

## Competitor Information Packet

Hilton Waikoloa Village  
Waikoloa, Hawaii, U.S.A.

August 10<sup>th</sup> –12<sup>th</sup>, 2012

***Please print and bring this document with you to the World Championships as a reference.***

This document is intended for use as a reference while you are at the World Championships. It covers the basic schedule of the World Championships competition, explains special procedures and ceremonies that will take place, and details the responsibilities of players, parents, and spectators at the event. Please read this document completely, and bring it with you for reference.

If you have any questions before the event, please email Play! Pokemon at [PlayerCoordinator@pokemon.com](mailto:PlayerCoordinator@pokemon.com) prior to August 5<sup>th</sup>. Otherwise, see a POP representative on site.

### **Overall Schedule Information**

Please note that this is the expected schedule. These times are subject to change, though it is important that all proceedings be conducted in a timely fashion.

### **Main Event Schedule Information**

#### **Friday**

**Competitor Check-in**                      10:00 A.M.–1:00 P.M.                      *Location - Grand Promenade*

#### **Saturday**

**Late Competitor Check-in**                      8:00 A.M.                      *Location - Grand Promenade*

**Opening Ceremonies**                      9:00 A.M.                      *Location - Grand Ballroom*

**TCG Players' Meeting**                      9:30 A.M.–10:00 A.M.                      *Location - Grand Ballroom*

**VGC Players' Meeting**                      9:30 A.M.–10:00 A.M.                      *Location - Kona Ballroom*

***IMPORTANT NOTE:*** Players not seated for the players' meetings by 9:30 A.M. will be entered into the event with a first-round loss.

**Lunch:** Lunch break will take place around 1:00 P.M.

#### **End of Day:**

**TCG:** We anticipate the event will consist of seven rounds of Swiss play. and the top 32 players in each age division will participate in one round of Single Elimination, with the last round completing at approximately 8:00 P.M. The top 16 players in each age division will return on Sunday to finish the tournament.

**VGC:** We anticipate the event will consist of five rounds of Swiss, with the last round completing at approximately 4:00 P.M. The top 8 players in each age division will return on Sunday to finish the tournament.

#### **Sunday**

**TCG Competitor Check-in**                      8:30 A.M.–9:00 A.M.                      *Location - Grand Ballroom*

***IMPORTANT NOTE:*** *Players not checked in by the 9:00 A.M. check-in deadline will forfeit their match.*

**Video Game Competitor Check-in**                      9:30 A.M.–10:00 A.M.                      *Location - Kona Ballroom*

***IMPORTANT NOTE:*** *Players not checked in by the 10:00 A.M. check-in deadline will forfeit their match.*

**Closing Ceremony**

5:30 P.M.

*Location - Grand Ballroom*

**Other Scheduled Information**

**Friday**

**Guest Services Desk**

9:00 A.M.–6:00 P.M.

**Movie Theater/Gaming Room**

1:30 P.M. - 6:00 P.M.

**Saturday**

**Guest Services Desk**

8:00 A.M.–7:00 P.M.

**Movie Theater/Gaming Room**

10:00 A.M.–6:00 P.M.

**Creative Center**

10:00 A.M.–6:00 P.M.

**Side Tournaments**

10:00 A.M.–7:00 P.M.

**League**

10:30 A.M.–7:00 P.M.

**Retail**

9:00 A.M.–6:00 P.M.

**Sunday**

**Guest Services Desk**

8:00 A.M.–5:00 P.M.

**Prerelease Tournaments**

9:00 A.M.–4:30 P.M.

**Movie Theater/Gaming Room**

10:00 A.M.–5:00 P.M.

**Creative Center**

9:00 A.M.–4:00 P.M.

**Side Tournaments**

9:00 A.M.–4:30 P.M.

**League**

9:00 A.M.–4:30 P.M.

**Retail**

9:00 A.M.–4:30 P.M.

Immediately following the closing ceremony, top 4 players will need to fill out winner paperwork and be available for photographs. This process should not take longer than one hour total.

**Event Check-in**

Wednesday and Thursday are travel days, so the Guest Services desk will not be open. Competitors will need to check in on Friday between 10:00 A.M. and 1:00 P.M. Several Pokémon Organized Play representatives will be on-hand to assist with check-in, and the check-in process will be brief.

**Late Check-in**

TCG players who arrive after the scheduled Friday check-in time may check-in Saturday morning at 8 A.M. We require that you notify us of this in writing at [playercoordinator@pokemon.com](mailto:playercoordinator@pokemon.com) before Friday, July 30<sup>th</sup>, so we can guarantee your slot in the Championships. TCG players who are not checked in and seated for the players' meeting by 9:30 A.M. risk losing their seats in the Main Event.

