HackMaster Association Tournament Policy
version 2.5

100 Administration

110 Purpose

The purpose of the HMA Tournament Policy is to maintain an environment in which HackMaster players can gather in the spirit of fun and competition without putting such restrictions on that environment that it becomes stifled.

120 Contact Information

The headquarters of the HackMaster Association is located at:

Kenzer and Company
511 W. Greenwood Ave
Waukegan, IL 60087

phone: 1-847-662-6600
fax: 1-847-680-8950

e-mail for general inquiries: hma@kenzerco.com
e-mail for tournament submissions and requests: hmatournaments@kenzerco.com (see Section 400, Tournament Submissions)

130 Eligibility

131 Employees/Interns

Employees, interns and immediate family of employees and interns of Kenzer and Company are not eligible to play in National or Wurld level tournaments. Former employees and interns of Kenzer and Company are not eligible to play in National or Wurld level tournaments for 180 days past their last date of employment or internship.

133 Persons Exposed to Tournament Scenarios

Any person who has been exposed to a scenario at any time is not eligible to play in that scenario at a sanctioned HMA tournament. Examples include, but are not limited to, players who played that scenario in a previous event, collaborators with scenario authors, and playtesters.

140 Compliance

141 Tournament Organizer Responsibilities

Tournament organizers are responsible for securing a suitable venue for the tournament, advertising the tournament if applicable, charging an entry fee, distributing prizes, recruiting HMGMA sanctioned GMs, and reporting results back to HMA HQ. The tournament organizer may be the same person as the Head GM, a GM, or even just an HMPA member.

142 Head GM Responsibilities

One GM will be designated as the Head GM of the tournament. The Head GM is the *final arbiter* of any rules disputes or tournament procedural disputes that occur at the tournament. The Head GM's ruling is always final and binding. The Head GM is also responsible for distributing and safeguarding the scenario. The Head GM may also act as a table GM, a backup GM, or in large tournaments may choose not to run any tables.

143 GM Responsibilities

In order to run a table at a sanctioned HMA tournament, a GM must be a member in good standing with the HackMaster GameMaster Association. GMs are expected to be familiar with the rules of the HackMaster roleplaying game, with this tournament policy and with any scenarios they are judging at the tournament. Table GMs are responsible for having access to any necessary reference material during the course of the tournament. They are expected to treat fellow staff members and players with respect and courtesy.

144 Player Responsibilities

In order to play a home character in a sanctioned HackMaster Association tournament, players must be members in good standing within the HMA. Players are responsible for knowing the rules of HackMaster as they pertain to them. It is highly recommended that all players have a copy of the *HackMaster Player's Handbook* available during play, although they may never reference any non-player books (*GameMaster's Guide*, *Hacklopedias of Beasts*, etc.) during play.

If a player is using a character with spells, skills, talents, magic items, etc., from a source other than the *Player's Handbook* or *GameMaster's Guide*, that player is required to bring a photocopy of the applicable page(s) from those sources, or the sources themselves. If one or more of those sources are GM-only references, the player may not open them during play without permission from the Table GM. Players are expected to treat staff and other players with respect and courtesy.

New HackMaster publications (and characters using properties from these publications) are not valid for sanctioned tournament play until HMA HQ gives sanctioned approval to the publication. This normally occurs within 6 months after the publication’s release date (but must be after the first tournament sanctioned rules errata update is issued). A character created using rules that have since been changed through errata is ineligible for sanctioned tournament play until the character has been brought into compliance. GMs allowing these new materials into their campaigns should ensure that any character in their campaign is brought into compliance before entering into a sanctioned tournament.

145 Banned Items

In order to provide a better playing field for all members, the following items are currently banned from HMA sanctioned tournament play.

