (6 VP), and received a Bye (0 VP); Michael's SoS would be 30 (13+11+6+0-0=30.)*

Super Bye – See Earned Bye.

The Original Series property logo – Any *First Edition* card with the "Star Trek: The Original Series" property logo in the top right-hand corner. This also includes any virtual promo card that has a version printed using the "Star Trek: The Original Series" property logo, even if the original printing carried a different property logo and vice versa.

The Next Generation property logo – Any *First Edition* card with the "Star Trek: The Next Generation" or "Star Trek: Generations" property logo in the top right-hand corner. This also includes any virtual promo card that has a version printed using the "Star Trek: The Next Generation" property logo, even if the original printing carried a different property logo and vice versa.

Victory Points (VP) – A measure of the relative success achieved by a player in each tournament 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 of the scheduled rounds is the winner of the tournament.

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

Virtual Promo Card – An alternate image or otherwise printed version of a physical or virtual card and marked with a "B," "P," "VP," or "VTP" rarity. A virtual promo is not legal for sanctioned play unless it is marked as printable, or there exists an alternate version of the card that is legal in that card pool. Note that virtual promos are not legal for use in a tournament at all if the card pool specification explicitly excludes them (e.g. the Academy card pool.) Finally, a virtual promo that carries The Continuing Committee watermark is not legal for sanctioned play regardless if there exists an alternate version of the card that is legal in that card pool.

Voyager property logo – Any *First Edition* card with the "Star Trek: Voyager" property logo in the top right-hand corner. This also includes any virtual promo card that has a version printed using the "Star Trek: Voyager" property logo, even if the original printing carried a different property logo and vice versa.

Appendix A – Tournament Software Guide

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. From here, you will need to fill in the relevant information.

First, the event information:

- Date & Time (must be registered at least 24 hours before it is due to take place and specify the time zone.)
- Edition – First Edition, Second Edition, or Tribbles.
- Format Information – Tournament Format, Card Pool, Rules Set, and (optional) Scenario.
- Number of Rounds (and whether there will be a final confrontation.)
- Pairing style – usually Swiss. More information on alternate pairing styles is detailed below.
- League Event – if you are a current League Director, you will see an additional option to flag the tournament as a league event.
- Primary TD – this is the person running the event. Typically, the person entering the event information.
- 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 they may flag the tournament 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 regarding specific event details.

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 (if applicable)
- Special Rules – if deck lists are required and/or if pre-registration is required due to space constraints.

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 may do so at any time including after the tournament has ended. Just click on the "My Tournaments" button in the tournament section of the website, find the appropriate tournament, and click "Edit." Apart from the date / time the event transpired, you may change any of the details listed (e.g. if you need to change the number of rounds because you played more or less than expected.) However, any changes to the date / time must be made at least 24 hours before the tournament is set to take place.

Entering Tournament Results

Once your event is complete, you will 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 did not 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 (as cited on their respective scorecard.) This information is used to find the participants in the global 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 cannot find will appear below the player list so that you can try again to find them, or so that you may create a new account for them (if it is their first Continuing Committee 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: one player at a time or round by round. If you wish to enter results one player at a time, you will notice that as you get towards the end of the list of participants some information will become filled in for you based on the data you had previously entered. In this manner, you will not need to enter the same match results twice. This process should appear similar to your scorecards and make it easier to fill in results after a tournament. The second option is to click on "Switch to Round by Round Mode" and enter the results one round at a time. This option is especially useful when you are running the tournament live. In this instance, the tournament system will sort and pair up the players after each consecutive round based on their respective Victory Point totals for you. However, Tournament Directors should use caution and verify that the players have been paired up correctly (i.e. ensure that no participant had previously played their next scheduled opponent) before announcing the pairings.

