

Felix Austria Tournament

Tournament Rules

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1. Organization, time and place

The tournament takes place at the Herrgottschnitzerhaus in the county Hohe Wand from Thursday, August 2 to Sunday, August 5. It is titled “Felix Austria Tournament – 4th open Austrian Diplomacy Championship”, aka FAT. The tournament is being organized and financed by the group “Tu-Felix-Austria” org@tu-felix-austria.org. The location is a public inn, the tournament organization is not involved in transactions between the innkeeper and participants (eg consumption of drinks).

2. Participation and cancellation

The tournament is an openly accessible, international event. Anyone who signs up at www.tu-felix-austria.org and pays the tournament fee by Wednesday, August 1, is eligible for participation. Withdrawal of participation is possible until Friday, July 27. Reimbursement of participation fees can only be guaranteed for the tournament fee itself, further information is available at www.tu-felix-austria.org. Sebastian Beer (s.beer@tu-felix-austria.org) is responsible for coordination of signups.

3. Game rules

The standard variant of the board game Diplomacy (© Hasbro) is played for this tournament. Unless specified or redefined in this document, the standard Hasbro rules edition 2000 are applicable. These rules will be made available during at the tournament.

4. Mode

The tournament is divided into 4 rounds, the first 3 rounds are played until winter 1907. The 7 best ranked players after round 3 (counting all results from the first 3 rounds) qualify for the top board in round 4. The top board is played until winter 1909 and determines the winner of the tournament. The rest of the players will play round 4 on a normal board until Winter 1907. Whoever wins the top board, wins the whole tournament. All other ranks and prizes are determined by the points system, taking into account the best 3 of 4 rounds played for each player.

5. Affiliation

The FAT is part of the following international series of events:

- **European Grand Prix** <http://www.geocities.com/ftfgrandprix>
- **Vier-Chancen-Tournee** http://www.diplomacy-bund.de/cons/vier_chancen

The specifics of participation and rankings for these events can be found on the respective websites.



6. Schedule

	Thursday, 02.08.2007	Friday, 03.08.2007	Saturday, 04.08.2007	Sunday, 05.08.2007	
08:00 - 09:00		Registration 08:30 - 09:30	Registration 08:30 - 09:30		08:00 - 09:00
09:00 - 10:00					09:00 - 10:00
10:00 - 11:00				Award show 10:00 - 11:30	10:00 - 11:00
11:00 - 12:00		Round 1 ends 1907 09:30 - 14:00	Round 3 ends 1907 09:30 - 14:00	Lunch 11:30 - 12:30	11:00 - 12:00
12:00 - 13:00					12:00 - 13:00
13:00 - 14:00					13:00 - 14:00
14:00 - 15:00		Lunch 14:00 - 15:30	Lunch 14:00 - 15:30	Playtime	14:00 - 15:00
15:00 - 16:00				Departure	15:00 - 16:00
16:00 - 17:00					16:00 - 17:00
17:00 - 18:00	Arrival	Round 2 ends 1907 15:30 - 20:00 team round	Round 4 ends 1907 15:30 - 20:00		17:00 - 18:00
18:00 - 19:00			Round 4 ends 1909 15:30 - 21:00 top board		18:00 - 19:00
19:00 - 20:00					19:00 - 20:00
20:00 - 21:00	Dinner 20:00 - 21:00	Dinner 20:00 - 21:00			20:00 - 21:00
21:00 - 22:00	Playtime		Dinner 21:00 - 22:00		21:00 - 22:00
22:00 - 23:00	Welcome 22:00 - 23:00	Playtime			22:00 - 23:00
23:00 - 24:00	Playtime		Playtime		23:00 - 24:00

7. Tournament directors

Tournament directors are Guenter Hopf (g.hopf@tu-felix-austria.org) and Georg Kotschy (g.kotschy@tu-felix-austria.org). They are responsible for all organizational matters and will make decisions on tournament related problems as they arise. As the tournament directors are allowed to play in the tournament, decision making power may be transferred to another member of the organizing committee if both tournament directors cannot avoid playing on the same board. Decisions are non-biased and based on tournament and game rules.

8. Language

The official tournament language is german, negotiations in other languages are allowed. English is recommended as a secondary language for all participants, but there is no entitlement to any other language than german as common negotiation language.

9. Registration for playing a round

Every player must register himself with the tournament directors before each round if he wants to participate in that round. Depending on the number of players participating in each round it cannot be guaranteed that all players get a spot on a board. All boards are filled on a first come, first serve basis, the tournament directors will determine how incomplete boards are handled.

10. Seeding

Players are allocated to boards using the official tournament management software. Conflicts will be taken into account where the tournament directors see it necessary, the published seeding is binding.



11. Playing

11.1 Game schedule

The game begins in 1901. One game year consists of 2 phases in the following order:

Spring phase consisting of

- Adjudication of fall move orders (except 1901)
- Retreats (except 1901)
- Adjustments (except 1901)
- Negotiations
- Submitting spring move orders

Fall phase consisting of

- Adjudication of spring move orders
- Retreats
- Negotiations
- Submitting fall move orders

Negotiations between adjudication and retreats or adjustments are not allowed. For each spring phase there are 20 minutes available, for each fall phase 15 minutes. The timer runs continuously and is displayed visually, the end of a phase is signalled acoustically and is binding for submitting orders.

11.2 Submitting orders

Submitted orders have to be written on the appropriate order sheets supplied by the tournament directors. All order sheets have to be placed inside the board folder before the deadline. If a player does not place his order sheet into the board folder before the deadline, it is considered an NMR, all of his units are automatically issued hold orders. The player may participate again in the following subphase (eg retreats). Missing move orders are treated as hold orders. Missing retreat orders lead to disbanding of the affected unit. Missing build orders lead to no build taking place. Missing disband orders are handled according to tournament rules.

