

with the spirit and character of the game of Diplomacy, but will do so only after concluding that less drastic alternatives would be unsatisfactory.

III. 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 previous-round game has not completed by the Board Call for the next round, the player must play on both boards. A player may choose not to register for the next round if he wishes to focus solely on his previous-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. Note that on the top board, a player may choose or be stuck with a power that he or she has played in an earlier round.
5. There may be times when the number of players registered for a round is not a multiple of seven. In these cases, the TD may ask designated players to play on two boards, or may play on one or two boards himself. The TD instead may ask players to stand aside, and if there are not enough volunteers to stand aside, the TD will be forced to exclude some players from the round. When the TD has to exclude players, he will exclude local board members before local club members, local club members before local non-members, and local non-members before travelers.
6. When the TD plays, his score will not count. The TD is ineligible for awards. Other members of the Tournament Committee are playing for score and are eligible for awards.
7. In instances where a player plays on more than one board in a single round, only the higher score will count toward his tournament score. The other game may not count toward Best Country or other awards.
8. Should a player leave a game from illness or for 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 rejoin the same game as a replacement.

IV. Player Conduct

1. All players must follow the Windy City Weasels club Code of Conduct. Violations of the code of conduct should be reported as soon as possible to the tournament director or a designee. All communications will be strictly confidential. The TD or designee will mediate in good faith and take whatever action he or she deems appropriate to resolve the situation, including pausing a game, censuring players, or requiring players to leave the event without refund.

2. Players who are eliminated from a board may no longer discuss the game in progress with the remaining players on that board.
3. Tournament participants who are not playing on a given board may not discuss the game in progress with the players on that board.
4. Players who do not adhere to 1 and 2 above may be penalized at the TD's discretion.

V. Turn Deadlines

We will use a central clock and drop-dead timing with the following deadlines:

Year	Spring	Fall
1901-04	18	16
1905-06	17	15
1907 Onward	15	13

There is no scheduled meal break between rounds. Lunch will be provided during rounds 1 and rounds 3 and players will eat on the clock.

Regarding deadlines, players should police their own boards. If the Tournament Director or his designee is called in to enforce a deadline, he will issue a warning to the offending player or players. For the duration of the game, subsequent offenses by the player or players will result in all units holding for the turn.

VI. Orders

1. 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.
2. 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. (This rule also applies to units given repugnant orders, such as A Munich Supports the Cubs.)

- 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 are to be followed.
 - f. Abbreviations that can have only one reasonable interpretation will be followed; ambiguous orders will be ignored. For example, Nor is an ambiguous destination for a fleet in Edinburgh because the fleet could move to either the North Sea or the Norwegian Sea.
 - g. A unit ordered more than once within the same set of orders will be deemed to have been ordered ambiguously and will be considered to have been ordered to hold. However, if a unit is ordered more than once to do the same thing, the duplicate orders will be treated as a single order for purposes of adjudication.
3. 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 the coast specified is attacked. Cases for supporting a fleet to hold in a dual-coastal province are handled analogously.
 4. 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.
 5. Retreats
 - 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. Such placements are final.
 - b. 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 need not be stated.

VII. Correcting Errors

1. Adjustments
 - a. If a build is not ordered or is miswritten, no action will be taken to adjust it.
 - b. If a removal is miswritten or not submitted, then unit(s) will be removed according to the removal order specified in the Civil Disorder rule in the Rules of Diplomacy. (Page 19, but replacing the words “the country” with “an owned supply center.” *The units farthest from an owned supply center are removed first. If units are equally distant, then remove Fleets before Armies and then in alphabetical order by the provinces in which they’re located.*)
2. Adjudication
 - a. Adjudication errors that are pointed out during negotiations before the next Deadline will be corrected.
 - b. Adjudication errors that remain undetected until after the next Deadline will stand unless the Tournament Director rules that correcting the error will not cause a major disruption to the game.
3. Dealing with (Flying) Dutchmen
 - a. A Flying Dutchman is a unit on the board to which a player is not entitled.
 - b. If a player has failed to make a required disband or is discovered to be playing with more pieces than he is entitled, sufficient units will be removed at any time up until the next Fall Deadline.
 - c. If an extra unit is on the board because a player forgot to disband, then a unit will be removed immediately per rule 1b above.
 - d. If an extra unit is on the board because a player built when he should not have or built more units than he was entitled to build, then the newly built units will be removed in order from bottom to top and from right to left on the order set until the correct number of units are reached. If the order set cannot be reviewed, then these units will be removed as follows: Fleets before Armies, then alphabetical order by the provinces in which they’re located.
 - e. If an extra unit is on the board because it was placed surreptitiously by any player or for an unknown reason, then it will be removed immediately upon recognition as a Flying Dutchman. If the Tournament Director or his designee cannot identify a specific unit as the Flying Dutchman, then a unit will be removed per 1b above.