Once you have finished entering all the results, you will be given a final chance to confirm that everything is correct. Verify that the final Victory Point and Differential totals match what you believe they should, confirming that you did not make any typos. You can then submit the tournament for processing. If you have entered the results within a week of the actual event date, the tournament should process, and you can see the ratings changes for the participants immediately. If you have waited longer than that, the tournament may instead enter an "Awaiting Processing" status. This indicates that you have waited too long, and the ratings changes could be incorrect based on events that transpired in the interim. The "Awaiting Processing" status is very common when entering results for Online events and should not be discouraging. The tournament software simply needs to verify that none of your participants have played in another tournament since then, as your event's results would affect their ratings at both tournaments. Your event will be automatically processed the next time The Continuing Committee completes a full refresh of the tournament ratings system.

Final Confrontation

If your tournament has a final confrontation, you will get a prompt asking who won the final confrontation after you have entered all the tournament results. This player will then be designated as the tournament winner, regardless of their score relative to the other players.

Alternate Pairing Styles (Single Elimination or Modified McIntyre)

If you are running an Elimination-style tournament, instead of selecting "Swiss" in the Pairing Style drop-down menu, you will need to select the appropriate option. For reference, these are Single Elimination, Modified McIntyre or Single Elimination with Play-in. If you have selected one of these options, players will not be able to pre-register for the event as the system assumes that there is a qualifying event to determine these bracket seedings. When you enter the "Add Players" screen, you will have to assign seed values to each player. Please ensure that you are 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) for subsequent rounds they did not participate in.

Tribbles Events with Multiple Tables

If you are running a large Tribbles event and have more than eight players, you will 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 participants:

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 24-hour 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 the 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 the 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 Table 1, the next highest ranked players would all be Table 2, etc.
5. Enter the round 6-10 results for all the participants into the Finals tournament. The system will then rank the players by seed and by points scored. This means that the highest scoring player at the top table (Table 1) will win the tournament, even if players from other tables got a higher total than them 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.

Appendix B – Tournament Code of Conduct [UPDATED]

Introduction

This Code of Conduct is a guideline for tournament directors to determine the appropriate penalty for an infraction during a sanctioned tournament. If this document does not fully address a certain circumstance, the tournament director should use these guidelines as a basis for its penalty, adjusting for the severity of the infraction in question. These guidelines were designed to protect players from the negative experiences that are often associated with misconduct. All penalties in this document assume that the infraction was unintentional, unless otherwise specified. If there is evidence that the infraction was intentional, the penalty should be upgraded by one level.

When a penalty is issued, the tournament director must inform the offending player, take the action prescribed by the specific penalty description, and execute the actions warranted by a penalty of that level. Abuse of these regulations should be considered Contempt (refer to Section C) and commensurate penalties may be issued as such. Repeat infractions of any given regulation at a specific event should have their penalty upgraded by one level per infraction. Repeated infractions over multiple events should be referred to The Continuing Committee's Department of Organized Play for penalty enforcement. Lastly, when conditions that would lead to a penalty are discovered before an event begins, a Verbal Warning (Level 0) should be issued, and the error should be corrected before the event begins, if possible.

Tournament Director Expectations

A tournament director's primary responsibility is the integrity of each tournament they run. They are required to be proficient in the rules of the game they are hosting (*First Edition*, *Second Edition*, or *Tribbles*) and must adhere to The Continuing Committee guidelines set forth in the *Organized Play Guide*. The various rules documents are a tournament directors' primary resource when making rulings in their events. Absent a clear precedent, tournament directors must use sound judgment when making a ruling and said ruling is binding for the remainder of the event unless evidence sufficient to overturn the tournament director's ruling is subsequently presented.

Tournament directors will not interfere in any games in progress, whether intentionally or unintentionally. Intervention in a game in process is only warranted if a player asks for a resolution, or if a player exhibits behavior that would otherwise warrant a penalty.

