The Goofspiel Tournament

This tournament will consist of teams playing Goofspiel against one another.

- Teams of up to two people will be created and registered during the first day of the tournament. I will try and find you a team if you are a single and want to be part of a team. You do not need to be part of a team.

- The first day is for registration and asking questions and clarification of any rules. Days two and three will be for conducting the tournament.

- At least 50 percent of your team must show up every day of the tournament, otherwise all members of your team will be disqualified, and will not receive the participation bonus mark. I will be taking attendance during the tournament.

- Teams will play in a round-robin style tournament, and your tournament score is the sum of all of the scores of your games. This includes any negative scores your team may have.

- Since each game requires a deck of cards to play, and there could be as many as seventy games per round, I will not be providing the cards. Each team is required to bring a deck of standard playing cards to the tournament (buy, beg, borrow, or steal, but make sure you have a deck).

- Only one team needs to provide the cards each game, so part of the schedule will have which team is required to provide the deck. This will be determined using a random number generator. If a team does not provide the deck of cards for their game, the opposing team automatically gets 78 points, and the forfeiting team gets -78 points.

- If a team forfeits, for whatever reason, the opposing team gets 78 points, and the forfeiting team receives -78 points.

- I will provide a Google document that can be accessed by anyone with the correct link to collect all of the game scores that you will be able to update, and I will be in class to help arbitrate the tournament and help with any data collection issues.
Rules of Tournament Goofspiel
It is played with a standard 52 card deck and the rules are as follows:

- Remove 1 suit (13 cards) from the deck. This is usually clubs, but it is irrelevant which suit you remove.

- Player 1 receives the 13 cards of the hearts suit, and Player 2 receives the 13 cards of the diamonds suit.

- The 13 remaining spades are shuffled and placed in between the two players.

- One is turned face up. The two players simultaneously choose a card and discard it face up. Whichever player discarded the card with the highest value (Ace being worth 1, King is worth 13) wins the spade card that is turned up in the middle.

- The worth of the spade card is added to the player’s score, and subtracted from the other player’s score (it is possible to have negative score).

- If both players discard a card of equal value (not necessarily to the spade), then they receive nothing and the spade card is lost.

- Repeat until no cards are left.

Here is how the tournament will go:

- Teams will be given numbers, and are asked to bring some kind of identifying sign for their team.

- Some teams will be given regions of the classroom to occupy, other teams will have to wander to play against them.

- A tournament schedule will be set for Day 2 of the tournament, given as rounds. A round is the list of all of the games that will occur.

- A round is complete when all of the games in that round have occurred.

- A game of Goofspiel has a 10 minute time limit, this includes finding the other team, playing the game, and uploading scores. Any game that goes over this time limit will be automatically registered as a tie.

- Teams are responsible for finding any errors in recording. I will do my best, but I will not be able to catch everything.

- The tournament ends when the time is up on Day 3.