



This document explains the **BANG!** tournament rules and it is divided into:

1. Tournament rules
2. Tournament behavior
3. The judge
4. General case study and FAQ
5. Other

1. TOURNAMENT RULES

In a **BANG!** tournament, only the base game is used, without any expansions. The tournament is played over a variable number of rounds, from 3 to 5, depending on the number of players. It begins with random assignments to the gaming tables.

NUMBER OF PLAYERS:	10-14	15-24	25+
ROUNDS PLAYED:	3	4	5

In each round, players will score BANG!-dollars. At the end of the last round, the sum of the BANG!-dollars gained define the tournament winner and runner-up positions.

1.1 THE ROUNDS

Players are assigned to the gaming tables at random, according to the number of players, as shown on the chart below.

Note: each table must have at least five players.

A "Record Sheet" must be prepared for each table: the sheet includes a list of the players who played at that table, ordered from 1 to 5, 6, or 7 (depending on the number of players at that table). The sheet also has a space for the results for that table at the end of the match.

Example. With 27 players, 5 rounds must be played. There will be 5 tables for each round and they will be composed of 6, 6, 5, 5, and 5 players.



Number of players	Number of Tables:										
		1	2	3	4	5	6	7	8	9	10
10		5	5								
11		6	5								
12		6	6								
13		7	6								
14		7	7								
15		5	5	5							
16		6	5	5							
17		6	6	5							
18		6	6	6							
19		6	6	7							
20		5	5	5	5						
21		6	5	5	5						
22		6	6	5	5						
23		6	6	6	5						
24		6	6	6	6						
25		5	5	5	5	5					
26		6	5	5	5	5					
27		6	6	5	5	5					
28		6	6	6	5	5					
29		6	6	6	6	5					
30		6	6	6	6	6					
31		6	5	5	5	5	5				
32		6	6	5	5	5	5				
33		6	6	6	5	5	5				
34		6	6	6	6	5	5				
35		6	6	6	6	6	5				
36		6	6	6	6	6	6				
37		6	6	5	5	5	5	5			
38		6	6	6	5	5	5	5			
39		6	6	6	6	5	5	5			
40		5	5	5	5	5	5	5	5		



Number of players \ Number of Tables:										
	1	2	3	4	5	6	7	8	9	10
41	6	5	5	5	5	5	5	5		
42	6	6	5	5	5	5	5	5		
43	6	6	6	5	5	5	5	5		
44	6	6	6	6	5	5	5	5		
45	6	6	6	6	6	5	5	5		
46	6	6	6	6	6	6	5	5		
47	6	6	6	6	6	6	6	5		
48	6	6	6	6	6	6	6	6		
49	6	6	6	6	5	5	5	5	5	
50	5	5	5	5	5	5	5	5	5	5

The judge fills out the Record Sheets for all tables and gives each table their Record Sheet before the match begins. The judge draws lots for the tables and the role of Sheriff at each table.

It is important that no player plays the Sheriff twice in the same tournament. For example, the judge may assign each player a card from a regular poker deck. They shuffle the deck and draw cards at random for the Sheriffs, and mark them with a pen. Then, they draw the rest of the cards to assign players to the tables. In the following rounds, marked cards are removed from the deck when drawing the new Sheriffs, and then put back in the deck before drawing to assign players to the tables.

Players must sit at the table following the order in which they are drawn/listed on the Record Sheets: the second player sits to the left of the first player, etc. At each table, the player numbered "1" is the Sheriff. The judge deals a role card to each of the other players, face down and drawn at random, just like a normal game.

After roles are assigned, the judge deals two characters at random to each player: they give one character face down to each player starting from the Sheriff, and then, again starting from the Sheriff, give each player a second face down character. Players look at their two characters and must choose one of them to play with. The chosen character must be put face down in front of them, while the discarded character should be placed in a face down pile next to the deck. When each player has chosen one character, all players simultaneously reveal their chosen character. Once chosen, a character may not be changed for any reason. The judge puts away the discarded characters and the game can begin.

