

**OKLAHOMA OPEN AND
BOTH DOWN PODCAST PRESENT:**

**BLACKBELT DURINGOLD
CHAMPIONSHIP SERIES**



TOURNAMENT RULES PACK

BLACKPELT OPEN (SATURDAY EVENT)

Nov 14th, 2026

Hilton Garden Inn Edmond / Oklahoma City North

2833 Conference Drive, Edmond, OK 73034-7197
USA

Cost

The event itself is \$50 for the weekend, <https://oklaopen.com/#>

Saturday Tournament Schedule

09:15 Registration Starts
09:45 Registration Ends
10:00 Round 1 begins
12:15 Round 1 ends
12:20 Lunch
01:15 Lunch Ends
01:30 Round 2 begins
03:45 Round 2 ends
04:00 Round 3 begins
06:15 Round 3 ends
06:30 Results & Awards

What You Should Bring

- Your Painted Blood Bowl Team plus Three Copies of your Team Roster
- Your Dice (Including Block Dice) Dice 6's will be provided whether custom or simple dice
- Blood Bowl Field/Dugouts/Templates

Tournament Rules

Please send a copy of your roster to bdrosters@gmail.com

We will abide by the latest guidelines for NAF tournaments. The event will also follow Games Workshop's FAQ. Any new team rosters published by Games Workshop before September 30th, 2026 will be eligible for use.

The sharing of dice is encouraged and is mandatory if requested by one of the coaches at any point in the game. Establishing dice etiquette before the game starts is encouraged. Clarify your respective interpretation of acceptably rolled dice before any rolls are made.

General Rules

- Each match will roll their own weather.
- The standard Kick Off Chart will be used
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- No overtime will be played.
- We will be strictly enforcing a two hour and fifteen minute time limit.

- Once Time has been called, coaches will continue until both coaches have played equal turns.

Team Building Rules

Team Budget - Teams will receive 1,100,000 gold pieces to purchase their team roster.

Skill Points - Each team will receive six skill points that can be used to add skills to their rostered players. Players may give a Primary Skill for the cost of 1 skill point or a Secondary Skill for the cost of 2 skill points. Players may only be given a maximum of 1 additional skill.

Elite Skills – Only 4 total ‘Elite Skills’ may be added to a team. These ‘Elite Skills’ are Block, Dodge, Guard, & Mighty Blow. (Example, you may add 2 Block, 1 Guard, and 1 Dodge)

Tiers - For this event teams will be split into three tiers as follows

Tier 1: Amazons, Dark Elves, High Elf, Lizardmen, Necromantic Horror, Old World Alliance, Orc, Shambling Undead, Skaven, Wood Elves

Tier 2: Chaos Dwarves, Dwarves, Elven Union, Humans, Imperial Nobility, Norse, Nurgle, Tomb Kings, Underworld Denizens, Vampire

Tier 3: Bretonians, Black Orcs, Chaos Chosen, Chaos Renegades, Gnomes*, Goblins*, Halflings*, Khorne, Ogres*, Snotlings*

Tier 2 teams may use their skill points to select an additional ‘Elite Skill’ up to a maximum of 5.

Tier 3 teams may use their skill points to select two additional ‘Elite Skills’ up to a maximum of 6.

* denotes teams eligible for Stunty Cup

LIST OF ELIGIBLE INDUCEMENTS

Teams may also spend from their treasury to purchase any of the following inducements:

- Blitzzer’s Best keg
 - Bribes
 - Master Chef
 - Riotous rookies
 - Team Mascot (Must have an appropriate Team Mascot Model)
 - Star Players (If a star player is added to a team they will forfeit one skill point and will be able to take 1 less maximum elite skill)
 - Mega Star Players (If a star player is added to a team they will forfeit 2 skill points and will be able to take 2 less maximum elite skill. If a team takes a Mega Star Player, they cannot take any other star players)
- (You must purchase 11 players before hiring a star player. If you and your opponent have hired the same star player for the match, that player will not play for either team.)