Penalties

The Continuing Committee defines five levels of penalties to be used in *First Edition*, *Second Edition*, and *Tribbles CCG* sanctioned tournaments. For reference, these are outlined below as follows:

- Level 0 [Verbal Warning] – This penalty should not be recorded and is reserved for the most minor infractions.
- Level 1 [Written Warning] – This penalty (and all higher-level penalties) should be recorded on the offending player's score card.
- Level 2 [Turn Loss] – When a player receives this penalty, it is assessed the next time that player would begin their turn. Their opponent begins a new turn instead, and missed turns caused by this penalty are not considered by game text that refers to the number of turns completed by either player. If issued after a round's time expires, the player's opponent receives another turn after the last turn.
- Level 3 [Game Loss] – If the offense occurs during a game in progress, the offending player receives a Full Loss applied immediately, and the opponent of the offending player is issued a Full Win. If the offense occurs between games, apply the game loss to the offending player's next game. Their next opponent will be awarded a Full Win.
- Level 4 [Disqualification] – This penalty is reserved for the most serious offenses. A disqualified player is immediately dropped from the tournament in progress, dismissed from the tournament venue, and all prizes are forfeited. If the offense occurs during a game in progress, the disqualified player receives a Full Loss applied immediately, and the opponent of the disqualified player is issued a Full Win. Disqualifications must be reported to the tournament director's current Organized Play Coordinator as well as the Director of Organized Play. In addition to disqualification from the tournament in progress, the Department of Organized Play reserves the right to disqualify players from future events in circumstances involving repeat infractions.

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A. Procedural Errors

A1. Minor [Level 0]: A minor procedural error occurs when a player performs an unintentional, disruptive action at the tournament that does not seriously inhibit the event's progress. *Examples: A player leaves the tournament area prior to reporting their score to the tournament director. Or a player that presents their deck to the tournament director for a deck check without uniform card orientation.*

A2. Major [Level 1]: A major procedural error occurs when a player performs an unintentional, disruptive action at the tournament that inhibits the event's progress. *Example: A player spills a beverage on their game in progress, or otherwise damaged cards as to make them noticeably different from the other cards in their deck.*

A3. Severe [Level 2]: A severe procedural error occurs when a player performs an unintentional, extremely disruptive action at the tournament that severely inhibits the event's progress. *Examples: A player places an opponent's card in their deck after the completion of a round and discovers the error after the next round's games have begun. Or a player that is severely delinquent from the start of a round of play at a tournament in progress may also receive this penalty.*

B. Misconduct

B1. Minor [Level 1]: Minor misconduct is behavior that may be disruptive to a person at the tournament but does not hinder the operation of the tournament in any way. *Examples: Profanity or offensive speech, unreasonable demands made of the tournament director, or displaying offensive material.*

B2. Major [Level 2]: Major misconduct is behavior that is disruptive to a person or persons at the tournament (including the tournament director) but does not significantly hinder the operation of the tournament in any way. Major misconduct also does not involve any form of unwanted physical contact nor cause emotional distress. *Examples: Failing to follow a tournament director's instructions, demanding that a penalty be issued for an opponent, or wilfully observing other games in progress against the expressed wishes of the game's participants.*

B3. Severe [Level 3 – Level 4]: Severe misconduct is behavior that is disruptive to a person or persons at the tournament (including the tournament director) that significantly hinders the operation of the tournament. Major misconduct also may involve some form of unwanted physical contact and / or may cause emotional distress. When issuing this penalty, the tournament director must decide whether to allow the offending player(s) to continue in the event. In addition, any issuance of this penalty should be reported to The Continuing Committee's Department of Organized Play. *Examples: Coercion, excessive arguing with a tournament director after a ruling has been made, physically assaulting another player or the tournament director, or making threatening remarks towards another player or the tournament director.*