- Amulet of Dynai
- Amulet of the Planes
- Axe of Rapid Whacks (*GM may allow as standard +2 magical axe*)
- Backpack of Hefty Capacity (*70 cu. ft. or greater*)
- Bag of Endless Storage
- Bag of Hefty Storage Capacity
- Bag of Holding (*70 cu. ft. or greater*)
- Bag of Many Tomes
- Bag of Transmuting
- Belt Buckle of Holding
- Bracers of Dimensional Shift
- Cape of Many Tapestries
- Chest of Massive Volume (*80 cu. ft. or greater*)
- Collar of Iron Skin
- Cubic Gate
- Dagger of Hindsight (*allow weapon uses only*)
- Deck of Many Things
- Deck of Wondrous Things
- Dust of Fairy Kin
- Efreeti Bottle
- Elenwyd's Fashion Sense enchanted items
- Elven Chain Mail of Astral Projection
- Fortuitous Disk of Dimensions
- Gauntlets of Wuss Slapping
- Girdle of Many Pouches
- Hewitt's Handy Haversack
- Ioun Stones (*pale green only, and only if used to exceed tournament level limits*)
- Mirror of Opposition
- Necklace of Prayer Beads (*Bead of Summons only*)
- Never-Full Cargo Pouch
- Oil of Etherealness
- Plate Mail of Etherealness
- Portable Hole
- Pouch of Accessibility
- Ring of Dire Straits
- Ring of Hefty Damage
- Ring of Hefty Recovery
- Ring of Hefty Spell Casting
- Ring of Hindsight
- Ring of Many Deaths
- Ring of Wishes (Multiple)
- Ring of Wishes (Three)
- Robe of Deep Pockets (*70 cu. ft. or greater*)
- Rod of Beguiling
- Rod of Passage
- Rod of Plane Breaching
- Rod of Rulership
- Saddlebags of Hefty Capacity (*70 cu. ft. or greater*)
- Salimic Acid
- Sphere of Annihilation / Talisman of the Sphere
- Staff of Hail and Brimstone
- Sword +1 Luck Blade (*GM may allow as standard +1 magical sword*)
- Well of Many Worlds
- Yurdon's Thigh-High Boots of Plane Walking

Also banned are all Artifacts and Relics, as well as Magic-user enhancing items from the Player's Advantage article in Knights of the Dinner Table #107 (accidentally reprinted in #118), and any non-official HackMaster product. Any item that substantially mimics the properties of an item on the list is also banned.

Furthermore, a Player Character cannot use any item which exceeds half of his EP cap. However, he can use one Serial-Numbered Item (see the Special Awards section, below). This item counts as 0 EP toward the cap. In the case of banned items used in diminished capacity (such as an Axe of Rapid Whacks used as an Axe +2), the greater item's EP value is temporarily reduced to match the lesser magical item's EP value (if lower; always use the lower EP value) for the purpose of an EP cap. The item's EP value returns to normal after conclusion of the tournament.

146 Tournament Nullification

The HMA Manager may, at his discretion, retroactively nullify the results of an entire tournament if he feels that some section of this policy was violated.

147 Protest Procedure

If a player or group of players feels that their Table GM has made a serious error, they may select one player from their table to petition the Head GM for a ruling. The Table GM should immediately note the time of the protest. The player and Table GM both state their case as clearly and succinctly as possible. The Head GM then makes a final ruling.

If the Head GM rules in favor of the player(s), the time spent on the protest is added to their allotted time for the round and they receive +1 point for Clever Thinking.

If the Head GM lets the Table GM's original ruling stand, or if the Head GM feels that the protest was over a trivial matter, the time spent on the protest is lost and they lose 1 point for not-so-clever thinking. If the Head GM acting as a Table GM is the subject of the protest another Table GM should resolve the dispute. Protests should happen very rarely.

200 Tournament Classifications

201 Divisions

All sanctioned HMA tournaments fall into one of two divisions: Adept or Unrestricted.

201.1 Adept Division

Adept division tournaments are defined by the use of pre-generated PCs (player characters) provided to the tournament participants. Each table within a given round of an Adept division tournament must have an identical set of PCs. The players have five minutes to unanimously decide who gets what PC. If no decision has been made after five minutes, the GM randomly assigns each player a PC. Any other equitable method decided upon by the Head GM is also acceptable. If there are fewer players than PCs, the remaining PCs are not used. There may never be more players at a table than there are pre-generated PCs for the current scenario.

201.2 Unrestricted Division

Unrestricted division tournaments are defined by the use of *home characters*. A home character is any properly registered character played, progressively from legal character creation to its current level, by the same player in sanctioned home games with sanctioned HMA groups. If a character has experience points, magic items, treasure, skills, abilities, or equipment from non-sanctioned games, then that character is permanently unsanctionable. Pre-generated characters may be made available for those without appropriate home characters.