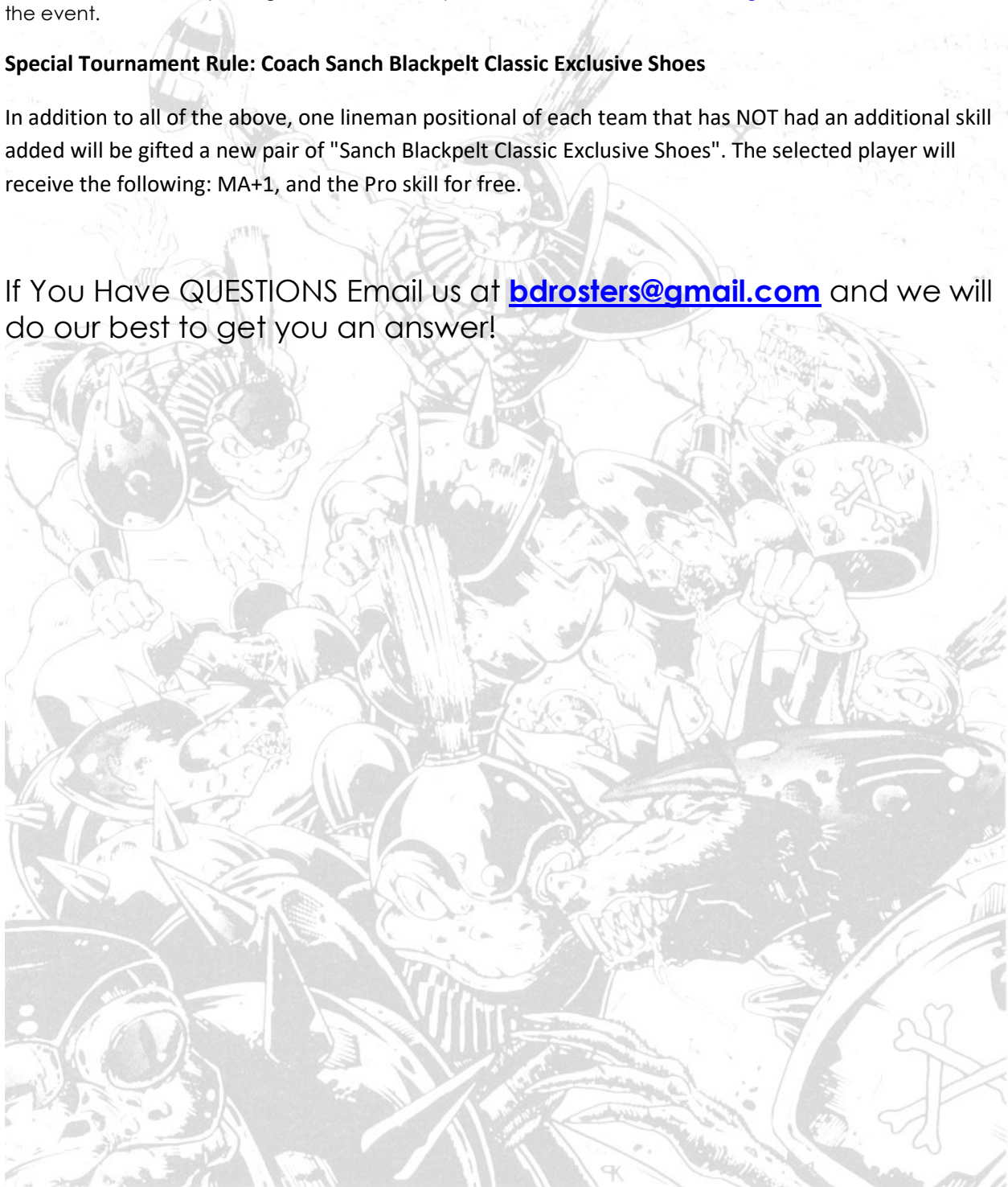
Scoring and Awards (See last two pages of this Document)

Coaches that wish to pre-register must send copies of their rosters to bdrosters@gmail.com in advance of the event.

