

Prezcon 2006
18XX
Charlottesville, VA

After many years of 18XX tournaments the format is pretty mature. Prezcon has not seen as many 18XX players as many of us would like. The schedule has been selected with that in mind, Let's hope we are blessed with more players this year so that in future years we can play a semi final also.

The starting times and room locations will be as follows:

Date	Times	Round Description	Location
		First Prelim (1830, 1856 permitted)	
		Second Prelim (1830, 1870 permitted)	
		Final (Top 4 – 1830)	

I will play in the tournament and will appoint assistants. We will be as flexible as we can to accommodate everyone. In the event of disputes, however, the GM & his assistants reserve the right to adjudicate rules questions, to impose time limits, to adjudicate games, etc. All decisions of the GM & assistants are final.

The tournament will consist of 2 preliminary rounds and a single final game for the top five players. I have eliminated a semi final round on the basis of expected number of entrants, for no other reason. The highest place finishers in the preliminary rounds will compete in the final.

- a. The preliminary rounds and the final (1830) will be played with a 6-hour time limit. I will try to negotiate a time slot to allow a longer second round to allow for players to play 1870. In all rounds, no stock turn will begin within 30 minutes of the scheduled completion time. In the last 15 minutes of a round, only route running, revenue collection, and train purchases may be conducted (tile placement, tile upgrade, or token placement will not be permitted). Unless there is a player bankruptcy, the game concludes at the end of a complete set of operating rounds.
- b. All preliminary round games will consist of 4 players where possible. If the number of participants is not divisible by 4, the players will be grouped to maximize the number of 4 player games. Players will be assigned at random, with the GM and his assistants in different games (to allow impartial rulings). The first round will be 1830 or 1856 and the second round 1830 or 1870. If the players at a board cannot agree which game to play in the preliminary round, the default game will be 1830. I will make an effort to avoid putting players against previous opponents in the preliminary rounds.
- c. The final will be played using 1830. I hope players will be able to play in both preliminary rounds. However, qualification for the final will be based on the best finish. I hope that all first place finishers in the preliminary rounds will make the final. In the unlikely event that we have more players, then I will assign final places in line with the largest margin first place finisher over the second place in the preliminary rounds. Clearly if there are not enough first place finishers to fill a four place final, then the highest placed second place finishers will be moved up as alternates.
- e. The winners' names will be posted after each qualifying round. Please, If you are one of the top four players in the qualifying rounds, and can not (or do not wish to) play in the Final, please inform me so that I can assign alternates.

At the end of each game, record the finish (1st, 2nd, etc.) of each player & their total cash value at the

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end of the game or at the time limit for the round, then give this record to the GM.

Official Rules Clarifications & Optional Rules in Force

- a. 1830: The optional 6 train will not be used unless all players in a game request it. In **1830 only**, new track in a track upgrade **need not be accessible** by the upgrading RR. In **1870 & 1856**, new track on an upgrade tile **must be accessible**.
- b. 1870: In a single turn of a stock round, a player may not both buy stock into a RR and sell stock, since the RR purchase option must be done alone in any turn. The optional rules mentioned in the booklet (ending the game when a RR reaches a \$400 stock price, or substituting diesels for the 12 trains) will not be used.
- c. 1856: If the CGR president accepts any 4 trains on formation, he may still "borrow" a diesel when 4 trains become obsolete (acceptance does not preclude later borrowing). The optional rules mentioned in the booklet (alternate destination cities & substituting 8 trains for diesels) will not be used.
- d. In all games player money is always public, RR money is considered private.