For tournament purposes, the level of a multiclass or dual-classed home character is determined by taking the highest level class of the character and adding one level for each additional class. For example, a fighter 5/cleric 5/magic-user 4 would be considered to be 7th level for tournament play.

The level of charlatan characters is their level plus one level for each non-thief type (cleric, fighter, magic-user) of skill they have taken, but only one level maximum is added for each non-thief skill and there is a maximum of two added levels. For example, a 4th level charlatan who can cast 1st level magic-user spells, save as a cleric, and hit as a fighter would be considered 6th level for tournament play.

A dual-classed charlatan is not penalized twice, so a magic-user/charlatan who takes additional magic-user skills would not count as an additional level higher. However, a charlatan 4/magic-user 5 would count as 8th level if the charlatan had fighter and cleric abilities, as the calculation would be magic-user 5 + charlatan 1 + fighter 1 + cleric 1 = 8th level. In other words, the additional tournament levels for the charlatan do not disappear when a dual-class is selected or when the new class exceeds the charlatan level. If the charlatan had fighter and magic-user abilities before dual-classing to magic-user, only the additional level for fighter would still apply.

202 Classes

All sanctioned HMA tournaments fall into one of three classes: Masters, Open or Semi-Open.

202.1 Open Tournaments

Open tournaments, whether they are Adept or Unrestricted, are open to all members of the HackMaster Association. Non-members may also play. Open tournaments must be announced a minimum of 30 days in advance of the tournament date. They must be held in a location accessible to the general public.

202.2 Semi-Open Tournaments

Semi-Open tournaments follow all the rules and restrictions of Open tournaments (see rule 202.1) except that the available field of players is drawn from a limited pool. An example of a Semi-Open tournament is a Regional championship, in which GMs and players must be members of the sponsoring chapters. The acceptability of participation by non-members in Semi-Open tournaments should be announced by the organizing authority. Sponsoring chapters are authorized to define Semi-Open Regional tournaments. Only HMA HQ is authorized to define Semi-Open National or Wurld tournaments.

202.3 Masters Tournaments

Masters tournaments are invitation only, and each has its own specified criteria for entrance. Only HMA HQ can authorize Masters tournaments, and invitation criteria must be announced at minimum of 60 days in advance of the tournament start date. Non-members may never participate in a Masters tournament.

203 Format

All sanctioned HMA tournaments fall into one of two formats: single-round or multi-round. A "round" is defined as a single roleplaying session, generally 3-4 hours in duration. A standard HackMaster tournament round is approximately 9 encounter areas.

203.1 Single-Round Tournaments

Single-round tournaments consist of a single session of roleplaying, the results of which are self-contained and unaffected by anything outside that session. Multiple single-round tournaments can share a common theme or storyline, but the scoring and results of each round must be independent.

203.11 Minimum Player Requirements - Single-Round Tournaments

The minimum requirements for a single round tournament are one GM and five players. If there are multiple tables, the minimum table size is five players, with the exception that one table may consist of four players if the rest meet the five player minimum.

203.2 Multi-Round Tournaments

Multi-round tournaments consist of two or more sessions of roleplay that involve a table or team that advances as a group from one round to the next, or is eliminated from play based on score.

The typical HMA multi-round tournaments consist of two or three rounds. In two-round tournaments, the first session is referred to as the first round and the second is referred to as the final round (or "finals"). In three-round tournaments, the first session is referred to as the first round, the second is referred to as the semi-final round (or "semi-finals") and the third is referred to as the final round (or "finals"). Four round tournaments are possible, with a quarter-final round after the first round and before the semi-final round. Tournaments of greater than four rounds must be individually approved by HMA HQ.

In multi-round tournaments, certain standards of procedure are defined in this document. Healing between rounds, armor repair between rounds, penalties for resting, and other tournament-specific considerations must be determined prior to the start of each tournament by the Head GM and communicated to the table GMs and players. Procedures that differ from the standard must be formulated by the Head GM and promulgated by the Tournament Coordinator in the tournament announcement.

