

PREZCON 2006 AFRIKA KORPS TOURNAMENT RULES

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Tournament Format

Welcome to the *Afrika Korps* tournament ! My goal is to make it possible for as many people to participate as possible without interfering with other tournaments or unnecessarily slowing down the completion of this tournament. The following paragraphs will give you the information you need to prepare for the tournament and fit it into your busy schedules.

OFFICIAL RULES: The official tournament rules in effect will be the 3rd edition (1980) rules. Copies of these will be available for players who need them prior to the start of the tournament.

LOCATION: The primary location for the "main start" of the tournament will be in the main Prezcon ballroom. Just look for the Afrika Korps logo and pylon.

FORMAT: The format for the AFK tournament is single elimination; you lose, you're out. Most AFK Tournaments prior to this year have never needed more than five rounds to complete because the number of entrants has never exceeded 32. This tournament will feature a Mulligan round for Round 1 on Wednesday morning. Winners move on immediately to Round 2. Losers are all grouped into the "second chance" first round that will immediately follow the normal first round.

AREA RATINGS: . All games in this tournament will be AREA rated. All players without an AREA rating will be given a starting rating of 5000 for tournament and recording purposes.

STARTING TIMES: The "official" starting time for the tournament is 10 AM on Wednesday. The GM (that's me) will be present in the tournament area around 9 am. A 15 minute grace period will be allowed for latecomers. All first round games, regardless of starting time, should be completed within four hours of when the players begin play Games which exceed the four-hour limit by more than 15 minutes are subject to adjudication.

SUBSEQUENT ROUNDS: Since the first round is a Mulligan round, all Mulligan "losers" will be paired in a separate "second chance" first round bracket, while all Mulligan first round winners will be paired against each other as normal for the second round. Since this tournament is continuous, all games must be played at the scheduled times, with no exceptions. Only when the field reaches the final four will the GM permit the players to schedule these games more flexibly.

PAIRINGS: Players will be paired initially by AREA rating; highest versus lowest, then second highest versus second lowest, etc, using the latest available AREA ratings. All unrated players will be given a nominal rating of 5000 for tournament purposes.

SIDE DETERMINATION AND BIDDING FOR SUPPLIES: The following procedure will be used to determine sides:

1. Each player will hide an AFK piece of the color indicating the side they wish to play (blue for British, pink for Germans). They then reveal their choices simultaneously. If the sides selected are different, play proceeds as normal using the AFK supply table to determine supplies.

2. If both players want the same side, they **MUST BID SUPPLIES FOR SIDES.**

The procedure is as follows:

The players bid a supply handicap for their choice of sides. The two players will roll a die to determine who begins the bidding, with the higher die roll being given that choice. If both players want the German side, the number bid represents the number of extra supplies the British player can declare "sunk" in addition to those that are sunk by the supply table during the course of the game. For example, if the German player has bid two supplies for the right to play his side, then the British player has the right to sink any two supplies that the German would otherwise receive as a result of his supply roll at the beginning of the turn. (Given the vagaries of the supply table, this can get really nasty.) If both players want the British side, then the number bid represents the number of "free supplies" that the German may get during the game. The German player may choose to claim these supplies right at the beginning with his initial setup, or he may use them to nullify any "sunk" result on the supply table during the course of the game. Once the bidding has been completed and sides determined, players should write down any supply handicap that was bid on their 3X5 cards for that game and keep track of the number used.

KEEPING NOTES ON GAMES: On a separate sheet (which the GM will provide) players should make notes about the distinguishing features of their individual games so that your friendly GM will be able to record the noteworthy events for the PREZCON entry on the AFK tournament. The more material I receive, the more justice I will be able to do to the tournament players in the writeup. That should be enough for your planning purposes. I look forward to seeing you all there!

A FINAL NOTE: Chess clocks will not be used this year, but are under serious consideration by the GM. They will become mandatory for next year's tournament if there is a problem with prompt completion of games due to slow play, excessive player absence or taking of "breaks" during games, etc. I am providing timesheets for all players to use in their games to keep track of how many minutes both sides use for each move, which will be used as a guide for adjudication. Adjudication will take place NLT 15 minutes before the scheduled start of the next round, and GM determinations are final. Bruno Sinigaglio will be the alternate GM to adjudicate any games in which I participate that reach the 4 hour time limit without decisive result.