VGC players who arrive after the scheduled Friday check-in time may check-in Saturday morning at 8 A.M. VGC players who are not checked in and seated for the players' meeting by 9:30 A.M. risk losing their seats in the Main Event.

**Location of Check-in**

Event check-in will take place at the registration counter. On Friday this will be located on the Grand Promenade (Lower Lobby) of the hotel directly in front of the Grand Ballroom. Players needing to register Friday morning can do so at the guest services desk on the Grand Promenade. Players are encouraged to check in for the World Championships as soon as is convenient to ensure that registration is quick and efficient for everyone.

**Trading Card World Championships Specific Information**

**TCG Deck Registration**

Deck Registration takes place during the players' meeting between 9:30 A.M. and 10:00 A.M. Players are to have their completed, legal, and legible deck lists with them when they are seated for the players' meeting.

### **TCG Players' Meeting Process**

A complete alphabetical player roster will be posted for each age division outside the main event hall on Friday evening after the completion of the Last Chance Qualifier. Each player will notice a table number listed to the left of their name. This is your seat for the players' meeting. When you are seated for the players' meeting, make sure you have your complete, legible and legal deck list with you. Staff will collect deck lists during the players' meeting. Deck contents and deck lists are a player's responsibility, and all decks will receive a cursory check for legality and any issues found will result in issuance of appropriate penalties as outlined in the Play! Pokemon Penalty Guidelines.

### **What Pokémon TCG Sets Will Be Legal for Worlds?**

The 2012 **Pokémon** TCG World Championships will use the Modified format. As of July 1<sup>st</sup>, 2012, the Modified format will contain the following sets:

*HeartGold & SoulSilver*  
*HS: Unleashed*  
*HS: Undaunted*  
*HS: Triumphant*  
*Call of Legends*  
*Black and White*  
*Black and White-Emerging Powers*  
*Black and White-Noble Victories*  
*Black and White-Next Destinies*  
*Black and White-Dark Explorers*  
*HS Trainer Kit*  
*Black and White Trainer Kit*  
*Black Star Promo Cards numbered HGSS01 and higher and Black Star Promo Cards numbered BW01 and higher.*  
*McDonalds Collection*

### **Foreign-Language TCG Card Usage**

Competitors and spectators from over 25 countries will be attending the World Championships. Because the majority of the players and judging staff speak English, we encourage you to use English-language cards whenever possible.

The following procedures at the World Championships will make communicating card effects in all languages as easy as possible.

- Players are restricted on which language cards they can use based on the country they hold citizenship in. See the Pokémon Tournament Rules to see which languages are considered local and which are considered foreign in your country or region.
- If any player can effectively play with English-language versions of the Pokémon TCG cards in his or her deck and has access to those cards, Pokémon Organized Play strongly encourages that player to use the English-language cards if at all possible.
- Players are reminded that judges and translators will be on-hand if any player has questions about how a given card is to be played. It is perfectly acceptable to call on a judge to ensure that a complex card is played correctly.
- Players with non-English-language cards in their decks will have access to the **Pokémon** TCG Card-Dex. We strongly encourage you to download this document from the website before the event, as it will aid greatly in keeping rulings timely.
  - The Pokémon TCG Card-Dex serves as the official text reference for any foreign-language cards used at the event.
  - There are NO images of the cards in the Card-Dex.

- Judges will have access to full-image cards with text where necessary.
- The Pokémon TCG Card-Dex may NOT be modified. A player MAY choose to bring only those pages from the Card-Dex that apply to the cards that player is using; however, any modification to the file is prohibited.

## **Video Game World Championships Specific Information**

### **Video Game Players Meeting Process**

A complete alphabetical player roster will be posted for each age division outside the main event hall on Friday evening after check in has completed. Each player will notice a table number listed to the left of their name. This is your position for the players' meeting.

When arriving Saturday morning, you will be expected to arrive with your team and held items in your Battle Box. Prior to taking your assigned seat, you will be required to check in at the VGC event stage, where the tournament regulations will be loaded onto your game card. Once you've received the regulations you will be directed to your seat to await the players' meeting.

The staff will cover the event operation during the players' meeting and answer any questions you have. Game play will begin once all players have received the regulations and the players' meeting is complete.

### **What Pokémon Video Games Will Be Legal for Worlds?**

The Pokémon Video Game World Championships will be played exclusively on *Pokémon Black Version* and *Pokémon White Version*.

