

2020 ASL OPEN

Welcome to the ASL OPEN. Have a great time this weekend playing the greatest tactical WWII board game ever created. If you encounter any problems this weekend please see the Tournament Director, David Goldman, and inform him of the problem. The TD is not a trained therapist so don't expect too much from him. All kidding aside, there have been so few problems the last several years it has been a joy to be the TD.

TOURNAMENT FORMAT

1. All players participating in the tournament will be seeded. The returning players from last year with four or more wins will be seeded in their order of finish from last year. All other players will then be seeded at the Tournament Director's discretion. If you're displeased about your seeding, sorry it's too late to change it after the tournament starts. Remind me next year.
2. All matches will be reported by the TD to ROAR. Please do not report any game from this tournament to ROAR.
3. There will be six rounds of play. Games are played using the scenario list provided or using the Any Scenario selection. Players will be paired by seed: the first round will see all even numbered seeds playing the odd numbered seed right above them (e.g., 2 plays 1, 12 plays 11, etc.). On subsequent rounds players will be paired by points, using the scoring method described below, and seed. The players with the highest scores will be paired together. If more than two players have the same score, then the two highest seeded players of those players with the same score will be paired off. No one will play the same opponent twice.
4. A player will receive ten points for each victory. In addition, the victorious player will receive one additional point for each victory his vanquished opponent(s) earns during the tournament (e.g., A beats B, who has a 3-1 record. A receives 13 points for that victory. If B wins two more games, A will receive 2 additional points for those wins).
5. The player with the highest point total at the end of round 6 will be the ASL OPEN Champion. Any ties will be broken using the following tie-breakers: The first tie-breaker will be the added final points of all defeated opponents; the second tie-breaker will be the added final points of all victorious opponents. If a tie still results, the players will be declared co-champions and there will be no second place awarded. The same procedure will follow to determine the second and third place winners.

TOURNAMENT RULES

1. DRs and drs must be made into a container such as a glass, bowl, or dice tower.
2. Rules disputes that cannot be resolved amicably should be directed to the Tournament Director (David Goldman) who will use all available material to resolve that dispute fairly. The TD's rulings are final (even if later shown to be incorrect).
3. KIBITZING will not be tolerated: DO NOT comment on any game in progress.
4. Only scenarios from the scenario list provided can be used during the tournament unless the Any Scenario option is selected.
5. **Please be conscious of the allotted time for each round especially if you have selected a scenario from a prior round or are using the Any Scenario option.** The scenarios for each round should not take

longer than the time allowed. However, if the Tournament Director needs to declare a winner in a scenario being played past the allotted time, he will do so using his good sense and any information he can gather. Any player who took longer than 40 minutes to set up and is involved in a game that must be adjudicated will be at a disadvantage. But let's not let it come to that. Please keep moving. (Rule of thumb: if it takes you longer than 40 minutes to set up your defense or 25 minutes to set up your offense then you are going too slow!)

6. Because many scenarios are long and have significant defenses to consider, the list has been released earlier than usual. Use the time to do your homework on the scenarios before the tournament.

7. All HIP units and fortifications must be recorded prior to the start of play on the back of the round result form (if both players have HIP units then use two forms). If desired, a copy of this information can be given to the Tournament Director. All written information is final once the first DR is made. If, at the game's end, someone is found to have placed a unit/fortification in the wrong spot, that player forfeits any victory. (So please be careful when placing units on board and when you write them down)

8. ASLRB V.2 will be in effect for all matches. Players wanting to use a house rule must agree to house rules before the start of the game. A house rule must be written down and initialed by both players. Otherwise the Tournament Director will adjudicate only from ASLRB V.2.

9. Because the scenarios in this year's tournament are longer than in past years, all scenarios must be completed on time. At the end time if the two players cannot agree on a victor, unless the scenario is on the last turn, the tournament director will not adjudicate games, they will be decided by a die roll. If the players agree the roll can be balanced (instead of 1,2,3 deciding for one player and 4,5,6 for the other, 1,2 for one player and 3, 4, 5, 6 for the other; or 1 for one and 2, 3, 4, 5, 6 for the other).

10. A set of optional tournament rules has been provided for this year's tournament. Either make use of them or not. Decide prior to scenario selection whether some all or none of the special tournament rules will be in effect.

SCENARIO SELECTION

Each round has 4 scenarios with the additional "Any Round" scenarios available as a selection, oddly enough, for use in any round. Players by mutual agreement may select a scenario from any prior round. A player may not play a scenario more than once in the tournament, not even by mutual agreement.

New in 2020 is the Any Scenario Selection.

By agreement, except the listed scenarios in a subsequent round, **any scenario ever made may be played in any round.** Before agreement to an "Any Scenario Selection," both players must disclose how many times he has played the scenario.

If a scenario not on the list is selected, the scenario selected must be played with no balance and the sides must be determined by a die roll (i.e. no bidding, no agreements as to sides). Moreover no extensions of time for completion will be allowed. At the conclusion of the allotted time for that round, a die roll will determine the winner.

A player who plays a scenario more than once will automatically be credited with a loss for the 2d playing.

Absent agreement to play a particular scenario, both players choose two scenarios from the four scenario choices for that round in the order of preference (thus you can eliminate two scenarios you don't like in that round). If both players have chosen different scenarios for their first preference, and their second preferences

match that second preference scenario is played. In case of ties or if there are no matches, then roll to see which scenario is played and randomly select sides (with no balance other than a tournament noted balance).

It is suggested that before picking a scenario in a round that each player voluntarily inform his opponent which scenario(s) in that round he has previously played.

MINI TOURNAMENT

For the Saturday and Sunday rounds (Rounds 4, 5 & 6) all players without a victory at the start of Round 4 (and the necessary number of players to full the bracket with only one win) are automatically also entered in the Mini Tournament. Those players will be matched against each other in a single elimination three round series. Mini Tournament results also count in the main tournament. Once a player loses a mini tournament scenario, he is automatically put back in the main tournament in the next round.

SIDE DETERMINATION

Players may elect to choose by DR or by mutual agreement which side they will play (except as stated above). Otherwise, both players secretly write down the side they prefer to play. If both players choose the same side then roll to see who gets that side, with the loser receiving the unwanted side and the provided balance (unless already given on the Tournament Scenario Sheet).

CHECK IN/OUT PROCEDURE

All players must check in when they start the tournament. After the first round, players who will not be participating in the next round must check out with the Tournament Director. After Round One and especially on Saturday and Sunday mornings, any one not present when the round begins may lose their current seeding and may be dropped to the lowest seed.

TOURNAMENT DIRECTOR

In order to assure that everyone has an opponent, the Tournament Director will play only when there are an odd number of players in a round. The Tournament Director is not eligible to win in the tournament but his points otherwise count.

That's it for now. Roll low and have a great time!