

## **2008 CODCon Diplomacy Open Rules**

### **1. Schedule and Information**

**Location:** The College of DuPage's Student Resource Center  
425 Fawell Boulevard  
Glen Ellyn, Illinois 60137

**Tournament Director:** Jim O'Kelley  
**Committee Members:** Thom Comstock  
Greg Duenow  
Kevin O'Kelly  
Jeremiah Peterson

#### **Saturday, April 12**

##### **Round 1**

**Registration:** 9 to 9:30 a.m.  
**Board Call:** 9:45 a.m.

##### **Round 2**

**Registration:** 5:15 to 5:45 p.m.  
**Board Call:** 6 p.m.

#### **Sunday, April 13**

##### **Round 3**

**Registration:** 9:15 to 9:45 a.m.  
**Board Call:** 10 a.m.

Tournament ends at a predetermined time between 3 p.m. and 5 p.m.  
with brief awards ceremony following conclusion.

When the tournament is called, games will end immediately, regardless of which phase a game is in. If the Fall turn has not been completed, the prior Fall center count will be used for scoring. The Tournament Director will endeavor to stop a game prior to the call if it appears a Fall turn cannot reasonably be completed by the call.

### **II. Board Call and Power Assignments**

1. To be eligible to play during a round, players must check in with the Tournament Director during the registration period.
2. If a player's first-round game has not completed by the Board Call for the second round, the player must play on both boards. A player may choose

- not to register for the second round if he wishes to focus solely on his first-round game.
3. Table assignments will be at the discretion of the Tournament Director. Efforts will be made to maximize the number of new opponents faced by each player in every round, excluding family members and the like.
  4. A player should not be assigned the same power twice in the tournament. Should there be an incident of it, contact the TD immediately. If possible, the TD will try to assign countries in different theaters (East, West, Central) in the three rounds.
  5. In the event that the number of players checked in for a round is not a multiple of seven, the TD may ask designated players to sit out or play on two boards, or alternatively may play on one or two boards himself.
  6. Should a player leave a game from illness or personal reasons, the position may be filled or left in civil disorder, at the discretion of the TD. Scoring of this position will be at the discretion of the TD. A player eliminated from the game may not play another position in the same game as a replacement.
  7. When you are eliminated from a board, you are to have no more interaction with the players on that board, and it is suggested that you become involved in gaming elsewhere.
  8. If you are not on a board, you should not interact with the players in regard to the game in progress.

### **III. Turn Deadlines**

1. Each board will keep its own time. The amount of time for negotiations is dependent on the year, as follows:  
1901-1903: 15 minutes.  
1904 to 1906: 12 minutes.  
1907 onward: 10 minutes.
2. After spring and fall negotiation periods, there will be 2 minutes of silent order writing time.
3. Once adjudication has been completed, all retreating units have been identified, and questions have been answered about invalid retreats options, there will be up to 30 seconds of silent writing time for retreats, if necessary.
4. After the fall adjudication, there will be up to 2 minutes of silent writing time for adjustments, if necessary.
5. Regarding deadlines, players should police their own boards. If the Tournament Director or his designate is called in to enforce a deadline, he will issue a warning to the offending player or players. For the duration of the tournament, subsequent offenses by the player or players will result in all units holding for the turn.

6. The clock must start immediately after adjudication is read or adjustments are completed.
7. If all players' orders are in early, adjudication may begin as long as all players on the board agree.
8. Boards may take one 15-minute break at the discretion of the players on the board. The TD is to be informed of the break period. Games should not be otherwise delayed for any reason, such as bathroom or food breaks.

#### **IV. Orders**

1. The 2008 Hasbro rules will govern play except as noted in this document.
2. The Tournament Director shall be the final arbitrator of any rules dispute.
3. Convoys
  - a. A convoy will always move by its own position's fleets if ordered and possibly ignoring alternate routes offered by other powers, unless otherwise specified in the order for the army.
  - b. "Unwanted convoys" are not permitted. In the event that an army can move to an adjacent coastal province via land or sea, it shall be assumed that the army is moving by land unless otherwise specified in the order (e.g. A Bel->Hol via Nth convoy).
  - c. In the case of a valid convoy attack from one coastal province to an adjacent coastal province, the attack will be considered as coming from the fleet for the purposes of retreat, thus allowing the dislodged unit to retreat to the province of the attacker.
4. Orders
  - a. All units should have an order; unordered units are treated as a hold order regardless of other implied actions. Unordered units or units in civil disorder may receive support in holding. A blank order such as "F to Swe" will be treated as a null order, and we will not try to figure out if the blank was to be applied to a unit that was not specifically ordered.
  - b. Units given an impossible order such as A Munich ->Switzerland or A Munich->Munich are treated as holding. A unit ordered to a distant location where there is no convoy route available, such as A Mos->Par, shall be considered as an impossible order and held.
  - c. It is not necessary to designate Army or Fleet except in build orders on coastal provinces. Orders for wrongly designated units are still followed.
  - d. It is not necessary to designate the nationality of a piece when writing a support or convoy for another player's piece; if the wrong nationality is written and the order is otherwise valid, it is still followed.

