

2020 eASL OPEN

Welcome to the 2020 eASL OPEN. Have a great time playing the greatest tactical WWII board game ever created. If you encounter any problems please email the Tournament Director, David Goldman, at frango1000@sbcglobal.net and inform him of the problem. You can call him at (312) 504-1599. The TD is not a trained therapist so don't expect too much from him. All kidding aside, if you cannot resolve a problem quickly, it's hit or miss how fast you will get me to respond. I will not adjudicate rules questions because if you cannot find the answer yourself, you should agree to a die roll to decide the question. The time zones involved in the tournament make it unlikely that I would resolve a rules dispute in a timely fashion.

TOURNAMENT FORMAT

1. All players participating in the tournament will be seeded. The returning players from last year (non-eASL OPEN) 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, it's too late to change it after the tournament starts. Remind me next year.

2. I anticipate six rounds of play. Depending on the number of players, we may vary the number of rounds to a minimum of five, or a maximum of seven. Games must use the scenario list provided (including 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 original seed position. 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. For the first two rounds, if I am informed before the tournament starts that your regular opponent is in the tournament, I will seed you accordingly so you cannot be matched up in at least the first two rounds.

As this tournament has a wide variety of experience and lesser experienced players, kindly inform me before the tournament start if you have played less than 50 games. You will be seeded lower but against a player of more than likely equivalent experience.

3. 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).

4. The player with the highest point total at the end of the last round will be the 2020 eASL 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.

5. All matches will be reported by the TD to ROAR. Please do not report any game from this tournament to ROAR.

6. The registration fee will be divided among the top three winners:

1st place 50% of the fees
2^d Place 30% of the fees

3rd place 20% of the fees

TOURNAMENT RULES

1. Use VASSAL 3.2.17 and VASL 6.5.0. Be sure your programs are up to date.
2. KIBITZING will not be tolerated: DO NOT comment or email or call or communicate in any fashion on any game in progress.
3. Only scenarios from the scenario list provided can be used during the tournament unless the Any Scenario option is selected.

4. **Completing your round on time is important.** This is not a tournament for casual attendance. Do not commit unless you know that your schedule allows you to play in 6 days six consecutive weeks one fairly lengthy scenario. In the event a game is not completed on time, the Tournament Director will use his discretion to assign a winner for that match. If a player cannot complete a match for any reason, good or bad, and the other player was clearly available, the available player gets the win. All results must be submitted by each Monday 7:00 a.m. CDST using the 2020 eASL OPEN results form.

Scenario and sides must be chosen by Tuesday, 7:00 p.m. CDST and communicated to the Tournament Director by email including the initial date the match is scheduled to be played.

In the absence of any other agreed schedule, the scenario must be played to conclusion starting Saturday at 10:00 a.m. CDST.

First Round: Match ups will be sent by 7:00 p.m. Monday June 8. Round ends Monday June 15, 7:00 a.m.

Second Round: Match ups will be sent by 7:00 p.m. Monday June 15. Round ends Monday June 22, 7:00 a.m.

Third Round: Match ups will be sent by 7:00 p.m. Monday June 22. Round ends Monday June 29, 7:00 a.m.

Fourth Round: Match ups will be sent by 7:00 p.m. Monday June 29. Round ends Monday July 6, 7:00 a.m.

Fifth Round: Match ups will be sent by 7:00 p.m. Monday July 6. Round ends Monday July 13, 7:00 a.m.

Sixth Round: Match ups will be sent by 7:00 p.m. Monday July 13. Round ends Monday July 20, 7:00 a.m.

5. All HIP units and fortifications must be recorded prior to the start of play using the VASL delayed Notes option. Additionally, a copy of this information can be emailed 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 in your setups and when you record them)

6. ASLRB V.2 will be in effect for all matches. Players may agree to a house rule before the start of the game. Any house rule used should be sent to me beforehand. See the list of optional tournament rules which, if used, whether some or all, they must be agreed upon.

SCENARIO SELECTION

Each round has 4 scenarios with the additional "Any Scenario" available as a selection. 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. Under no circumstances may a player select a scenario from a future round.

I suggest 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.

Players should come to an agreement on which scenario to play. Any method both are satisfied to use to select from the scenario list is all right with me.

I really do not want to get involved in scenario selection but....

absent agreement to play a particular scenario, I will help in the selection using the following method: both players choose three scenarios from the four scenario choices for that round in the order of preference (thus you can eliminate one scenario you don't like) and email the list and side preferred to me, the TD. 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 (for example Player A selects scenario 1 as his first choice and scenario 2 as his second choice and player B selects scenario 2 as his first choice and scenario 1 as his second choice and their third choices are different) then I will roll to see which scenario and side is played with no balance other than any balance given on the scenario list.

The scenario selection email to me must be received before 7:00 p.m. Tuesday. An email to your opponent with a cc to me should be sent to confirm to your opponent that the TD has your scenario selections. In the unlikely event only one player emails his selections to me by 7:00 p.m. Tuesday, that player will, in the TD's discretion, be declared the winner.

I will not respond to the emails until after 7:00 p.m. on Tuesday. I strongly urge you come to scenario selection agreements.

Any Scenario Selection.

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

If a scenario not on the list is selected, the scenario selected must be played with any agreed upon balance or modifications chosen before sides are selected.

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. Stay safe and have a great time!