Splendor Tournament Rules

1. All participants agree to abide by the instructions and decisions of the tournament referee.
2. The tournament will consist of three games of Splendor.
3. All games will be either 4 players or 3 players.
4. Seating at tables will be assigned by player number using a pre-determined seating chart.
5. Players will follow the rules listed in the Splendor rulebook.
6. Games will be timed and will last no more than 45 minutes. At the end of 45 minutes, any game that has not been completed will be stopped and the player with the most points will be the winner.
7. Players are expected to take no more than one minute to complete turns. At the discretion of the tournament referee, a timer will be used to ensure players are taking turns expeditiously.
8. There will be a 15-minute intermission between games.
9. Players will record the following information on the provided scoring sheets:
    a. Name – put on the line with your assigned player number
    b. Place – 1st, 2nd, 3rd, or 4th place finish at end of game
    c. Points scored in the Splendor game (not the points awarded for finish place in the chart below).
10. If there is a tie for 1st, 2nd, or 3rd place, per Splendor rules, the winner of the tie is the player with the fewest development cards. In the unlikely event players are still tied after considering the number of development cards, the tie goes to the player with the fewest development cards with points.
11. The winner of the tournament will be the player who accrues the most tournament points from all three games using the chart below.

*A player in 4th Place (3rd Place in a 3-player game) must score at least 9 points in order to be awarded 4 tournament points.

If there is a tie for tournament points, the winner of the tie is the player with the most Splendor points for all three games combined.

4-Player Games

Place	Points
1st	16
2nd	12
3rd	8
4th	4*

3-Player Games

Place	Points
1st	12
2nd	9
3rd	4*

Most important rule: Have fun!