- e. Poorly written orders that allow for only one reasonable reading (ignoring intentionally miswritten orders as a possibility) are to be followed. However, no direct change in the implied individual order is to be made.
  - f. Standard abbreviations are acceptable. Liv and Nor are NOT valid abbreviations for any province. Leeway may be given if the order is unambiguous.
- 5. Dual-Coast Provinces
  - a. Failure to indicate a coast on a Fleet St. Petersburg build order will result in a waived build.
  - b. Any fleet move or retreat order from Portugal to Spain, from the Mid-Atlantic Ocean to Spain, or from Constantinople to Bulgaria, must include a coast designation. In all other cases, failure to specify a coast will not invalidate the order.
  - c. When issuing a support order for a fleet attacking a dual-coastal province if there is no coast designated, then the support is good regardless of which coast the fleet attacks. If there is a coast designated in the support order, then it is valid only when that coast specified is attacked. Cases for supporting a fleet to hold in a dual-coastal province are handled analogously.
- 6. Each player will take a turn reading orders in the order AEFGIRT. The person who is to read will read his own orders first or have the player to his right read his orders first. Players having trouble may pass on reading to speed up adjudications.
- 7. Retreats and adjustments
  - a. If more than one power has a retreat order, they must be written down. If only one player has retreats, he may move the piece on the board.
  - b. If a build is not ordered or is miswritten, no action is taken to adjust it.
  - c. If a removal is miswritten or not submitted, then the priority will be: units not in a supply center, units not adjacent to an owned supply center, then furthest away from an owned supply center, fleets before armies and then alphabetical (lowest first).
  - d. Retreat orders are due within 30 seconds. A player may ask which of the open, adjacent, seemingly valid spaces he can NOT retreat to, in order to avoid players giving hints when specifying. (For example, if an army is in retreat, players may point out the adjacent open land space from which the attacker came and any adjacent land spaces left open due to stand-offs.) Disbanding is always an option on a retreat and needs not be stated.

## V. Ending the Game

1. The game will end in a *solo victory* if a single power controls 18 or more supply centers at the end of a Fall move. Solos may not be conceded.
2. The game will end in a *non-solo resolution* if:
  - a. All powers remaining in the game agree to end the game. Note that there are no “draws” per se, only game-ending resolutions. Or, if preferred, all non-solo resolutions may be considered a draw including all survivors. See the scoring system for details.
  - b. The TD calls the tournament at the predetermined call time.
3. Votes
  - a. Starting in 1906, players may propose to end the game. When an end-game proposal is made, any other player may verbally veto the proposal. If the proposal is not vetoed, the TD or designee must be called to supervise the draw vote.
  - b. The vote shall be conducted in secret in a manner determined by the TD or designated assistant. Only ONE vote may be held per spring or fall phase, at the discretion of the TD. The clock DOES NOT STOP for draw votes.
  - c. All players with at least one supply center are eligible to vote. If a player has abandoned the game or chooses not to vote, he is considered to vote for all proposals.

## VI. Awards [you need only play in one round to be eligible for an award.]

1. CODCon Champion, second through seventh place.
  - a. Determined by total point score for best two rounds.
  - b. In event of a tie, the following tie-breakers are considered:
    - i. The player whose highest single game score is higher.
    - ii. The player with the highest score obtained in any game in which the tied players opposed each other.
    - iii. The player whose average supply center count is higher.
    - iv. The player whose overall supply center differential was higher.
    - v. The player for whom the tournament is furthest from home.
2. Outstanding play of each power—determined by single-game score, with ties broken at the discretion of the TD.
3. Special awards—Determined by the TD. Players are encouraged to nominate players for these awards.

## VII. Scoring

Final tournament score will be determined as the sum of each player's score in their best 2 rounds. Players need only participate in one round to be eligible for awards. The Tournament Director is ineligible for awards.

**For games ending in solos,** the soloist will score 450 points. Powers eliminated in the year 19n will get points equal to n. Surviving players will get 5 points per center, with a minimum score equal to the highest scoring eliminated player.

### All other games will be scored as follows:

1. You get 10 points per center. Powers eliminated in the year 19n get points equal to n.
2. A game pot of 60 points is divided equally amongst survivors.
3. The player with the most supply centers at the end of the game gets a bonus equal to 2x the number of centers owned. In the event of a tie, no lead bonus is awarded.

### 4. Examples:

#### a.

Austria - elim 1904 (4 pts)  
 England - 12 SCs ( $120 + 12 + 24 = 156$  pts)  
 France - 3 SCs ( $30 + 12 = 42$  pts)  
 Germany - 6 SCs ( $60 + 12 = 72$  pts)  
 Italy - 9 SCs ( $90 + 12 = 102$  pts)  
 Russia - elim 1908 (8 pts)  
 Turkey - 4 SCs ( $40 + 12 = 52$  pts)

#### b.

Austria - 17 SCs ( $170 + 15 + 34 = 219$  pts)  
 England - elim 1911 (11 pts)  
 France - 1 SC ( $10 + 15 = 25$  pts)  
 Germany - 12 SCs ( $120 + 15 = 135$  pts)  
 Italy - elim 1906 (6 pts)  
 Russia - 4 SCs ( $40 + 15 = 55$  pts)  
 Turkey - elim 1905 (5 pts)

#### c.

Austria - 18 SCs (450 pts)  
 England - 3 SCs (15 pts)  
 France - 4 SCs (20 pts)  
 Germany - elim 1908 (8 pts)  
 Italy - elim 1905 (5 pts)  
 Russia - 9 SCs (45 pts)  
 Turkey - elim 1904 (4 pts)