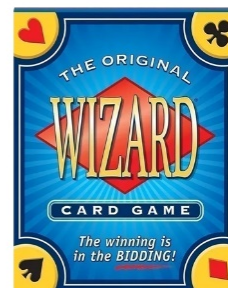




International **WIZARD** TOURNAMENT Barcelona 2025



CCCJ International WIZARD Tournament **Barcelona, November 16, 2025**

The CCCJ International Wizard Tournament – Barcelona 2025 will be held at the **Hotel Catalonia Plaza Barcelona**, starting at 10 am, on November 16, 2025.

Registration

To register for the tournament, you will need to complete and submit the form provided for this purpose:

[Link to the registration form](#)

- CCCJ members: Guaranteed registration by submitting the registration form before October 31.
- Players participating in the Wizard World Championship 2025: Guaranteed registration by submitting the registration form before October 31.
- Other players: They can send the registration form at any time. They will make up a pre-registration list in strict order of receipt. From October 31, the registration of these players will be carried out, in order, until a maximum of 60 participants is completed. If there are more applicants than places, they will be on a waiting list.

On the day of the tournament, the *check-in* of registered players will take place at 9:45 am. Players who do not show up at *check-in* on time may be excluded and replaced by other players on the waiting list, if any.

Once the draw for the first round of the tournament has been made, the late incorporation of any player will be at the absolute discretion of the tournament director.

Rules

All games will be played with the original Wizard deck, following the official rules of the game published in wizardcards.com.

The tournament will consist of an initial phase of three rounds, which will be played by all participants, plus a final game between the top 5 players from the initial phase.



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The position of the players at each table will be numbered and designated by draw in each game.

The player sitting in position 1 in each game will be responsible for recording the scores and delivering the scoresheet to the tournament director at the end of the game. All players must sign it as a proof of agreement. Once submitted, the result will be recognized as correct.

Failed bids must be circled to facilitate identification and counting in the event of a tie. It is recommended that all players review the scoresheet, at any time.

The player in position 1 of each table will count the cards before starting the game to make sure there are 60. This player will be the first dealer and will offer to cut the deck to the player on his right before dealing the cards. The dealer must ask, at each turn, if the players have received the correct number of cards. In case of not having done so and if it is later discovered that any player did not have the correct number of cards, he will receive a penalty of 20 points and the hand will be repeated. If a player has not received the correct number of cards and has not warned the dealer, he will receive a penalty of 20 points and the hand will be repeated.

Players must wait until all the cards have been dealt before picking them up and looking at them.

Each game in the initial phase will consist of 10 hands of play regardless of the number of players at each table, as follows:

- Six-player table: 1, 2, 3, 4, 5, 6, 7, 8, 9 and 10 cards
- Five-player table: 2, 4, 5, 6, 7, 8, 9, 10, 11 and 12 cards
- Four-player table: 2, 4, 6, 8, 10, 11, 12, 13, 14 and 15 cards
- Three-player table: 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20 cards

The final game will be 5 players and will consist of 12 hands of play.

The players will mark the bidding tricks with a token or a coin. The collected cards cannot be consulted.

The Canadian Rule will apply. This rule is only used in the last hand of the game and forces the dealer, in case he is the lone leader in points in the game, to bid a number of tricks that does not equal to the total sum of tricks in play. Nevertheless, it is always possible to bid for zero tricks.

If the dealer violates the Canadian Rule and the irregularity is flagged before or during the first round of play, the dealer will have to change his bid.

There is no penalty for an out-of-turn bid, but this offer must be maintained. The bid turn will return to the legitimate player. A player cannot change his bid once it has been declared.



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If an error in scoring is discovered at any time during the course of the game, it will be corrected. Any disputes regarding scoring should be referred to the tournament director, if there is a disagreement.

A card played on the table cannot be exchanged for another, if it is valid. A card accidentally exposed or played out of turn must be left face up on the table and played at the first legal opportunity, without penalty. Displaying a card during the bidding round constitutes an automatic penalty of 10 points.

Sometimes, a player inadvertently reneges (i.e., plays a card that cannot be played legally). If the mistake is detected before collecting the trick in play, there is no penalty. The offender must replace the wrong card with a valid one. The misplayed card is exposed and must be played as soon as possible.

If the renege is later discovered, the offender will receive a penalty of 40 points. The hand will be cancelled and repeated.

If you do not follow any of the rules regarding misplay during the game, it is not possible to file a complaint retroactively. Errors must be identified during the game and in time for the proper rule to be applied.

All disputes or questions relating to any aspect of the tournament or game must be referred to the tournament director. When the rules cannot resolve a conflict, the director's decision is final.

The director cannot reverse a decision after the tournament has been concluded and the presentations completed.

No electronic devices are allowed during games. Cell phones and other similar devices must be muted during gameplay. Devices plugged into the ear are not allowed except for medical reasons.

Fair Play Rule: All players agree to make honest bids and play to win; not simply to sabotage others. If players feel that a player is not playing fairly, the game should be stopped and referred to the director, who will decide whether the offender is expelled from the tournament.

In the event of a discrepancy in the interpretation of the rules between the versions written in different languages, the original, which has been published in Catalan, will prevail.



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Tournament development

Initial phase

The initial phase will be played in three rounds, in which all registered players will participate. All games in this phase will be played in 10 hands, preferably in tables of 4 or 5 players, depending on the number of registered participants.

The results of the games of this phase will form the standings by points, according to the position obtained and the following table:

Players	Points per Position					
	1st	2nd	3rd	4th	5th	6th
3	25	13	1	—	—	—
4	25	17	9	1	—	—
5	25	19	13	7	1	—
6	25	21	15	11	5	1

Tiebreaker criteria:

1. In the event of a tie in the result of a game, the sum of the points per assignable position will be distributed, without taking into account the number of breaks.
2. In the event of a tie in the standings, the highest number of accumulated scored points will count.
3. In case of a tie, it will be decided in favor of the player with the fewest accumulated breaks.
4. As a last criterion, in favor of the player who was behind before the tie.

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The distribution of the players at the tables will be:

- Round 1: by draw
- Round 2: gathering the players from the tables of round 1 according to standings in descending order. Example with 5 tables (A, B, C, D, E) and 25 players:

Round 2				
Table AA	Table BB	Table CC	Table DD	Table EE
1A	1B	1C	1D	1E
2E	2A	2B	2C	2D
3D	3E	3A	3B	3C
4C	4D	4E	4A	4B
5B	5C	5D	5E	5A



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- Round 3: starting from the standings and applying the snake system in a zigzag pattern. Example with 5 tables and 25 players:

Round 3				
Table AAA	Table BBB	Table CCC	Table DDD	Table EEE
1st	2nd	3rd	4th	5th
10th	9th	8th	7th	6th
11th	12th	13th	14th	15th
20th	19th	18th	17th	16th
21st	22nd	23rd	24th	25th

Final table

The final game will be played by the top 5 players in the initial phase standings, in 12 hands.

Tiebreaker: If there is a tie in the final game, it will be resolved by the best position in the initial phase standings.

Awards

The top 3 finishers will receive a trophy accrediting their position in the tournament and an original plastic Wizard deck.

The five finalists will receive a cap with the CCCJ logo embroidered.

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Plaça d'Espanya, 6-8

08014 — Barcelona

Metro: Espanya Station L1 & L3

FGC: L8 & Llobregat/Anoia lines

Bus: D20, 52, H12, H16, V7, 109, 13, 65, 91, X2

Airport bus: A1, A2, 46

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