GM Tournament Packet

Here are some tips, suggestions and rules for running your tournament at PrezCon.

General Comments

- Before play, the GM will prepare which Version of the Rules, Scenarios, and Special Conditions are to be used, as well as being cognizant of any Clarifications. In case of Ties or Time Limits, the GM should be prepared to handle Tie Breakers as well as Advancement to the Semi/Finals. The GM may communicate this verbally or have a written copy available in the game kiosk.
- GM's are expected to be in the room and available at all times when a tournament game is being played. You may designate one or two Assistant GMs, prior to play, to take your place in case of an absence.
- As GM, you are judge and jury (and executioner if need be.) Your tournament is NOT a democracy; so do not rely over much on the opinions of the players when you try to resolve disputes. Their opinions will usually be colored by their positions in the game.
- We are always around to assist in resolving situations or to answer any questions you have. If we are playing a game, interrupt one of us! Our goal is to work with you to make this PrezCon the best ever!
- Fair and friendly play is a hallmark of PrezCon. Profane or Shouting players forfeit any position in the Tournament, and if considered Out of Control, excused from further play. Seek one of us out immediately if this is the case.
- If a player is truly dissatisfied with a ruling of yours, please summon one of us as the Appellate Judge. Rest assured, however, that we would back you up in your decision except in the most extreme cases.

Paperwork and Player Requirements

- Please make sure all players have badges and are signed-in on the Heat sign-up sheet.
- We have provided you with a Heat Result sheet which is not required, you may use your own if you like.
- At the end of the event please fill out the Final Result sheet provided and turn that in. This is required before awards will be distributed to winners.
- The GM should supply one copy of the game. Players are required to supply additional copies of the game. We may have an extra copy of the game in the game library which you can use.
- If there are not enough games or table space, you will need to cut players. In this situation you should give preference to players that have brought copies of the game.

Player Seating

- If at all possible player should have random seating. This should apply not just to which game, but for some games this should also apply to the order of play. You may handle this as you see fit.
- At the GM discretion family member may be rearranged so they do not share tables during **heat** events.

Dispute Resolution

- You are the final arbiter of the rules of your game. You are welcome to consult the opinions of others, both inside and outside of the game, but do not to let the players engage in endless debate. Feel free to summon us if you wish. We resolve rules disputes as follows:

    1. Have the players explain the controversy until you fully understand the questions that need to be answered. It helps to define the problem as one of interpretation, rather than of personalities.
    2. Consult the rulebook while the players be quite
    3. Allow the players involved to explain their competing views, ONE AT A TIME.
    4. Consult the rules again, and make your ruling. Be firm and authoritative, without being totalitarian.
    5. Stick by your ruling for the rest of that game, even if you later determine that you were wrong.

- Keep control of all disputes. Remember that situations get out of hand the quickest when players are allowed to raise their voices and when multiple players are allowed to talk at the same time.

Players Leaving Mid-game

- Players are strongly discouraged from dropping from the middle of tournament games for any non-emergency reason. Players should stick by their decisions, and not start games they can't finish.
- If a player drops out to leave the convention, you can handle this situation as you see fit.
- If a player drops out of a game voluntarily (i.e., for a non-emergency reason) he loses all benefits from that game. The player will not be allowed to reenter the Tournament.

Time Limits and Stalling

- Arrive at your event early and prepare as much as you can without disrupting any games still in progress.
- PrezCon uses game time limits. These are set by you and apply to all rounds, all heats, and all finals. The time limits permit players to schedule their game play more efficiently as well as to insure table space for the next game.
- Be aware of free table space around you and which games have time blocks to use the tables after you. If your game ends in time to accommodate the next game you may use extra space.
- Your event/final may go over time as long as no other game needs your table space.
- If a player is stalling for time, you have the option to warn the player and at your discretion you may assign a penalty (including without warning). The penalty may be whatever you choose from loss of points, adjustment in board position, to automatic DQ.

Additional Awards for Winners

- If you wish to make additional Awards (such as plaques, games, or other items, but not money), you may do so at your discretion. Awards may be for just about any reason, including Best Sportsman, Booby Prize for Last Place, Most Gracious Loser, etc.