



Mind Sports Olympiad
22-30 August 2026

Tournament Information
Catan 2p (1v1)

Sunday 23 August 2026, 4.30pm

Arrival:

Please come to the Tournament Room with your ticket to Check In for the tournament.

If you arrive after the tournament start time please inform us at the desk once you arrive and we will incorporate you into the tournament at the earliest opportunity, though you may miss the first round.

Tournament Schedule:

Please note that this schedule is only an approximation to try and help you plan your day. We will endeavour to stick as closely to the schedule as we can however sometimes rounds go on longer than expected. Please confirm with an umpire when the next round is due to start before leaving the playing area.

Before 16.30: Check In Open

16.30: Check In Closes

16.35: Round 1

17.35: Round 2

18.35: Dinner Break

19.15: Round 3

20.15: Round 4

21.15: Round 5

If at any point you wish to withdraw from the tournament you are welcome to do so. Please inform us at the desk so we do not assign you to further games and inadvertently leave other players with a missing opponent.

Tournament Format:

Swiss System

All players will play 5 rounds, earning 1 Tournament Point for each game won.

If at any time you are unsure about something during the game, please call one of our umpires over to help. That's why we're here, to help the tournament run as smoothly as possible!

Standings:

Tournament Standings are determined using the following criteria, in order:

1. Number of Tournament Points (Wins)
2. Buchholz (sum of opponents' scores), ignoring the two weakest

- opponents.
3. Buchholz (sum of opponents' scores), without ignoring any opponents.

Tournament Specific Rules:

We will be using the Catan base game, without any expansions.

Points to win: 15 Victory Points

Discard limit: 9 cards - if you have 10 cards or more in your hand when a 7 rolls, discard half your hand rounded down

Friendly Robber*: Can't block/rob a player who has less than 3 Victory Points. Hidden Victory Point cards don't count towards this. Note that the robber should still be moved to a valid hex.

Dice: Random

Trading: Not allowed

Every table will be played using the same board for each round. Photographs of the board for the round will be distributed on tables. Please ensure to copy it carefully (including port positions).

Cocked Dice - Dice should be rolled into the box or another pre-agreed location. Any dice that doesn't land in this location or isn't completely flat should be re-rolled.

Time Controls:

All players will have 5 minutes to look at the board before the game starts. Before the end of this time, Player 1 (the player in the left column) must decide if they would like to place 1st or 2nd. If no decision is made in time, they will default to going 1st.

The time control will be 15+15. This means players will have a base time of 15 minutes, and will gain 15 seconds after each turn. This will begin during their initial placements.

If a player runs out of time, they lose the game.

Rules surrounding clocks:

Resource Card distribution after the dice roll is the responsibility of the player whose turn it is. This is done on their clock.

Before a player can hit their clock to pass their turn, they must hand the dice to the other player.

A typical turn should look something like this:

Player A rolls an 8. They distribute one wheat to themselves and one ore to Player B. They then build a city, returning 2 wheat and 3 ore to the supply. Finally they pass the dice and then hit the clock, ending their turn.

If a player has to discard cards due to a 7 roll, this is done on their timer. For example:

On Player A's turn they roll a 7. Player B has 10 cards in their hand so they must discard 5 cards. Player A should hit the clock to start Player B's time. Once Player B has discarded, they should hit the clock to switch it back to Player A's time. Then Player A can continue with the robber action and their

turn as normal.

If both players have to discard cards due to a 7 roll, the timer may be temporarily paused to allow them both to do so.

Deliberately stalling or running down another player's clock in an attempt to time them out is not allowed.

To ensure this doesn't happen:

-When Player A rolls a 7 or plays a knight card, Player B should start shuffling their hand (if they wish to do so). This is so that they are ready for a card to be stolen from their hand by the time Player A has positioned the robber.

-When Player A plays a monopoly card, Player B must give them all of their cards of the requested resource promptly.

If there are any issues with a player continually being slow in either of the above cases, please pause the game and let the tournament hosts know.

Prizes:

The top three players will be awarded MSO medals (gold, silver and bronze).

Results:

Tournament results will be published at
www.mindsportsolympiad.com