At the end of the game, the players call the judge. The judge, assisted by the players, fills out the Record Sheet with the players' roles and the condition that has determined the end of the game (i.e., Outlaws win, Sheriff lives, etc.).

Each player gains an amount of \$ as described in the following Winnings Tables. The players' total amount is kept secret until the end of the Tournament. On request, each player can be informed of their current amount of \$ by the judge.

The judge registers the results.



WINNINGS TABLES

Each player has 0 BANG!-dollars (in short: \$) at the beginning of the tournament.

Each player receives \$ based on their role and the outcome of the game, as stated in the following tables:

LAW WINS

NUMBER OF PLAYERS:	5	6	7
Sheriff	1.200\$	1.600\$	1.200\$
Deputy	1.200\$	1.600\$	1.200\$
Renegade eliminated last, by the Sheriff *	250\$	250\$	250\$
Renegade eliminated (not last)	0\$	0\$	0\$
Outlaw	0\$	0\$	0\$

* the Renegade faced the Sheriff in the final duel, but eventually lost.

OUTLAWS WIN

NUMBER OF PLAYERS:	5	6	7
Outlaw	1.800\$	1.500\$	1.700\$
Renegade	0\$	0\$	0\$
Sheriff	0\$	0\$	0\$
Deputy	0\$	0\$	0\$

RENEGADE WINS

NUMBER OF PLAYERS:	5	6	7
Renegade	2.200\$	2.400\$	2.600\$
Sheriff	0\$	0\$	0\$
Deputy	0\$	0\$	0\$
Outlaw	0\$	0\$	0\$



FOLLOWING MATCHES

The judge sets everything up for a new game. Players are assigned at random to new tables. If the number of players has changed due to players leaving the tournament early, the number of tables and their composition must be adjusted accordingly.

THE "HIGH NOON" RULE

Each game shall end in a reasonable amount of time. To make sure no games run over this limit, an additional rule called "High Noon" is applied, as explained below:

- **5- AND 6-PLAYER TABLES:** starting from the third time the discard pile is reshuffled (in other words, at the beginning of the "fourth deck") and beginning with the turn of the player after the Sheriff, each player loses one life point at the start of their turn. If, after losing this life point, the player is still alive, they can proceed by playing their turn normally. If not, they are out of the game (note: you can play a Beer to stay in the game if you lose your last life point this way, see the rulebook);
- **7-PLAYER TABLES:** as above, but starting from the second time the discard pile is reshuffled (i.e., with the "third deck").

1.2 END OF THE TOURNAMENT AND TIE-BREAKERS

At the end of the Tournament, the judge publishes the rankings. The top four ranked players will receive an award based on their performance.

If two or more players are tied at the end of the Tournament, use the "Marogi" tie-breaking system, that takes into account the average of the sum of the scores of all the opponents faced by the tied players in direct matches. The higher this number, the higher the ranking of the player. In case of a further tie, consider the number of matches won by each tied player. If the tie is still not broken, the judge draws at random the player who will be ranked higher.

SPECIAL AWARDS FOR THE TOP-RANKED PLAYERS

The top four ranked players are rewarded with an extra bonus in BANG!-dollars as defined below:

POSITION IN THE RANKING	BONUS
1st ranked player	100\$
2nd ranked player	100\$
3rd ranked player	100\$
4th ranked players	100\$

The players' score at the end of the Tournament is composed of the sum of their gains, plus the extra bonus for the top 4 players in the ranking.