Unless otherwise stated, the following rules apply:

1. Outside healing and raising *are* available between rounds at the rates specified in the GMG.

2. Outside armor repair and equipment purchase is not available between rounds.

3. Training is not allowed between rounds.

4. Pregenerated characters continue from tournament round to round with all advantages and all disadvantages gained in previous rounds.

5. The duration of spells, such as *Stoneskin*, continues into the next tournament round.

6. New spells may be memorized or prayed for at the beginning of each tournament round.

7. Resting during a round is not permitted.

8. If a PC willingly leaves the area of a module, he may not return to play. PCs that unwillingly leave the area of a module may return at the discretion of the GM.

203.21 Minimum Player Requirements - Multi-Round Tournaments

The minimum player requirements for multi-round tournaments is dependent on the number of rounds. Each round must eliminate 50% (rounded down) of the field and the final round must always contain a minimum of two tables. All tables must have a minimum of one GM and five players. There may be a single table with one GM and four players as long as all other tables are of the minimum size requirement. Maximum table size is one GM and nine players. A violation of this rule automatically invalidates and de-sanctions the tournament.

Table 1A: Multi-Round Tournament Player Minimums*

Rounds	Minimum Players
2	19
3	39
4	79

*Numbers do *not* include GMs.

Example: In a 3-round tournament with ten tables, the top five scoring tables advance from the first round to the semi-finals. The top three scoring tables in the semi-finals advance to the finals.

203.22 Team Composition

A team or table may be composed of players who attend the tournament together, or of players grouped together by the tournament staff. The Head GM is the absolute final arbiter of the composition of a table. Although he is encouraged to allow groups who request to play together to do so, he is not mandated to do so. Once a table composition is created, it is considered to be final throughout the various rounds of the tournament.

If one or more players from an advancing table do not participate in later rounds of a multi-round tournament, the Head GM may alter team composition at his discretion in order to meet the minimum table size (see rule 203.21, Minimum Player Requirements - Multi-Round Tournaments).

The Head GM also may, at his discretion, allow alternate players to enter the tournament to fill vacated spots in later rounds, or he can allow MVPs from eliminated tables to re-enter to fill the vacated spots. Reassigning players to different tables is a last resort and is considered a drastic measure, and any decisions made by the Head GM in this area are final.

204 Tier

All sanctioned HackMaster tournaments are tiered as *Local*, *Chapter, Regional, National* and *Wurld*.

204.1 Local Tournaments

Local tournaments can be sponsored by any HackMaster Association member. All GMs must be level 1 or higher HMGMA members in good standing. Level 1 GMs are considered GMs Pro Tempore and are not eligible to run tables at tournaments except with the express permission of the designated hosting agency (chapter for Local and Chapter tournaments, two or more chapters for Regional tournaments, HMA Manager for any level tournaments).

204.2 Chapter Tournaments

Chapter tournaments are run by a single HMA chapter. The hosting chapter decides whether or not to allow players outside the chapter to participate. All GMs must be level 2 or higher HMGMA members in good standing. *HMA HQ is authorized to make exceptions for areas with an insufficient number of level 2 or higher GMs.*

204.3 Regional Tournaments

Regional tournaments are sponsored by two or more HMA chapters, with all GMs being level 3 or higher HMGMA members in good standing. *HMA HQ is authorized to make case-by-case exceptions for areas with an insufficient number of chapters or GMs of appropriate level.* The hosting chapters decide whether or not to allow GMs or players outside the chapters to participate. Local GMs who are of proper level must be offered the opportunity to run before imported GMs.

The HMA Manager must approve Regional tournaments. Under most circumstances chapters will only be approved to sponsor one Regional tournament per year.

204.4 National

The current USA National tournament is the HackMaster Tournament of Champions run each year at Origins. Only HMA HQ is authorized to sponsor and run the Tournament of Champions.

Outside of the United States, national tournaments may be sponsored by any level 4 or higher HackMaster GameMaster Association member or any HMA chapter. Sponsorship preference will be given to an HMA chapter that resides in the country in which the tournament is held, if any.

All bids to host a National tournament, including a multi-round tournament of at least three rounds, must be submitted to HMA HQ via e-mail (hma@kenzerco.com) by no later than September 1st of the year prior to the tounament. The national chapter that has the largest attendance at a Local or Regional tournament will be given preference, except that chapters will be discouraged from hosting National tournaments in consecutive years. All GMs must be level 4 or higher HMGMA members in good standing. HMA HQ is authorized to make case-by-case exceptions for areas with an insufficient number of level 4 or higher GMs.