C. Contempt

C1. Deception [Level 4]: Deception is defined as any intentional subversion of any game rules, tournament guidelines, or procedural methods designed to give a player an advantage in a game. There must be sufficient evidence of the player's intent when issuing this penalty. *Examples: Using a false identity when registering for a tournament, misrepresentation of game results, false shuffles, any covert card manipulation (i.e. sleight of hand) that changes a card's position or orientation (or reveals its identity if hidden), or otherwise illegally gaining advance knowledge of game conditions.*

C2. Collusion [Level 4]: Collusion is defined as the collaboration (or attempted collaboration) of one or more players to subvert a game's natural result. There must be sufficient evidence of the collaboration when issuing this penalty. *Examples: Offering an opponent compensation to concede or play poorly in a game, reporting predetermined results of a game, or attempting to bribe the tournament director to change a round's pairings and / or a game's result.*

C3. Stalling [Level 2]: Stalling is defined as intentionally playing slowly or using repetitive game functions to take advantage of a round's time limit. Tournament directors must personally observe this behavior for at least 20 seconds before issuing this penalty. *Examples: Flying a ship back and forth between two missions, beaming personnel to and from a location repeatedly, closely examining familiar dilemmas, or an uncharacteristically lengthy decision about which personnel to include in a mission attempt.*

D. Deck Errors

D1. Illegal Deck [Level 2]: A player has an illegal deck when one of the following conditions is true:

- The deck contains an illegal number of cards
- The deck contains cards illegal in that format
- The deck contains cards that would make the deck illegal because it would violate a game rule (such as the three-card limit rule in *Second Edition*.)
- The contents do not match the deck list

Note that if a deck list is required, this penalty should only be enforced if penalty D2 (cited below) was not.

Examples: A deck that includes Data, Lucasian Chair in Second Edition when the deck list says it contains Data, Aspirer. Or a First Edition Traditional format deck that includes Q's Tent: Civil War. Or a dilemma pile in a standard format Second Edition tournament that includes four copies of The Weak Will Perish.

Following the discovery of an illegal deck, players must modify the contents of the deck and / or the dilemma pile to correct the error. These changes must be completed by the beginning of the next round. This penalty is waived if the player's previous opponent received an A3 penalty for retaining that player's cards.

D2. Illegal Deck list [Level 2]: This penalty only applies to tournaments in which deck lists are mandatory and periodic deck checks will occur. A player has an illegal deck list when one of the following conditions exists:

- The deck list contains an illegal number of cards
- The deck list contains cards illegal in that format
- The deck list contains cards that would make the deck illegal because it would violate a game rule (such as the 13-card maximum in a Q's Tent in *First Edition*.)
- The deck list's contents do not match the deck itself

Examples: A deck list that cites Data, Lucasian Chair in Second Edition when the deck itself contains Data, Aspirer; a Traditional format deck list that includes Q's Tent: Civil War in First Edition; or a dilemma pile that cites four copies of The Weak Will Perish in a standard format Second Edition tournament.

Following the discovery of an illegal deck list, players must modify the contents of the deck and / or the dilemma pile to match the deck list. These changes must be completed by the beginning of the next round.

D3. Non-Random Presentation [Level 0]: A player receives this penalty for failing to randomize their deck or dilemma pile before presenting those cards to their opponent for a cut. *Examples: After downloading a card, a player presents their deck for a cut without shuffling or otherwise randomizing the deck's contents beforehand.*

D4. Marked Cards [Level 1]: Cards or card sleeves that are not uniform in their face-down appearance are considered marked. If the marked cards all have a similar quality, this can be considered evidence towards a C1 penalty. *Examples: A player's old card sleeves are worn out so they no longer appear uniform. Or every ship card in a player's deck has a bent corner whereas no other cards show similar bent corners. Or a player's unsleeved non-foil cards lay flat while some foil cards have a slight curl.*

After issuing this penalty, the offending player must be able to modify their deck so that all cards have the same uniform face-down appearance. A player with unsleeved marked cards must be able to replace the marked cards with unmarked copies or sleeve the entire deck and / or dilemma pile, as needed.