THE WPS CLUB CHALLENGE 2012 - 26th & 27th May 2012

VENUE: Maelstrom Games Ltd, Matlock Mill, Hamilton Way, Mansfield Nottinghamshire, NG18 5BU
CLOSING DATE FOR ENTRIES: 30/04/2012

WELCOME!!

The WPS Club Challenge is a team competition across various gaming systems designed to give clubs the chance to compete against each other in a positive environment.

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CLUB CHALLENGE OPEN PAINTING COMPETITION

The WPS are keen to promote good conduct, sportsmanship, army research and the presentation of player's forces. Most of these aspects are already present in our events. However at the Club Challenge we wish to recognise the time, effort and skills for painting and/or modelling, by increasing the profile of painting prizes available. Players spend a lot of money and time preparing their models and we want to actively encourage and support this effort.

We have been promoting an open Painting Competition at the Club Challenge for several years and continue to see a high standard in the entries. Hopefully this trend will continue at this year's event.

We would ask that players only enter figures that they have converted and painted themselves. Models can be from any game system and by any manufacturer. Models which have previously won an award at the WPS CC are not eligible for entry.

The rules for the Open Painting Competition are as follows:

1. Categories for the Competition:
   - Single figure (foot or mounted)
   - Squad or unit (must consist of 5 or more models)
   - Large model/monster/vehicle
   - Open (duels, dioramas or anything else etc.)

2. Entries should NOT be part of your normal force you plan to use that weekend. (as they cannot be in two places at once!)

3. There is a limit of one entry per competitor into any given category, but players are encouraged to enter as many of the four categories as they like.

4. Entries to the competition must be entered on Saturday, we will not be able to accept any entries on the Sunday

5. Judging will be conducted by a pre-selected experienced group of painters and hobbyists on the Saturday night.

6. Players will be able to collect their entries on the Sunday.

7. The winner in each category will be announced by the judges on Sunday during the awards presentation.

How to enter.

Entering is simple – just go to the painting completion table/entry area and speak to a member of the WPS team about entering (we should have an individual dedicated to accepting entries on the day). Players should make it known which painting categories they wish to enter and they will be given a ticket for each entry they make. Do not lose this ticket as you will need it to collect your entry again on the Sunday!

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THE CLUB CHALLENGE 2012
AT MAELSTROM GAMES

The 2012 Club Challenge will be held at Maelstrom Games 'Eye of the Storm' venue in Nottinghamshire. The WPS have endeavoured to keep the ticket price by low by only including the basics of entry to the event and your lunch on both days. Players will need to arrange their own additional requirements for the weekend as desired. Most players will need to organise a hotel or other accommodation, as well as sorting out their Saturday evening meal (which you can get at Maelstrom to make things easy). We would highly recommend staying on site as much as possible over the weekend, so you can fully enjoy the social side of the event. Maelstrom Games will be open on Friday for players who are around that day, so you are welcome to drop by.

Bar (8am-2am)
There is a bar available on site for the whole weekend that offers a selection of drinks and food.

Catering
Your ticket includes Saturday Lunch and Sunday Lunch in the price, as well as tea/coffee on arrival. These meals will be provided by the venue and served in the bar area. An announcement will be made on Saturday morning regarding where and when the food will be served.

You will need to organise your own Dinner for Saturday evening, though we would recommend eating on site at Maelstrom games. To book your evening meal with Maelstrom games please check their website at **http://events.maelstromgames.co.uk/punbb/ or follow updates on the WPS website or the Warhammer Forum, as we will update you as we know more.**

Accommodation
You will need to organise your own accommodation for the weekend. Some suggested local options are:

- Pine Lodge Hotel: http://www.pinelodge-hotel.co.uk/
- Travelodge Mansfield: http://www2.travelodge.co.uk/

Parking
There is free parking available on site, though the car park can get rather full so we strongly encourage you to car-share wherever possible.

Address Details
Maelstrom Games Ltd
Matlock Mill
Hamilton Way
Mansfield
Nottinghamshire
NG18 5BU

For Further information on Maelstrom Games, along with details of their facilities and information on the local services available, please check their events forum on: http://events.maelstromgames.co.uk/punbb/.

