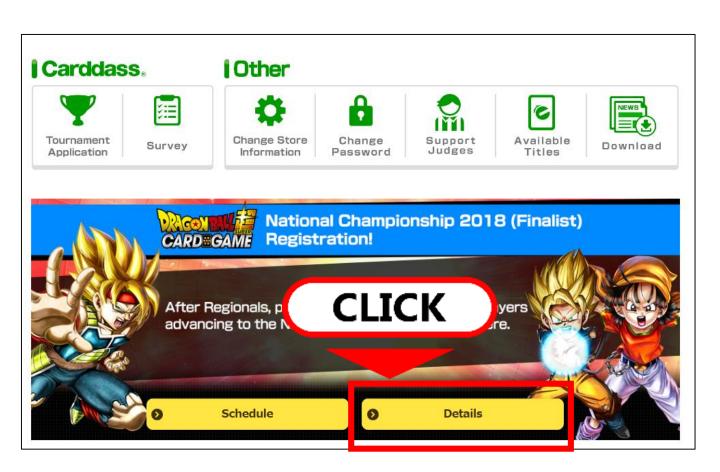
This flow should be proceed with finalists, before they leave your store.

Check the Details of Regionals

①Log in Carddass Club https://global.carddass.com/coclub/comenus/login/





Enter the BCC ID of Finalists

③Read carefully and enter the BCC ID of Finalists.

Shop Event





Overview

The Dragon Ball Super Card Game National Championship will decide the best player in North America. The top 1/8th of players in a given regional tournament advance to the National Championship.

Example: If 32 players enter a regional tournament, the top 4 players will advance to the national tournament.

Please register the BCC IDs of advancing players immediately following the end of a regional tournament.

Detailed Manual Here

BCC ID Entry Form for Advancing Players

Please enter the BCC IDs for players in the top 1/8th of the bracket.

Number of players in tournament: 48

- *Submitted data cannot be erased. Please check your information carefully before submitting.
- *Please confirm players' BCC IDs directly before submitting.
- *The players whose BCC IDs you submit will be able to apply for the national tournament from a form on their BCC for Players page. Please confirm with the players to ensure they have access to this form.

Check nickname and click "Complete" when finished.

CLICK

BCCID

Enter BCC ID here

Register



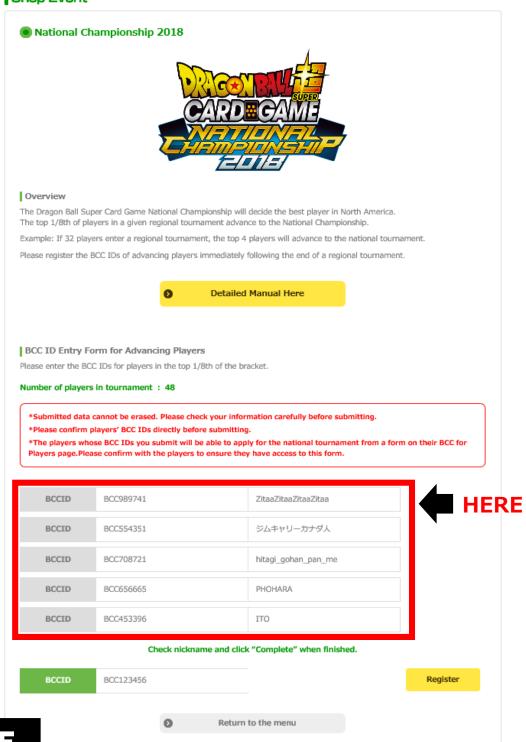
Return to the menu



Check the Registered BCC ID of Finalists

4 Check the registered ID.

Shop Event

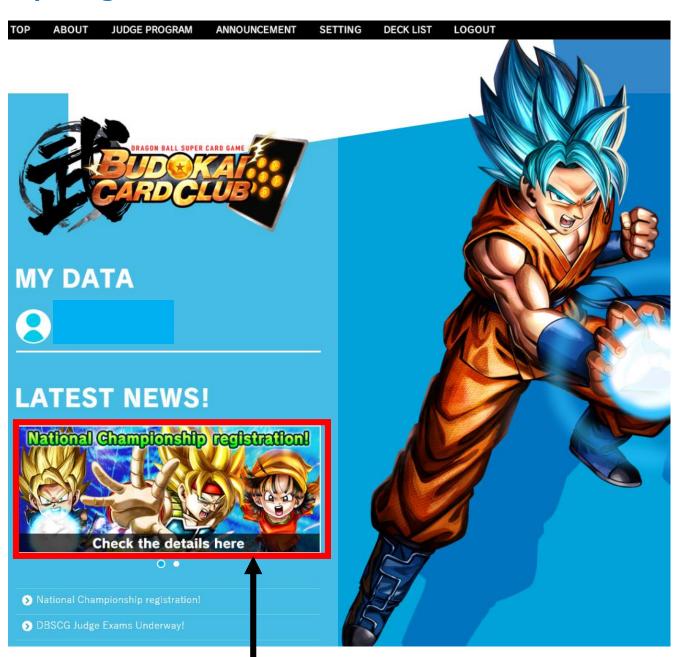




Check the registration

1 Log in BCC for Players

https://global.carddass.com/club/bcc/menus/



Click here

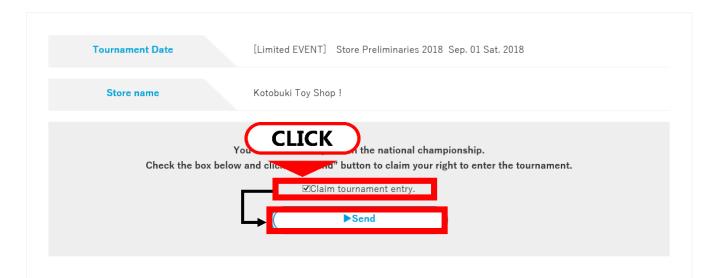


Check the registration

2Check the registered info

National Championship 2018 Finals Entry Application

Players who have earned a place in the national championship by playing in a regional tournament can apply for finals entry below.





Check the registration

3Go back to the top page



If you can see this Logo, the registration has done. If not, please contact below.

https://global.carddass.com/coclub/docs/cocontact/