## **Main Event Details**

### **Opening Ceremony**

The Opening Ceremonies will take place prior to the players' meetings, and the start of play. All players are expected to be checked in, registered, and in the Grand Ballroom at 9:00 A.M. A roster of players in each age division will be posted, at which time all players should verify that they appear in the correct age division and that all of their information appears correctly. After players verify that their information is correct, they should take a seat in their assigned seat for the Opening Ceremonies.

Once the Opening Ceremonies have completed, a players' meeting will occur at 9:30 A.M. for all Worlds competitors in the Grand Ballroom which will cover information specific to the event, and any open questions that players may have. Deck lists for TCG players will be collected at this time. Tournament regulations will be distributed to VGC players' game cards at this time. Players will need to be seated in their assigned seat for the players' meeting.

The players' meetings will conclude by 10:00 A.M. After the conclusion of the players' meeting, first round pairings will be posted. Players should check their pairings, and take their seat for their first round match.

### **Play Begins**

#### **TCG Play**

Play is expected to begin around 10:00 A.M. Rounds will be 30- minutes plus 3 turns in length with brief pauses between rounds for match records and pairings to be posted.

TCG play on Saturday will consist of 7 to 8 single game rounds of Swiss, depending upon the attendance level of each age division. Further, each age division will be separated into its own "pod." Players will only play other players from the same age division.

### **Video Game Play**

Play is expected to begin around 10:00 A.M. Each round will be played as a best 2-games-out-of-3 and will have a 15-minute time limit per game. Rounds will be approximately 45 minutes in length with brief pauses between rounds for match records and pairings to be posted.

VGC play on Saturday will consist of 4 to 5 rounds of Swiss, depending upon the attendance level of each age division. Further, each age division will be separated into its own “pod.” Players will only play other players from the same age division.

### **Lunch Break**

A lunch break will begin at approximately 1:00 P.M. An announcement will be made at the beginning of the round prior to the lunch break. Players will have 1 hour and 45 minutes after that round ends to eat lunch and return to the tournament area.

All competitors, parents, and spectators will be asked to leave the tournament area during the lunch break; further, Pokémon Organized Play staff may not be on-hand during this break.

Players are expected to return promptly at the end of the lunch break. The exact return time will be announced prior to the break—any players absent for the beginning of their next match in the round following the lunch break will be subject to the standard Tournament Rules regarding tardiness penalties.

### **End of Day 1**

#### **TCG**

After the final round of Swiss play, the Swiss standings will be posted. Players will have 10 minutes to verify that their results are correct before the standings are considered final. After the results have been verified, the top 32 TCG players from each age division will be paired and the round of 32 will be played. This round will be played as a best 2-games-out-of-3 and will have a 60-minute plus 3 turn time limit. All rounds from this point forward will be single-elimination; a match loss in these rounds will result in elimination from the World Championships. At the end of the round of 32, decks will be collected for deck checks and held overnight. The top 16 players will return on Sunday to play in the remaining single-elimination rounds.

#### **VGC**

After the final round of Swiss Play, the final Swiss standings will be posted. Players will have 10 minutes to verify that their results are correct before the standings are considered final. The top 8 VGC players from each age division will return on Sunday to play in the final rounds. Game cards will be collected from the top 8 players and will be kept by the tournament staff until game play continues on Sunday. All rounds from this point forward will be single-elimination; a match loss in these rounds will result in elimination from the World Championships.

### **Start of Day 2—Single-Elimination Rounds**

#### **TCG**

TCG play on Sunday is expected to begin at 9:00 A.M. Players are expected to be in the tournament area and ready for play at 8:30 A.M.

The TCG single-elimination matches will be played as best 2-games-out-of-3 and will have a 60-minute plus 3 turn time limit

#### **VGC**

VGC play on Sunday is expected to begin at 10:00 A.M. Players are expected to be in the tournament area and ready for play at 9:30 A.M. The quarter-final and semi-final matches will occur in the morning. The finals matches will be played in the Grand Ballroom at approximately 3:30 P.M., after the TCG finals are complete.

The VGC single-elimination matches will be played as best 2-games-out-of-3 and each game will have a 15-minute time limit.

### **Lunch (Time Permitting)**

Sunday's lunch break will occur after the TCG top 4 matches are completed.

### **End of Day 2**

The final single-elimination matches are expected to be completed around 4:30 P.M.

### **Closing Ceremony**

At 5:30 P.M. an awards ceremony will take place to honor the winners of the World Championships and to congratulate all players on their hard work and participation.