VIII. 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 turn. 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.
 - c. The TD calls the tournament at a random call time per Rule 4 below.
 - d. The TD calls the game per Rule 5 below.
3. Votes
 - a. Starting in 1904 and on negotiation time only, players may propose to end the game. Prior to the TD’s or his designee’s arrival to conduct a vote to end the game, any player who has supply centers may announce that he vetoes the proposed ending, in which case the proposal fails. Once the TD or his designee arrives, the vote must be conducted.
 - 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 must vote. If a player has abandoned the game, he is considered to vote for all proposals.
4. For rounds with a random end time, once the “last year window” has been reached, a six sided die (D6) plus a modifier will be rolled at the end of each Fall turn. If at any point the result of the die roll and modifier is greater than or equal to seven, no additional game years will be played.

The modifier will increase with each subsequent roll using the following table:

Roll #	Modifier	Game End Probability
1 st Roll	D6 + 1	17%
2 nd Roll	D6 + 3	50%
3 rd Roll	D6 + 5	83%

5. The TD, at his discretion, may call a game if three consecutive post-1908 game-years pass without supply centers changing hands between competing alliances.

XI. Awards [You need only play in one round to be eligible for an award.]

1. Weasel Moot Champion, second, and third place.
 - a. Determined by total point score for all three 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 with the highest composite score in games in which the tied players opposed each other.
- iv. The player for whom the tournament is farthest from home.
- v. A random method of the TD's choice such as drawing names from a hat.

Note: The fourth- through seventh-place finishers will be recognized publicly and showered with heartfelt applause, but they will leave empty-handed.

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.
4. The results as announced at the awards ceremony are interim results only. Every effort will be made to ensure that the announced results are the correct results. However, if an error is discovered in the announced results and the final results have not yet been published, this error will be corrected and the awarded places amended.

XII. Scoring

Final tournament score will be determined as the sum of each player's score in his or her best 3 rounds. Players need only participate in one round to be eligible for awards. The Tournament Director is ineligible for awards.

The tournament will use the Sum of Squares scoring system. Sum of Squares is what's called a divide-and-conquer system, meaning that in order to maximize your score, you have to not only conquer lots of centers but also divide the rest evenly among the other players.

For games ending in solos, the soloist will score 100 points. All other players will receive 0 points.

All other games will be scored as follows:

1. The total of scores from a drawn game is 100 points. Those points will be awarded to the players according to their share of the board value.
2. To determine each player's points, first their individual squares are calculated by squaring the number of supply centers they own. (For example, 5 centers = 25, 15 centers = 225.)
3. Then the total value of the board is calculated by adding all players' individual squares on that board.
4. Finally, each player is awarded a percentage share of the 100 points equal to his or her percentage share of the overall board value.

As a mathematical formula this means, to determine player 1's points:

1. Calculate player 1's individual square (P1):
 $P1 = (\text{Number of supply centers}) * (\text{Number of supply centers})$
2. Calculate the board value as the sum of individual squares of all players (S):
 $S = P1 + P2 + P3 + P4 + P5 + P6 + P7$
3. Pro-rate the score, so that the value of the game is 100:
Points for player 1 = $100 * (P1 / S)$

Examples

Power	Centers	Squared	Score
a)			
Austria	12	144	50.35
England	0	0	0.00
France	3	9	3.15
Germany	6	36	12.59
Italy	9	81	28.32
Russia	0	0	0.00
Turkey	4	16	5.59
Total	34	286	100.00
b)			
Austria	12	144	63.72
England	4	16	7.08
France	4	16	7.08
Germany	4	16	7.08
Italy	4	16	7.08
Russia	3	9	3.98
Turkey	3	9	3.98
Total	34	226	100.00
c)			
Austria	18	324	100.00
England	3	9	0.00
France	4	16	0.00
Germany	0	0	0.00
Italy	0	0	0.00
Russia	9	81	0.00
Turkey	0	0	0.00
Total	34	430	100.00