If an HMA chapter has been authorized by HMA HQ to run a National tournament in an area not otherwise covered by that chapter, that chapter may import GMs to run tables. Local GMs who are of proper level must be utilized before imported GMs.

204.5 Wurld

The current Wurld tournament is the HackMaster Wurld Championship run each year at GenCon. Only HMA HQ is authorized to sponsor and run Wurld tournaments.

204.6 Other

HMA chapters in good standing may petition HMA HQ via e-mail (hma@kenzerco.com) for additional premier level tournaments with Serial Numbered Item and Universal Point Scale awards.

300 Tournament Scoring and Structure

301 Rounds

All HMA tournaments are classified by the number of rounds in the tournament. A round should provide a sufficient challenge for a party of 5-9 characters of applicable level in a 3 to 4 hour period, possibly including a 5- to 10-minute-long break. In general, nine encounters consisting of combat, problem-solving, NPC interaction, and clue-gathering is the target, such that fast-moving parties clear 7-9 encounters, average parties clear 6-8 encounters and slow-moving parties should clear 4-6 encounters.

Tournament authors should increase or decrease the number of rounds as dictated by their individual scenarios. A HackMaster combat encounter run by a knowledgeable, skilled GameMaster should take approximately 20 minutes.

302 Scoring

All sanctioned HackMaster tournaments must follow the Scoring Method (see rule 302.1). In multi-round tournaments, standing will customarily be based solely on how one table, working together as a team throughout all the rounds of the tournament, performs in comparison to other tables.

Single-round tournaments also compare how one table, working together as a team, compares to other tables. Individual scoring, using a permutation of the team scoring method is also acceptable for certain tournaments where specified by the hosting authority.

302.1 Scoring Method

Team scoring is based on the number of encounters that a party successfully completes, creative thinking, PC deaths, role-playing, and the time required to complete the adventure. The scoring for a particular tournament will be included with the adventure, but the standard scoring method is as noted on Table 1B: Scoring Method.

Table 1B: Scoring Method

Action/Event	Points Awarded/Deducted
Completing an Encounter	10 points
Partially Completing an Encounter	5 points
Creative Thinking	0 to 2 points (per encounter)
PC Deaths	-5 points (per death*)
Role-Playing	-3 to +3 points (per PC)
Time Bonus	1 point per 10 min of early completion**

*If a PC is killed and raised, the 5 points for the death is still counted. If the raised PC is killed again, another 5 point penalty is assessed.

**"Early completion" is defined as the party successfully completing the final encounter of the round.

305 Special Awards

Aside from any treasure and experience points gained from the adventure, the following special awards may be available.

305.1 Universal Point Scale Awards

As seen in the HMA Charter, tournament participants also receive UPS points. The tournament organizer and head GM (if different) should decide beforehand which of them will submit the UPS awards to HMA HQ. Organizers, GM and players all receive points, the quantity varying by type of tournament and duties performed at said tournament. UPS points should be submitted within one week of the tournament, and no later than one month. Allow 2 to 4 weeks for UPS points to be added to the HMA database.

305.2 Tournament of Champions UPS Award

Each player at the winning table in a multi-round National or Wurld tournament receives an additional Universal Point Scale (UPS) award, as follows: 20 points for winning a National tournament, or 25 points for winning a Wurld tournament. This is in addition to any points gained for simply playing in that tournament. (UPS awards are further defined in the HMA Charter.)

305.3 Most Valuable Player UPS Award

Upon the conclusion of any tournament adventure, the GM and players may vote to award a single player with the Most Valuable Player (MVP) award, in appreciation of one or more of the player character's deeds accomplished in that adventure. Aside from the honor of being chosen, MVP awards are worth an additional 5 UPS points. (UPS awards are further defined in the HMA Charter.)

305.4 Serial Numbered Item Award

A Serial Numbered Item (SNI) is a unique magical item. SNIs may be awarded to a player for outstanding performance in a tournament, or the SNI may simply be found or otherwise acquired by a PC while participating in the tournament adventure itself. HMA HQ may also award SNIs for other reasons as needed. HMA HQ provides SNI certificates in electronic (PDF) form only.