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WPS CLUB CHALLENGE 2012 RULES

VERSION: CC2012.01

OVERVIEW
The WPS' premier event, the Club Challenge is a competition across various gaming systems. The current holders of the WPS Club Challenge Shield are the **Dragon Slayers**.

VENUE DETAILS
Maelstrom Games Ltd, Matlock Mill, Hamilton Way, Mansfield, Nottinghamshire, NG18 5BU

CLUB SYSTEM TROPHIES
To encourage light hearted inter club rivalry, the WPS have Club Challenge System Trophies up for grabs for each games system for the club with the most averaged points in any one system.

Criteria for entry

- You need at least 2 club players to enter a system for your club to be eligible to win the Club Challenge System Trophy for any one system.
- The Winning Club is the one with the best averaged score for any given system.

Needless to say the current Club Challenge Shield is still there and available for that special club who does best overall.

SUMMARY OF MAIN RULES

General

1. Each club must enter at least 3 game systems to be eligible for the Club Challenge Shield.
2. For a club to take part they must have a minimum size of **7** club players. You are allowed to have more than 7 players; in fact the WPS positively encourage you to have more than 7 players; the more the merrier! If you do have more than 7 players then these club players MUST all play for the same club – there will be no "A", "B" or "C" splits allowed at the event. You know what we mean here so don't bend these rules here please! Clubs who cannot field 7 players will be helped on the day to find unaffiliated players or other clubs who do not have the full quota of club players.

Army List Submission

Many game systems require that you submit your army list in before the event by a deadline date. If this requirement is not met, you as a player will be penalised. Please read the tournament rules specific to your system to ensure that you have checked if your army list needs to be submitted. Please make sure that you make every effort to submit your army list in by the required date.

Please check the relevant rules set for your entered system to see if you need to submit an army list in by a specified dead line.

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Club Challenge Scoring System

1. There will be a 50pt split in each system available to club players. The points earned by each club player will be dependant on the final positioning of that player in each system. This final position will take in to account club player's game play scores, painting, sportsmanship and army composition where applicable. e.g. 1st position will get 50pts, 2nd position will get a percentage of 50pts based on the total number of players in that system and so on down to last place which receives 0 points.

2. EVERY club player's score will go towards the club score. This score will be worked out as an average of all the teams individual scores (as described above) based on the number of club players taking part.

Club Jokers

1. A total of 5 jokers will be available to play over the weekend, one for each round.

2. The 1st round joker is by default played on the club's Team captain.

3. No more than 1 joker may be played per round from Round 2 onwards. These jokers must be played "blind" before the round draw is put up.

4. You may not play a joker on the same club player more than once.

5. Should a club player win who has had a joker played on him/her win, then that player will earn 1pt (un-averaged) towards the final club score. This will NOT be averaged. Potentially there are 5 pts up for grabs here for each club and as these are NOT averaged, but added in to the team's total average at the end, they are quite important for determining a clubs final placing.

Grudge Games

1. There are no grudge games allowed at the Club Challenge.

Swapping Opponents/Playing Club Mates

1. You must not play an opponent that you have already played at the event. If you get drawn against an opponent that you have already played, then you should inform an umpire, organiser or player judge. They should then help you get an alternative opponent on a similar game score that you have not played before.

2. Unless it is completely unavoidable, club mates must not play each other at the event. If you get drawn against a club mate, then you should inform an umpire, organiser or player judge. They should then help you get an alternative opponent on a similar game score that you have not played before.

Responsibility of the Winning Club

1. Normally WPS events raise a fair amount of money for charity. We'd like the winning club to provide us details of their nominated charity to which we can donate a portion of the charity monies collected at the Club Challenge event. Last year a total of **£320** was raised by you all and this was donated to the Dragon Slayers nominated charity of **Cancer Research**.

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A Few Words of Wisdom!

- Remember the event is meant to be an enjoyable experience for you as a player, your fellow club mates and your opponents. Make the effort please to allow your opponent to enjoy the game against you.
- This is a game (of toy soldiers), please treat it as a such.
- If you have any queries, please contact Andrew Taylor or Steve Davie via the-wps.com
- Enjoy yourselves!