1.3 WAIVERS

In order to reduce the time of the tournaments, the following variations are allowed:

- Reducing the number of turns
- Imposing a time-limit

1.4 ABANDONING THE TOURNAMENT

A player may abandon the tournament at any time: they must communicate this to the judge. That player may not re-enter that same tournament. If a player abandons during a game, they discard their hand, and their character loses their ability. The character stays in play in a “passive” way:

- They possibly “draw!” for Jail and Dynamite, but always skip their turn;
- They are considered when counting the distance, and they are a valid target for **BANG!** etc. until they are eliminated from play;
- They do not draw nor play any card, nor can they use any of the cards they have in play;
- If they are eliminated, normal rules apply (the player gets a reward if they were an Outlaw, if they were a Deputy and are eliminated by the Sheriff, the latter must discard all of their cards, etc.);
- The player gains \$ normally at the end of the game, based on their role and outcome, then drops out of the tournament.

If the player abandons the tournament between two matches, or during a game, the judge marks them as “withdrawn.” Withdrawn players do not play any further games, and are not considered when arranging the new tables.

SPECIAL CASES FOR ABANDONED CHARACTERS:

Saloon: The character gains one life point.

General Store: During the character’s turn, select one of the leftover cards at random and discard it.

BANG!, Indians!, Duel, Gatling, etc.: The character never reacts because they can’t (and does not have any cards in hand).

Barrel: The character does not “draw!” since they can’t use any cards in play.



2. TOURNAMENT BEHAVIOR

Players must observe the rules of the game and of this document, must respect all decisions made by the judge, and must behave in a sporting, friendly, loyal, and polite manner at all times.

Cheating or game misconduct are not tolerated. Cheating or game misconduct includes, but is not limited to, the following actions:

- showing a role card;
- looking at the hand cards of another player;
- giving false information about public game resources (number of bullets, etc.);
- seeking or taking advice from people not involved in the tournament;
- agreeing on how to end the game;
- deliberately playing too slow;
- lying to the judge;
- challenging the judge's decisions;
- swearing or cursing;
- provoking or offending the other players, the judge, or the spectators;
- intimidating or threatening the other players, the judge, or the spectators.

A player may call the judge to supervise the game if they think an opponent is cheating, breaking the rules, or behaving inappropriately.

3. THE JUDGE

The judge may not take part in the tournament they are judging as a player.

The judge must be highly familiar with the rules of **BANG!**, its FAQs, and tournament rules in force, and has the duty to apply the rules fairly to ensure a smooth running of the competition. They must act to resolve any infringement of the rules (of the game and/or of the tournament) which they note, or are brought to their attention. They must also make decisions on particular cases not expressly covered by the rules. The judge must keep secret the \$ available to opponents: each player can be informed only on their own total.

The judge shall ensure the proper conduct of drawing lots and of the gameplay, shall supervise the proper observation of all the rules and the conduct of the players.

The judge may request the person in charge of the tournament to remove anyone hindering the tournament.

The judge has the final and irrevocable decision on all judging subjects.

PENALTIES

Anyone misbehaving during the game may suffer a penalty at the discretion of the judge, based on the voluntariness and severity of such behavior.

The penalties are of two types:

- 1) Warning:** it is intended to alert the player that they are misbehaving; if a player receives a second warning during the same tournament they are automatically ejected;
- 2) Ejection:** the player is excluded from the tournament. Treat this as an abandonment.

The assessment of the seriousness of any offenses committed and the resulting penalty to be applied is at the full and final discretion of the judge.



The judge must record the warnings given during the tournament, and they are also required to communicate to DV Games the names of any players ejected from the tournament and the reason(s) of such ejection, so that these players may be excluded from other future tournaments, if necessary.

