

Hi guys, thank you for taking the time to read this!

I guess we have all noticed a decline in BBC players/games lately, and in the upcoming I will try to elaborate a bit more about what is my thoughts on this:

I'll start by asking the most important question:

**What is *gained* by having the ticket rules?**

Well, I assume the intended effect of having them is to make people show up for the game. But... How can we really know that it really works? Are there any statistics to confirm this assumption? My guess is no, because how can we really know? The only way of really knowing this is to have a survey – still that won't not give us the whole answer because we would need enough people to bother to answer, and answer honest. So in reality there is no way of knowing for sure.

What I do believe what the current ticket rules does though, is to prevent people from registering. Why? Well I've been here long enough, and played enough to have some idea of how people use this game. Not all players base their whole life around this. This is not a game for real money, and it is not that serious. So let us not treat it as that either. A lot of things can happen:

Ok, so you plan to play a game, but suddenly you get a visit from a friend, or your spouse ask you to do something, or you have to pick up your kids, or internet dies, etc. etc. etc. If this had been a real money tournament you would have made sure that your schedule for the evening was clear, but for a game with play money?

Well... try telling your spouse this:

Sorry honey I can't pick up the kids, see I've registered for a VERY important poker game with play money, and if I don't show I lose my ticket!

-Good luck! I'm sure he/she will understand... After all there ARE important things in life... Right?

So...If you ask me, all of the above excuses are valid excuses for not playing. Instead of punishing players, let's show some understanding that they have a real life too. The way it is now we risk pissing people off unnecessarily. Just because we don't get feedback on it, doesn't mean that they don't get a little pissed off about it. Especially if they don't understand why their ticket was removed (yes, the rules was hidden), but maybe not enough to bother, (or maybe for some, to dare) to give feedback on it. They just accept it quietly, but maybe... just maybe... the next time they delay to register until right before the game, or maybe not at all. Just shows up in the lobby if they want to play.

And from my experience in here, I think that is pretty accurate if we look at when people tend to register. A lot of times most of the registrations are done within 10-90 minutes before the game. At least this is true for a step 2 game. (I will come back too step 3 and 4)

That is how I think people play here and if we want more players to start playing, we will just have to adapt to that.

So this brings me over to another question:

**What is *lost* by not having the current ticket rules?**

Well I assume the argument would be that if we don't have the rules, people might not show up and less games will be played. I think that is incorrect. Why?

Well first of all let's look at step 1 one, and once again try to get into the head of an average player. People still register for step 1 and usually most of them show up. And I think the reason for this is quite simple: If you bother to register - you are planning to play. And even if they don't have anything to lose, players even sometimes leave a note in shoutbox if they know they are not going to make it.

What the registration does however, is to guarantee you a seat at the table and is not a bad idea in itself. So I say we keep that.

The same goes for step 2, but here is a twist: Now you are at risk of losing your ticket if you suddenly get a change of plan. What I have seen many times on weekdays is that often there are only 3-6 players registered. So if the game takes place, players from the lobby has been invited. Again... This is *how* people play!

I ask again: What is *lost* by not having the ticket rules?

Ok... players might not show up. So what? This happens anyway! Players have real lives and if they have to go, they have to go. It's not the end of the world to lose a ticket. It has no real life value. People still become subs. Sometimes games happen. Sometimes they don't. Sometimes players lose tickets and I think that is pretty stupid because what have you actually *gained*?

I think that if we were not so eager to take tickets away all the time, *more* games could happen! Maybe the player who lost his ticket one time, would be able to fill another table the next time, so... in the long run I think it's pretty simple:

More tickets floating around = more games being played!

And here is a very important point: Regular players often has a lot of tickets. They usually show up anyway, or leave a note if they can't make it. It is the casual players we need. Those who maybe don't know the ticket rules that well.

Now this brings me back to step 3 and 4. Lately it has become almost impossible to play a step 3 game. It happens maybe once a week, and if that does not suit you... well... sorry. And a lot of times lately step 3 has been canceled due to lack of players. Now I would also take this opportunity to add that Mr.Fixit actually has a good point with the timing of the games. I believe 21.30 is better time for those games. And another game on Sunday is also a good idea. But in reality you should be lucky if one of the two games really happens.

Again... but what if there were more players with tickets floating around? The last step 3 game I tried to host, two players didn't show up. One of them only had one ticket...

And step 4? Well first you will need to be able to play a freaking step 3 to even have a chance if you have not got a ticket already!

So far all I can see what the current ticket rules does is to *prevent* games from happening. Was *that* the intended effect? Winning a ticket, or the award should still be the achievement. Not how good you are to show up for the game. I think that the *only* way you can lose a ticket should be by actually *playing*.

Now.... Let me do these questions again for the man who is the reason that we are all here. Let us never forget that, and all the time and work he puts into this.... For Free!

### **What does sp0ck *lose* by not having the ticket rules?**

Well first of all, all future arguments regarding lost tickets, or any arguments on how to interpret the rules on them: Poof!  
Gone! Just like that.

One rule is all you need: If you play, you lose a ticket. (Unless ofc 3<sup>rd</sup> in step 2 and 3.)

It is simple, and it is fair. I just don't believe in punishment as encouragement. We should embrace the players we got, not scare them away. An exception could be maybe for step 4 games, still I am not sure about the real effect of it. Playing and winning should be the motivation. Not punishment. So I have landed on nothing at all. I think it will work.

No more pissing people off unnecessarily, that be quietly or, as we've seen several times sadly, LOUDLY!

Reporting would be done easier, thus less chance of a someone making a mistake resulting in more work for sp0ck. We as admins would no longer need to remember who showed up for the game. The ticket remove option could/should be totally removed.

And there would simply be no need for any additional super admin as far as I can tell. The technical stuff sp0ck probably will have to do anyway.

So...

### **What does sp0ck *gain* by having the ticket rules?**

Well... *nothing* as far as I can tell... Expect a lot of extra work and potential fights.

And as a web designer, I'm sure he can appreciate this concept:

*Just keep it simple !*

Last I would just like to say:

Let us all take sp0cks encouragement by lowering the strictness of BBC, and use our own heads. We really don't need a bunch of rules. All we need is common sense. Together we can DOIT!

Thank you for reading.