### **Abide by Rules**

All players and spectators are expected to follow the general and specific rules of Pokémon Organized Play events, including any special rules for this event or the premises.

### **Tournament Rules**

Players are expected to be familiar with the Play! Pokémon Tournament Rules and to understand the need for the Tournament Rules to be followed by all participants in an event.

### **Event Rules**

Players are expected to be familiar with the special rules as described by this document and any Pokémon Organized Play representative.

### **Site Rules**

Players are expected to abide by any special rules designated by the Hilton Waikoloa Village as announced in the hotel and at the event.

### **Approved Retail**

There will be Pokémon products and accessories available for purchase from an official vendor on-site. No other on-site sales are permitted without prior permission from The Pokémon Company International. Attendees caught selling items without prior permission from The Pokémon Company International may be escorted from the area, and will not be permitted to re-enter for the duration of the Pokémon World Championships. Additional penalties including but not limited to suspension from the PLAY! Pokémon program may also result from such behavior.

### **Player Responsibilities**

Players have several duties involved in attending the World Championships, the first and foremost of which is to have fun. The event rules are to be followed by all players in the World Championships Main Event or any side events.

### **Terms of Participation**

Participants in the World Championships agree to abide by, cooperate with, and uphold the Pokémon TCG and VGC game rules, the Pokémon Organized Play Tournament Rules, and the Spirit of the Game while attending the Pokémon World Championships.

### **Conduct and Good Sportsmanship**

In accordance with the Pokémon Organized Play Tournament Rules and the Spirit of the Game, all attendees are expected to exhibit good sportsmanship, respect, and friendship toward all other competitors, spectators, and Pokémon Organized Play staff for the duration of the event weekend.

### **Unsporting Conduct**

Unsporting conduct by players, parents, or spectators is not tolerated at any time. Players may be disqualified from the event for unsporting conduct. Players may also be disqualified for unsporting conduct on the part of a family member or other related spectator if no other resolution can be found.

## **Attire**

Players are to be dressed for the occasion. Shoes or sandals and shirts are to be worn at all times in the tournament area. The Pokémon Company International, reserves the right to determine what apparel or attire is appropriate at the event.

## **Badge**

Players must keep their event badges with them during event hours, and each player's badge should be worn such that it is easily visible.

## **Food and Beverages**

To do their best, players need to remain hydrated and well nourished during the days of competition. However, food and drinks can pose a threat to valuable cards and gaming materials, so we have established some rules governing the presence of food and drinks in the tournament area.

Food of any sort is not allowed in the tournament area. Any snacks, candy, or meals should be consumed outside of the tournament area in between rounds.

Screw-top bottles of water or other beverages will be allowed in the tournament area, provided that they are sealed at all times when not being actively consumed.

Drinks are not to be kept on the tables or playing area at any time, as condensation and water drops can harm cards and video game systems. All bottles should be kept on the floor near or under the player's seat, with caps secured at all times to avoid spills.

If you or a family member has any special needs concerning food and drinks, please see a Pokémon Organized Play staff member.

## **Restrooms**

Restrooms are available just outside the tournament area for ease of access. Additional restrooms are available throughout the property.

Players are expected to use these facilities in between rounds and to be mindful of the tournament timing when doing so. If special circumstances arise, please notify a judge or other staff member that you are leaving the tournament and attempt to be as brief as possible.

## **Cell Phones**

Players are asked to silence or turn off all cell phones in the tournament area. If you need to make or take a call, please do so outside the tournament area. Please do not take any calls during a round—doing so will result in a penalty.

## **TCG Reporting Procedures**

### **Match Reporting**

Due to the size and importance of the World Championships Main Event, this event will have special match-reporting procedures. Please read these carefully and be familiar with them before the tournament begins.

### **How to Report a TCG match Result**

Shortly after the beginning of a round, tournament staff members will drop match table slips on each table. These have both the table number and player names for that table printed on them. Please make sure that you are at the right table and that the correct match slip is left at your table.

At the end of each match, both players should raise their hands until a score runner or judge arrives. The judge or score runner will fill in the result of your match and ask you to initial the slip to verify the result is correct. Both players must initial the result slip. The judge or score runner will then take your match-slip to the scorekeeping area for entry.

Standings will be posted at the end of the Swiss rounds. All players are expected to review their match records from the Pairings lists that are posted at the beginning of each round and/or on the match table slips. Any corrections must be called to the attention of the staff PRIOR to the start of that round.

***All players are expected to review their match history for accuracy. All errors need to be brought to the attention of a judge immediately and prior to the pairing of the next round.***

Players are responsible for verifying accurate reporting by checking their standings and match history every round. Errors in reporting may be correctable if they are reported before the pairings of the following round of play. Once the next round begins, errors may be irreversible.

