

Tournament Rules (thanks to ASO website)

The tournament is a 5 round tournament. Swiss style means that in each round, you will play an opponent who has won / lost about the same number of games as you. When you play a match you will get 3 points for winning, 1 point for a draw and 0 for losing.

After the first round, players are paired on basis of their scores, meaning that you will get to play a opponent who has (about) the same number of points that you have. Players who have won all their games are seeded among each other, but all other players are randomly paired (with players with similar amount of points). This pairing is repeated for each succeeding round.

Choosing which scenario to play:

There are two ways of choosing a scenario; 1) you could agree on one of the three scenarios or 2) use the following method; Both of you choose one of the 3 scenarios which you will not play, and give the other 2 a priority. Then there are 3 possible outcomes ;

- A. you have chosen to delete two different scenarios; and you play the remaining one.
- B. You have deleted the same one, and chosen the same scenario as 1st priority ; you play this one.
- C. you have deleted the same but chosen a different scenario as 1st priority; you roll a die to determine which scenario to play.

ABS:

We shall use ABS (Australian Balance System) with all of the scenarios. Included in the scenario list are the ABS for all the scenarios which will be sent /given to future participants not later than one month before the tournament.

Rules:

The tournament uses the official ASL Rules, 2nd. edition, including the following optional rules: IIFT (A7.37), All chapter E rules (E, E.1) and Reverse Motion (F.11). Regarding IIFT, the variant using conditional PTC's is used (see ASL 2nd ed. rulebook, chapter A, Footnote 10A, 2nd paragraph).

If both players in a match agrees, they can decide not to use any or all of the above optional rules.

Rolling the dice:

Some kind of dice-rolling-equipment is required. You can use a dice-cup, throw the dice into a glass, use a dice-tower, or throw the dice into a box or something similar. Whatever the method used, your opponent must be able to see the result at the same time that you are.

Deciding games:

If two players are unable to finish a game within the allotted time, they have to decide the outcome of the scenario, using one of these three methods:

- Mutual agreement, i.e. the players agrees on a winner or a tie.
- Roll the dice!
- Let the TD and his assistants decide the game.

Determining rank in the tournament:

The winner of the tournament is the last undefeated person in the tournament. Please note that it is therefore possible for a winner to be declared before the last round of the tournament. The rank of all other players is determined by their points at the end of the tournament. For players with equal scores, the following tiebreakers are used, in the listed order:

1. Round where the player lost his first game (the later the better).
2. outcome of the direct game between the two players.

If all of the tiebreakers are a tie as well, the two players in question share the same rank.

Prizes:

There will be prizes for the winner (AOO box) and runner up (free coupon at the Convention game-shop, amount depending on participants), as well as special prizes for:

- The player with the greatest positive difference between CVP inflicted in CC and CVP lost in CC during the tournament.
- The players who roll the highest number of snakeeyes during the tournament
- The players who roll the highest number of boxcars during the tournament