Special Tournament Rule: Coach Sanch Blackpelt Classic Exclusive Shoes

In addition to all of the above, one lineman positional of each team that has NOT had an additional skill added will be gifted a new pair of "Sanch Blackpelt Classic Exclusive Shoes". The selected player will receive the following: MA+1, and the Pro skill for free.

If You Have QUESTIONS Email us at bdrosters@gmail.com and we will do our best to get you an answer!



DURINSGOLD CLASSIC (SUNDAY EVENT)

Nov 15th, 2026

Hilton Garden Inn Edmond / Oklahoma City North

2833 Conference Drive, Edmond, OK 73034-7197 USA

Cost

The event itself is \$50 for the weekend, <https://oklaopen.com/#>

Sunday Tournament Schedule

09:15 Registration Starts
09:45 Registration Ends
10:00 Round 1 begins
12:15 Round 1 ends
12:20 Lunch
01:15 Lunch Ends
01:30 Round 2 begins
03:45 Round 2 ends
04:00 Round 3 begins
06:15 Round 3 ends
06:30 Results & Awards

What You Should Bring

- Your Painted Blood Bowl Team plus Three Copies of your Team Roster
- Your Dice (Including Block Dice) Dice 6's will be provided whether custom or simple dice
- Blood Bowl Field/Dugouts/Templates

Tournament Rules

Please send a copy of your roster to bdrosters@gmail.com

We will abide by the latest guidelines for NAF tournaments. The event will also follow Games Workshop's FAQ. Any new team rosters published by Games Workshop before September 30th, 2026 will be eligible for use.

The sharing of dice is encouraged and is mandatory if requested by one of the coaches at any point in the game. Establishing dice etiquette before the game starts is encouraged. Clarify your respective interpretation of acceptably rolled dice before any rolls are made.

General Rules

- Each match will roll their own weather.
- The standard Kick Off Chart will be used
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two hour and fifteen minute time limit.
- Once Time has been called, coaches will continue until both coaches have played equal turns.

Team Building Rules

Team Budget - Teams will receive 1,100,000 gold pieces to purchase their team roster.

Skill Points - Each team will receive six skill points that can be used to add skills to their rostered players. Players may give a Primary Skill for the cost of 1 skill point or a Secondary Skill for the cost of 2 skill points. Players may only be given a maximum of 1 additional skill.

Elite Skills – Only 4 total ‘Elite Skills’ may be added to a team. These ‘Elite Skills’ are Block, Dodge, Guard, & Mighty Blow. (Example, you may add 2 Block, 1 Guard, and 1 Dodge)

Tiers - For this event teams will be split into three tiers as follows:

Tier 1: Amazons, Dark Elves, High Elf, Lizardmen, Necromantic Horror, Old World Alliance, Orc, Shambling Undead, Skaven, Wood Elves

Tier 2: Chaos Dwarves, Dwarves, Elven Union, Humans, Imperial Nobility, Norse, Nurgle, Tomb Kings, Underworld Denizens, Vampire

Tier 3: Bretonians, Black Orcs, Chaos Chosen, Chaos Renegades, Gnomes*, Goblins*, Halflings*, Khorne, Ogres*, Snotlings*

Tier 2 teams may use their skill points to select an additional ‘Elite Skill’ up to a maximum of 5.

Tier 3 teams may use their skill points to select two additional ‘Elite Skills’ up to a maximum of 6.

