Tournament Organisers Pack

Welcome to the Tournament Organisers Pack. In here you will find everything you need to run a Tournament, with or without Community Comp. Here are the key components you need for a successful tournament

1. A Player Pack

2. A Mission Pack

3. The Paperwork

4. After the Event

The Player Pack

The Community Comp team are here to help. We are not saying we have all the answers, or that there is only one way to run an event, on the contrary, variety is what keeps a scene alive. With that being said, we would like to assist with some of the areas that take a fair bit of time to get sorted.

A sample player pack that is pretty much ready to go can be found at the following link:

http://www.communitycomp.org/files/topack/SamplePlayerPack.doc

We have also included 2 actual player packs that have both used Community Comp in 2 different ways.

http://www.communitycomp.org/files/topack/Terracon2015PlayerPack.pdf

http://www.communitycomp.org/files/topack/VicMasters2014PlayerPack.pdf

Within the Sample Player Pack you will find everything you need to have in a Player Pack, the venue details, bank account details, Tournament Format, etc. There are some clearly marked areas in Yellow that are specifically designed for you to insert the appropriate details. Now this sample player pack is designed around a 'Standard' Community Comp Tournament. Now there isn't really such a thing, every event does it slightly differently. This has a schedule of 5 Games at 1850, and assigns the scores as per page 6 in the Sample Scoring System. Now you can decide your event doesn't want to have presentation, or that you want the exact opposite and the presentation to be worth 50% of battle rather than 25%. Completely up to you. All this is doing is providing you with a template, take out bits you don't want, edit things that don't suit your event, do whatever you like.

If you found that the sample player pack was missing something, drop us a line over at either the Facebook Page or the Community Comp Forum and let us know what we can put in there to assist TO's in the future.

The Mission Pack

Each tournament is different on how they wish to run Missions, and once again, the Community Comp Team are not trying to tell you how to run your events, but here is a link to a sample Mission Pack that a number of Community Comp events have used quite successfully.

http://www.communitycomp.org/files/topack/SampleMissionPack.doc

Now this Mission Pack is designed around a 3 Objective System, an Eternal War mission, a Maelstrom mission and a Kill Point mission, all in the one game. This format of missions have been used in a number of very 'competitive' events world-wide, and have produced a very balanced format. The real key about a mission pack is clarity. Try and put as much detail as you can, and think ahead of the various questions you may have come your way if you are going with a non-conventional Mission pack.

What really makes this format work is the Score Sheets. Make it as simple as possible for the players to fill out their score sheets and your life will be made a lot easier.

If nothing else, the first page of the Sample Mission Pack contains some clear and easy instructions on how to measure out your deployment zones in the Vanguard Strike Deployment Type, we strongly recommend at least putting that on your mission sheets.

The Paper Work

What makes or breaks a tournament is how prepared they are with their paper work. If the paper work is too hard to work out once the game is finished, players will make mistakes, especially if they are already running late getting their scores in.

So here you can find 2 sample spreadsheets that make for good score sheets:

http://www.communitycomp.org/files/topack/SampleBattleScoreCard.xls

http://www.communitycomp.org/files/topack/SampleSportsScoreCard.xls

The Battle Score Card is one sheet that the player has for the entire event. The reason this is so handy is after each round when you are entering the scores you can confirm that you have all their scores in correctly. Rather than wait till the end and realise that you got the winners mixed up in one of the rounds and their battle score is all wrong. This does add a little level of extra effort of handing the scoresheets back to the players after each round starts, but you have an entire round to do that ☺

It is designed around the SampleMissionPack and SamplePlayerPack, so if you have changed your missions from this then you can just use this as a potential guide for creating your own score cards.

The Sports Score Card is the same, it allows the user to enter the scores and keep that secret, but still easy to remember what you scored your previous players when it comes to picking your favourite player at the end of the event (assuming your tournament has this)

After the Event

After the event there are a few things that the team at Community Comp would love to hear from you about.

How Can We Improve?

So shoot us a line either via Facebook message or check out the contact page at www.communitycomp.org

1. We would love to hear how this TO Pack has helped you, or has not helped you. How can we improve on it?

2. How can the Community Comp document be improved? Did you see any armies that were unfairly comp'd as either too hard or too soft and we need to take a look at them specifically?

3. Anything else you can think of.

Please Send Us Some Data:

So something that we look at in trying to improve the Community Comp Document is the lists that are attending events. Now this is one of the tools we use to see if people are taking lists that are sliding under the radar and have combos that we haven't thought of. To help us this with this we really would love it if you get your players to submit their army list in the army list template that we provide on our Resources page on www.communitycomp.org. If this spreadsheet doesn't do what you want it to do, please let us know as part of the How Can We Improve section above and we will do our best to improve this for next time.

Let us know where to find the results. You can find a spreadsheet at the link below: Now in this spreadsheet the fields we want you to enter are in yellow. But if you don't have all the faction details we can live without these. There is a sample on the first tab of the kind of info we are after.

http://www.communitycomp.org/files/topack/TournamentUpload.xlsx