

Ruleset:

- L'Art de la Guerre version 3.0
- Official amendements for Art De La Guerre rules
- FAQ ADG 3rd edition dated 20/Feb/2018

Competition:

- 25mm ADLG at 200 points open period.
- Historically matched opponents with armies supplied by the Tournament Organiser.
- Table size and terrain will be standard for 200 point games. The players can move the terrain but cannot remove it. Any terrain that is moved in 1 game becomes the starting point for the following game.
- As much as is practicable the umpire will not pair you with your regular playing partner(s)
- From round 3 Swiss chess will be used.
- When the umpire calls time, play will continue until the end of the non-starting player's game turn. If shooting phase has not commenced for starting player, i.e the starting player is in the movement phase, the game will end. (Even turns for the match)
- Scoring will be the standard French system.
- The most recent FAQ will be enforced by the Umpire.

Outline:

This will be a six round competition over three days, the timings have been designed so that you can get in early on the Saturday and have some time to view other activities, the competition will conclude no later than 1400 on the Monday, to allow return travel.

Umpire/Organiser:

Umpire is Jason Williams, tupiboy68@gmail.com

Organiser is Brett Kvisle, kvisle@bigpond.com

Spirit of play:

- The umpire may call upon other players to assist him, at his discretion.
- Slow play and un-sportsman like play will be viewed in the poorest possible way by the umpire. Penalties may include forfeiture of points for that round.

- Once the umpire has made a decision, players are expected to accept that decision and continue on.
- Play hard, play fair, be courteous, enjoy yourselves.

Starting timings:

Saturday

R1 gather at 9.00am for a 9.30am start to 12.30pm

R2 2.00pm to 5pm

Sunday

R3 9.15am to 12.15 pm

R4 1.45m to 4.45pm

Monday

R5 8.30am to 11.30am

R6 12.30 noon to 3.30pm

Prize giving 3.45pm

Byes:

Should a bye be required volunteers will be asked for in the first instance, then it will be least distance travelled to get to the event.