4. GENERAL CASE STUDY AND FAQ

- Players can never show their role. When this happens by mistake, the game continues, but if it is done on purpose, it is considered a serious infringement.
- It is not forbidden to speak openly about your own role, but bluffing is also permitted.
- Players cannot discard a card if their cards do not exceed their hand limit at the end of the turn.
- It is not mandatory to play a card if it is deemed inconvenient (e.g., it is not mandatory to play a Missed! in response to a BANG!).
- Players can use Panic! or Cat Balou on themselves. A player with two life points affected by the Dynamite explosion can play two Beers and stay alive with one life point (2 starting life points - 3 for Dynamite + 2 Beers = 1).
- Players cannot play Missed! to avoid losing a life point due to the effect of the “High Noon” rule.
- If a player is jailed, all of their cards in play still have effect. For instance, the player still benefits from cards such as Barrel and Mustang. The player is kept in jail only if they do not “draw!” hearts at the beginning of their turn; otherwise the player plays their turn as normal. If they do not “draw!” hearts, they skip their turn, but will play the next turn normally (unless a new Jail is played against them, in which case they have to “draw!” again). Before and after that, the player is free and ready with all their cards available. The card drawn to check the effect of the Jail is discarded along with the Jail (and under it) regardless of the outcome.
- In order to activate the ability of a character, a player must wait until any effect due to played cards is complete.
- A player may play a Beer even if they are at full health, or if there are only two players playing: Beer in these cases has no effect.
- A player cannot play a blue-bordered card if they have the same one in play in front of them, but can discard it at the end of their turn if they exceed the hand card limit.
- A player chooses the order in which their cards end up in the discard pile when they are eliminated or when they discard more than one card in their turn.
- The discard pile is reshuffled when a player must draw a card from the deck and the deck is exhausted. When the discard pile is shuffled, always include the last card played. For example:
 - Pedro Ramirez must draw and the deck is depleted. In this case, there are zero cards in the deck and some cards in the discard pile. Pedro may draw the first card from the discard pile, then the pile is shuffled and he draws his second card from the top of the newly formed deck; or he can ask for the pile to be reshuffled and draw the first two cards from the just formed new deck; the choice is Pedro's.
 - There is only one card in the deck and a player plays a Stagecoach. The player draws the top card, then the discard pile is reshuffled (including the just-played Stagecoach) then they draw the second card.



CHARACTERS

Bart Cassidy

If he is hit by the Dynamite and survives, he draws one card for each life point lost.

El Gringo

If he is hit by Suzy Lafayette with her last card, both abilities trigger in this order: Suzy Lafayette draws a card, then El Gringo takes it away because he was hit by her, and finally Suzy Lafayette draws another card.

Jourdonnais

If he has a Barrel card in play, he may draw a second time for the same BANG! card.

Sid Ketchum

He may not discard two cards to get a life point during the resolution of the effect of another card. He may regain his last life point even when it is not his turn, just like with a Beer.

Suzy Lafayette

If she plays a General Store as her last card, she must wait until the effect of the General Store is over, and then, having drawn a card with it, she is not entitled to draw because she has no cards: she actually has one (there is not time to trigger her ability). If she runs out of cards during a Duel, she must wait until the Duel is over before drawing. If she is the target of a BANG! from Slab the Killer and she only has one Missed! card in her hand, she can play it and draws a new card immediately: if it is a Missed! she can play it and the BANG! has no effect (other characters may also discard their only Missed! against Slab, but they don't draw as Suzy does).

Vulture Sam

If as a Sheriff he eliminates a Deputy, he discards all of his cards, including those he drew thanks to his ability.

5. OTHER

This document supersedes and replaces any previous version. DV Games reserves the right to modify any document relating to tournaments without prior notice. It is the responsibility of the organizers and players to be informed of the rules and regulations.

A full copy of this document in force must be made available to all players during each official tournament.

For contact information please e-mail: organizedplay@dvgames.com

The official BANG! Organized Play community is [here](#).

daVinci Editrice S.r.l., also known as DV Games (or dV Games), is not responsible for tournaments, tournament organization, tournament conduct, prizes, and the conduct of players and organizers at venue locations.



BANG! Championship 2022//23 - National Tournament rules
Version 1.4, December 2022
Copyright © MMXXII daVinci Editrice S.r.l. All rights reserved.

