

Tournament Rules – Qualifying Tournament Heckmeck am Bratwurmeck

1. All rules of the original game remain valid.
2. During the **preliminary round**, each participant plays **two rounds¹ of Heckmeck am Bratwurmeck**.
After those two Heckmeck rounds the six players with the most points qualify for the finale.
During the finale one Heckmeck round² is played.

If the number of participants rises over 36 we recommend an interim round (semi-final) with 12 players.
3. The players shall be evenly placed at the available tables. At one table only 7-, 6-, 5-, and 4-player rounds may be formed!
The player combinations will be allotted before every new game of the preliminary round.
4. After each game, **tournament points** are distributed among the players according to their positioning:

<p>point scoring at a 7-player table</p> <p>winner: 7 tournament points second: 6 tournament points third: 5 tournament points fourth: 4 tournament points fifth: 3 tournament points sixth: 2 tournament points seventh: 1 tournament point</p>	<p>point scoring at a 5-player table</p> <p>winner: 7 tournament points second: 5 tournament points third: 4 tournament points fourth: 2 tournament points fifth: 1 tournament point</p>
<p>point scoring at a 6-player table</p> <p>winner: 7 tournament points second: 5 tournament points third: 4 tournament points fourth: 3 tournament points fifth: 2 tournament points sixth: 1 tournament point</p>	<p>point scoring at a 4-player table</p> <p>winner: 7 tournament points second: 5 tournament points third: 3 tournament points fourth: 1 tournament point</p>

In order to determine the players who have qualified for the finale their **tournament points** of the preliminary rounds are compared. A **point tie** between two players is broken by the highest single worm token one player has (token with the highest number, e.g. 36).

¹ Game clubs may as well play more than two preliminary rounds!

² Two or more finale rounds may be played as well.

If then the tie is still not broken the participants of the finale will be allotted. This arrangement can also be used for an interim round where necessary.

5. The starting player and the **order of player turns** will be allotted during the preliminary rounds and the finale. The Heckmeck tokens 21 through 27 can be used to define this order. 21 = starting player; the other players follow according to the number they have drawn in a clockwise direction.