* denotes teams eligible for Stunty Cup

LIST OF ELIGIBLE INDUCEMENTS

Teams may also spend from their treasury to purchase any of the following inducements:

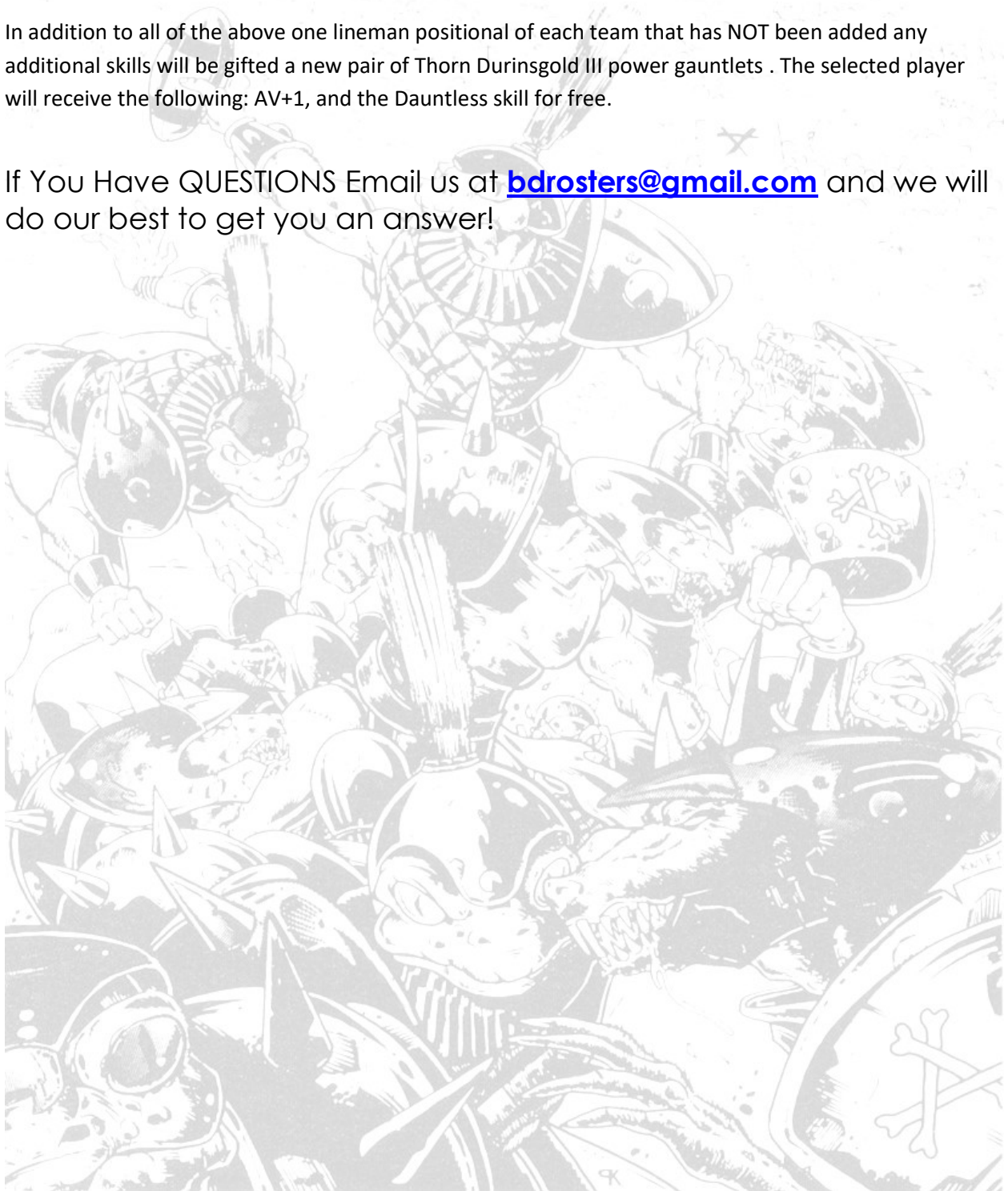
- Blitzzer’s Best keg
 - Bribes
 - Master Chef
 - Riotous rookies
 - Team Mascot (Must have an appropriate Team Mascot Model)
 - Star Players (If a star player is added to a team they will forfeit one skill point and will be able to take 1 less maximum elite skill)
 - Mega Star Players (If a star player is added to a team they will forfeit 2 skill points and will be able to take 2 less maximum elite skill. If a team takes a Mega Star Player, they cannot take any other star players)
- (You must purchase 11 players before hiring a star player. If you and your opponent have hired the same star player for the match, that player will not play for either team.)