A chapter may request up to two SNIs per calendar year to be awarded or placed within any tournament (hosted by their chapter) as they see fit. Chapters may request an additional SNI for Regional tournaments hosted by their chapter and at least one additional chapter. Requests for SNIs should come from a chapter officer or the Tournament Organizer, who must be a member of the chapter in good standing.

National tournaments may have up to four SNIs, while Wurld tournaments may include up to six SNIs. The quantity of SNIs awarded or placed at such tournaments may vary depending upon the number of attendees. The typical formula is one SNI per 20 players, but HMA HQ is authorized to ignore this formula or alter the quantity of available SNIs at any time.

In game, an SNI can only be destroyed if it fails three consecutive saving throws. SNIs can be voluntarily discarded or transferred to another player at any time. Involuntary transfer of an SNI can only occur at arena-type events where the player has been informed (preferably in writing) that the item is at risk if the player chooses to participate.

Note that while a player may have earned multiple SNIs, an HMA-sanctioned character may own no more than one SNI at a time.

305.5 Serial Numbered Item Submissions

HMA HQ maintains a database of Serial Numbered Items from which SNIs may be chosen for events, although HMA members may also submit items to this database. All SNIs ***must*** be submitted in electronic format via e-mail (to hma@kenzerco.com). The preferred method of submission is Microsoft Word-compatible format, but other formats, such as Plain Text or Rich Text Format (RTF) are acceptable.

For an SNI to be reviewed and considered for sanctioning, it should be submitted to HMA HQ at least 30 days prior to the intended date of use, although all submissions will be processed as quickly as possible. HMA HQ may alter the properties of submitted SNIs if they deem an item to be unbalanced. Note that SNIs are immediately added to the HMA database upon approval by HMA HQ; consider this when naming an SNI submission if secrecy of a location, NPC name, etc., is desired.

1. All SNIs should be created with a specific tournament level in mind.

2. SNIs typically combine the properties of two existing HackMaster magical items, although original ideas may be submitted. Note that original items may need to be playtested and thus should be submitted at least 60 days prior to the intended date of use.

3. SNIs cannot be published HackMaster magical items with a new name – they must be unique.

4. SNIs cannot be cursed.

400 Tournament Submissions

The HackMaster Association tournament program will never blossom without submissions from its membership.

All tournaments ***must*** be submitted in electronic format via e-mail (to hmatournaments@kenzerco.com). The preferred method of submission is Microsoft Word-compatible format, but other formats, such as Plain Text or Rich Text Format (RTF) are acceptable. Maps should be print resolution (300 dpi) JPEGs or TIFFs, although other formats may also be acceptable. If you' re using another original text or graphic format, contact the HMA Tournament Manager to see if that format is acceptable. (Requests for existing tournament modules can be made via the same address.) In any submission, keep your documents simple – fancy graphics and formatting often make it harder to read than easier, and should not be included.

Tournaments that do not conform to the HackMaster Style Guide ***will not*** be considered for approval. The latest version of the HackMaster Style Guide is available online at:

http://www.kenzerco.com/Orpg/hackmaster/hmstyleguide.rtf

Check the HMA website or contact the HMA Manager for information on available templates, scoring sheets, and other helpful documents. For a tournament to be reviewed and considered for sanctioning, it should be submitted to HMA HQ at least 60 days prior to the intended date of use, although all submissions will be processed as quickly as possible.

Local tournament adventures written or approved by level 3 or higher HMGMA members may be run without prior approval of the HMA, and level 3 or higher GMs or chapter officers may approve Local tournaments written by authors in their local chapter. Chapter or

Regional tournament adventures written or approved by level 4 or higher HMGMA members may also be run without prior approval of the HMA. (The writer and the approving GM may not be the same person, and preferably should be from different groups or chapters.)

Note that all adventures submitted to the HMA for approval and inclusion in the tournament library must be reviewed by a GM of equal level or higher than the author's level.

405 Tournament Requests

To request a tournament, submit a request via e-mail to hmatournaments@kenzerco.com. This request should note the tournament name, date of the tournament, along with the desired tournament level and number of rounds. Indicate the names of any unwanted (previously run) tournaments.