

## **VIEWPOINT 3v3 FORMAT**

Viewpoint 3v3 is an exciting way to play Viewpoint that adds a new dimension to the game. The 3v3 format pits two teams (each consisting of three players) against each other and opens up the standard Viewpoint game to cooperative style of play. 3v3 will also please Viewpoint enthusiasts who want a longer game. The strategy in 3v3 is subtly different from the standard game and the team that is going to win is the one whose members carefully watch what cards are in play in both their own Fields of View and their opponent's.

The 3v3 format has been successfully trialled at two Viewpoint Championships and has become the standard format for the famed 'State of Origin' matches fought between NSW and Queensland representatives attending the championships. The rules set out below are to be used in sanctioned Viewpoint events and are based on what seems to have worked best in matches held to date. Please feel free to experiment with larger team sizes, point scores or deck mixes.

### **Preparation and Seating**

Teams consist of 3 people. Teams are designated Team A or B, although we encourage players to invent 'colourful' quasi-football team names (e.g. the Parramatta Eye-Balls or the Gold Coast Cataracts). Each team should nominate a captain before play. The referee (or one of the captains) tosses a coin to determine seating.

The captain of the team that won the toss (Team A in the following examples) takes a place at the table (this is the pivot player). The captain of Team B now directs any member of their team (including himself) to take the position to the left of the pivot. The captain of Team A now nominates one of their remaining players to take the next position to the left of the Team B player. This procedure continues until all players from both teams are positioned at the table.

A Viewpoint (original edition) set of cards and Viewpoint Reflections set are shuffled together to form the draw deck. The captain of the team that won the toss starts play or can elect for the opposition captain to start play.

### **Rules**

The standard Viewpoint rules are used with the following modifications:

- (1) A team wins if (at any time) their combined score equals or exceeds 200 View-points.
- (2) Play starts with the first designated player and continues around the table in a clockwise direction.
- (3) The player who started the round is to maintain a 'scoreboard'. This is simply a record of the total scores of both teams and can be kept on a piece of note paper. At the beginning of their turn, before playing a card, that player asks for each person at the table to provide them with the current View-points in their Field of View. The View-points for each team are totalled and the current score announced to all players.
- (4) Players on each team may talk strategy but any such discussions must adhere to the following etiquette:

- (i) The cards held in hand cannot be mentioned by name or by exactly what they do. Players can only talk in general terms (e.g. “if you can get 20 View-points down on your turn, we could win the game on my turn” or “have you got anything to reduce the opposition’s score?”). The only exception to this is where any card allows a player to examine the Draw Pile or Discard Pile to retrieve a card or cards. That player is free to discuss with their team what card(s) should be taken or what order the Draw Pile is to be arranged in. They may freely discuss this out in the open or withdraw from the table to discuss their strategy in secret. In a sanctioned tournament, all such discussions are limited to 1 minute in duration. If the team cannot make a decision in that time, the player whose turn it is makes the decision immediately.
  
- (ii) In a sanctioned tournament, the referee will warn a team on the first occasion where they break this etiquette. On the second occasion, they will be given a yellow card and the referee will remove the highest value card in that team’s Fields of View. On the third breach of etiquette, they will be given a red card. That team will forfeit the round and their opposition will immediately be awarded 200 View-points.

In a sanctioned tournament, a 3v3 event will consist of three complete rounds. The winning team is the team that wins at least two of the rounds. If round 2 is won by the same team that won round 1, the 3v3 game is over and no third round needs to be played.

After the first round finishes and is scored, the second round is set up exactly the same way as the first except the captain of the team who lost the original toss takes the table as the pivot and the seating arrangements follow the same procedure as round 1 (except it alternates in a B-A pattern instead of A-B). The pivot captain has the option of who starts play.

If round 3 takes place, the pivot is determined by which team has the most View-points. If tied, a new coin toss determines pivot.

In a sanctioned 3v3 Viewpoint game, each round has a time limit of one hour. If the round is not completed within one hour, the referee will call for extra time. After that call, once the current circuit of play reaches the player who maintains the scoreboard, there is one more circuit of play. The scorer starts the last round and, once the person to the scorer’s right finishes their turn in the circuit, the round is over and the highest scoring team is the winner.

In a sanctioned game, if the scores are tied at the end of round 3 a penalty shoot-off takes place. The captains nominate a single player from their team (including themselves). Those players compete in a single standard Viewpoint game to 100 View-points using either the original or Reflections deck (determined by mutual agreement or the toss of a coin).

In this instance, the winner of the penalty shoot-out wins the tied round of the 3v3 game.