



Tournament Rules

Structure: The CoG tournament is decathlon style, with a single award for the best aggregate performance across all the tournament games offered at the convention.

Administration: Since we don't have a volunteer for tourney coordinator, this Congress of Gamers tournament has super simple administration and scoring. Game Masters (GM's) seat players, answer rules questions, etc. When volunteers are available, some games may have a demo before the start of the game.

Players may participate in any of the tournament games listed on the official schedule. Other games (such as games from the Party/Social track, or scheduled games played during open gaming) do not count. All games are scored in the same way, with 3 points scored for first place finishes and 1 point for second place finishes.

Players will be seated randomly, with a randomly selected start player, even in cases where the rules state some other criteria (e.g., age, last player to visit country X, etc.)

A completed play slip for each game must be returned to the tournament organizer table for points to count. An entry in the tourney score sheet, taped to the tourney organizer table, should be entered by each player in competing for the champion awards.

Any disagreements over rules or scoring should be brought to the attention of the GM for the game. The GM's ruling in such matters is final. If the GM is a player in the game where the disagreement occurs, the Convention Director will make the ruling.

Variants: Most tournament games have expansions, variants, different maps, etc. The general approach will be to allow variants, provided the GM is OK with it, everyone at the table agrees and the game will still fit within the scheduled time slot. If players cannot agree on a particular variant, the base game or map will be used (with a random coin flip to determine the relevant map for games with two base versions, e.g., Power Grid).

Based on their preferences, players may compete in as many tournament games as they wish. The game must be played and a score sheet turned in during the time slot scheduled for the game.

In case of TIES, the tiebreakers listed in the game rules should be applied. If the listed tiebreakers or the GM specified tiebreakers are not sufficient to break a tie, then the tied players will split the points (two points each). Ties for second place do not score points.

Tiebreak for final scoring: If more than one person is tied for the most points, the player with the earliest wins will be awarded. If the tie persists, a coin flip will determine the winner.

Prize: The highest point scorer will be named the winner of the Congress of Gamers tournament and will receive prizes to commemorate the achievement, typically a plaque, free admission to a future con (so he can defend his title), and a gift certificate that may be used at a future CoG Auction Store. A consolation prize will be awarded to the runner-up. Tie breaker is points earned earlier in the con. Second tie breaker is die roll.