### **TCG Deck Checks**

To ensure fairness and consistency of decks at the World Championships, players will undergo regular deck checks. To assist with these checks, players will be required to hand in a completed decklist. Final decklists are due on Saturday morning during event registration.

For your convenience, a decklist will be available as a PDF on the POP website that you can print and fill out in advance of the event. These decklists will be handed off to POP staff members, who will check that decklists appear accurate and correct.

***Please take note that decklist accuracy and deck accuracy are the responsibility of the player. Per the Tournament Rules, decks may not be changed during the course of the event. Random deck checks will take place throughout the event to ensure the integrity of the event.***

## **Video Game Reporting Procedures**

### **How to Report a Video Game Match**

Shortly after the beginning of a round, tournament staff members will drop match table slips on each table. These have both the table number and player names for that table printed on them. Please make sure that you are at the right table and that the correct match slip is left at your table.

At the end of each match, both players should raise their hands until a score runner or judge arrives. The judge or score runner will fill in the result of your match and ask you to initial the slip to verify the result is correct. Both players must initial the result slip. The judge or score runner will then take your match-slip to the scorekeeping area for entry.

Standings will be posted at the end of the Swiss rounds. All players are expected to review their match records from the Pairings lists that are posted at the beginning of each round and/or on the match table slips. Any corrections must be called to the attention of the staff PRIOR to the start of that round.

***All players are expected to review their match history for accuracy. All errors need to be brought to the attention of a judge immediately and prior to the pairing of the next round.***

Players are responsible for verifying accurate reporting by checking their standings and match history every round. Errors in reporting may be correctable if they are reported before the pairings of the following round of play. Once the next round begins, errors may be irreversible.

### **Game Card Checks**

Receiving the tournament regulations locks a player's Battle Box, preventing players from modifying their teams. Pokémon and held items cannot be changed once a player has received the tournament regulations. To ensure fairness and consistency of teams at the World Championships, players will undergo regular checks of the Pokémon and held items in their Battle Box. Players found to have Pokémon or items that have been modified will be disqualified from the tournament without exception.

## **Parent and Guardian Responsibilities**

Parents and guardians also have a range of duties, including having fun! Additional responsibilities are listed below. Parents and guardians are asked to be familiar with what is expected of them during the World Championships and at other times throughout the weekend.

### **Your Children Are Your Responsibility**

Pokémon Organized Play, The Pokémon Company International and the Hilton Waikoloa Village Front take no responsibility for the individual players and spectators at the event. While we have done everything possible to make this event fun, safe, and friendly for all, a child's parents and guardians are still ultimately responsible for the child's whereabouts, actions, and safety.

### **Coaching/Commentary**

Player skill and knowledge are important when playing in Pokémon Organized Play Premier events. As in any other Pokémon Organized Play event, it is forbidden for any spectator, including a player's parents or guardians, to offer instruction or advice during a match about the game being played. If POP staff feels that significant advantage has been given to a player due to coaching or commentary, penalties can be assessed to that player, up to and including disqualification from the event. Players, parents, and guardians are free to discuss a game after it has concluded and the results reported.

### **Distractions**

To maintain the concentration necessary to perform well in the game, players should avoid distractions at all times. Parents and guardians are asked to delay any conversations or other distractions until after the conclusion of the player's current tournament match.

### **Meet-Up Areas**

Parents and guardians are advised to set a meet-up location in advance with your children where you can all gather if you are separated. Preferably, this meet-up area should not be around the judging or registration tables needed to run the tournaments. Restrooms, water fountains, and banners make good landmarks for meet-up areas.

### **Match Times**

Parents and guardians are asked to be available to their children playing in the World Championships between rounds. Pokémon Organized Play is not responsible for watching your child if you leave the tournament area.

### **Lunch**

During the lunch breaks, all World Championships staff may be leaving the tournament area, and players will not be allowed to linger. Parents and guardians are advised to meet up with their children for the lunch breaks and to assist their children in returning to the tournament area on time, especially after lunch.

### **Cell Phones**

Parents, guardians, and all other spectators are asked to mute or turn off all cell phones in the tournament area. If you need to make or take a call, please do so outside the tournament area.

### **Lost and Found**

The Guest Services desk will maintain a Lost and Found for the duration of the event. If you find something, please turn it in to the Guest Services desk. If you lose something, please check this desk first. Anything not claimed by Sunday, August 14<sup>th</sup>, at 6:00 P.M., will be donated to a local charity.