Scoring and Awards (See last two pages of this Document)

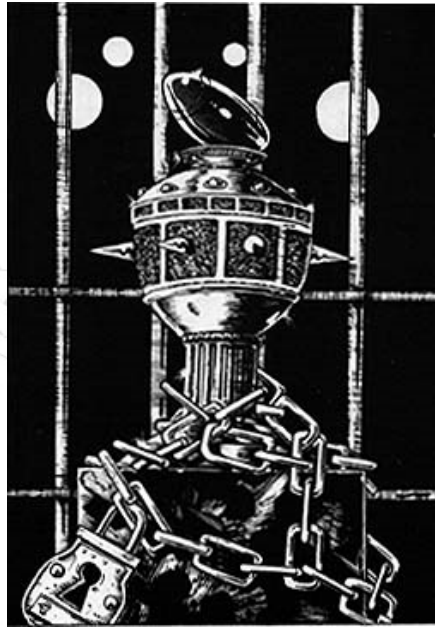
Special Tournament Rule: Coach Thorn Durinsgold III Power Gauntlets.

In addition to all of the above one lineman positional of each team that has NOT been added any additional skills will be gifted a new pair of Thorn Durinsgold III power gauntlets . The selected player will receive the following: AV+1, and the Dauntless skill for free.

If You Have QUESTIONS Email us at bdrosters@gmail.com and we will do our best to get you an answer!



Scoring and Awards for both events and overall Events are listed below.



Please note: Both events are separate events and there will be awards for both days. There will be additional Overall Awards for those that play both days. You can play different teams and still be eligible for Overall Awards. You will not be eligible for Overall Awards unless you play both days

Scoring

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points
- Keeping it Close (Lose by 1 TD): 2 Points
- Out Injure Opponent by 1: 2 Points (Only Injuries that Would Generate SPP will Count)
- Out Injure Opponent by 2 or more: 5 Points (Only Injuries that Would Generate SPP will Count)
- Clear Pitch (only once per match): +5 points
- Out Score Opponent by 2: 2 Points
- Out Score Opponent by 3 or more: 5 Points
- Finish On Time: 3 Points

Awards for Each Tournament

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

- 1st Place (Most Total Points)
- 2nd Place (2nd Most Total Points)
- 3rd Place (Best Sportsmanship)
- Most TD (Highest Total touchdowns)
- Most CAS (Highest Total Casualties)
- MVP (Best Sportsman)
- Best Defense (Least TDs Allowed)
- Stunty Cup (Highest rank stunty team outside 1st, 2nd or 3rd)
- Wooden Spoon (lowest ranked player)

Tie Breakers (If needed)

For determining the final standing and crowning the Champion the following tiebreaker order will be used:

1. Coach Points
2. Opponents Total Points
3. Sent in Team Roster in Advance of the Tournament
4. Best Team Name & Theme (as determined by the tournament organizer)
5. Net Touchdowns
6. Net Casualties
7. Triple Skulls Match to determine the event Champion

Overall Awards for the BDCS (Blackpelt Durinsgold Championship Series)

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

- 1st Place (Most Total Points for weekend)
- 2nd Place (2nd Most Total Points for weekend)
- 3rd Place (3rd Most Total Points for weekend)
- Most TD (Highest Total touchdowns for weekend)
- Most CAS (Highest Total Casualties for weekend)
- Best Defense (Least TDs Allowed for weekend)
- Stunty Cup (Highest rank stunty team outside 1st, 2nd or 3rd for weekend)

Coaches that wish to pre-register must send copies of their rosters to bdrosters@gmail.com in advance of the event.

If You Have QUESTIONS Email us at bdrosters@gmail.com and we will do our best to get you an answer!