11.3 Adjudicating orders

Adjudication is done at the board by the players. A player takes the order sheets from the board folder and reads each one out aloud. Each player is allowed to view all order sheets. Before spring phase negotiations the current standings (ie center count) are to be recorded on the board sheet. All players on a board are responsible for diligently performing this documentation, failing to do so may result in deduction of points by the tournament directors.

11.4 Retreats and adjustments

Retreats, builds and disbands are performed right after move adjudication at the board. Orders have to be submitted in writing, negotiations during this subphase are not allowed.

11.5 Draw votes

All nations still involved in a game can agree to a draw at any time. At the end of a phase a player may request a draw vote, by noting it on his order sheet. The vote is performed after retreats/adjustments subphase. A successful draw vote will result in the game ending with the last recorded center count (ie after fall moves/retreats/adjustments). The vote is held secretly and exclusively by a tournament director. The player who requested a vote automatically votes in favor of the draw. A player only has the right to request a vote once per game.

12. Game rules specification

12.1 Allowed province names

The allowed naming of provinces in orders are listed on the official maps handed out by the tournament directors. Additionally it is possible to use a phrase that unmistakably identifies a province, eg writing out the whole name of the province. Capitalization is irrelevant. Coast



designations have to be included if necessary for interpreting an order correctly. They are to be added in brackets after the province name, eg Spa(sc).

12.2 Syntax

The syntax to be used is that of the official Hasbro rules. Unit types only have to be included for build orders. Examples of legal syntax:

Move order:	A Vie – Boh
Hold order:	A Tri xxx or A Tri H
Support order:	A Bud S Vie – Gal or A Bud Supports Vie H
Convoy order:	F Adr C Tri – Apu plus A Tri – Apu (specification of convoy route is not necessary)
Retreat order:	A Vie – Boh
Build order:	+ F STP(nc) or F Tri B
Disband order:	- A Tyr or F Adr D

12.3 Default disbands

If a player submits none or too few legal disband orders, units will be disbanded in the following order:

- Greatest distance to a home center
- Fleets before armies
- Non-center before center
- Alphabetically according to official map

12.4 Illegal orders

If a player submits none, illegal or ambiguous orders (eg missing coast designation), the affected unit will be issued a hold order. It can be supported to hold by other units. Partially illegible orders that still convey the intent of the player are to be adjudicated according to that intent, eg A Par S Pir – Bre, F Pic – Bre will be adjudicated as A Par S Pic – Bre.

12.5 Convoy

Multiroute Convoy: Designation of a convoy route is not mandatory but allowed. If a route is designated, the convoy has to take place via this route.

Unwanted Convoy: If an army can reach its target destination via land and sea, then the route via land always precedes. If the route via sea is intended it has to be marked on the order sheet, eg “A Pic – Bel via convoy” or “A Pic – ENG – Bel”.

Convoy Paradox: If execution of a convoy leads to a situation that cannot be resolved, all involved convoy orders fail and do not affect the unit in the target destination.

12.6 Replacement of a player during a game

If a player cannot continue playing during a game due to some unforeseen reason, the tournament direction can appoint a replacement. If a player is replaced before Winter 1903, the game is scored for the replacement player, otherwise it is scored for the original player.

13. Game over

A game ends by:

- Reaching the time limit designated for that tournament round
- One player owning 18 centers after adjustment subphase
- All players still involved in a game agreeing to a draw

14. Scoring

Scoring will be done using the Modified Squares system introduced at ManorCon Birmingham and used at several popular conventions like the EDC 2004 and WDC 2004.



14.1 Solo

In case of a solo victory, the winning player receives 75 points, all other players receive 0 points.

14.2 Draw

In case of a draw, the number of centers is relevant for the points awarded to a player.

$$x = c^2 + 4c + 16$$

$$y = (x_1 + x_2 + x_3 + x_4 + x_5 + x_6 + x_7) / 100$$

$$z = x / y$$

Where c is the number of centers a player owns, x is a value for those centers, y is the normalization of that value, and z is the effective points awarded to the player.

15. Ranking

15.1 Single ranking

The winner of the single ranking is the winner of the top board in round 4. All other single rankings are calculated by adding the points of a player's 3 best results from 4 rounds.

15.2 Team ranking

Round 2 is a team round, where teams of 3 players will compete for the title of Team champion.

Teams have to be registered at round 2 signup. Team rankings are calculated by adding the results of all team members in round 2.

16. Tie breaker

In case of multiple players tying for the same ranking the following criteria are decisive.

16.1 For the result of the top board

- Higher number of centers after last year (1909W)
- Higher number of centers after year before year (1908W)
- Higher number of centers after previous year (1907W) – this is continued year by year until 1902W
- Higher overall score (best 3 out of 4 results)

If this does not lead to a distinct ranking, the criteria for single and team ranking will be applied, see below.

16.2 For the single and team ranking

- Highest score for a single game
- Second highest score for a single game
- Highest overall score (all 4 out of 4 results)

If this does not lead to a distinct ranking, the players will be ranked ex aequo.

16.3 For special awards (eg best country)

- Higher score in the affected game
- Higher cumulative overall score of the opponents in the affected game

If this does not lead to a distinct ranking, the winner will be decided by lot.

17. Awards ceremony

The awards ceremony will take place according to schedule on Sunday, August 5. The winner of the single ranking will receive a cup and the title "Austrian Diplomacy Champion 2007". Additional prizes will be awarded at the discretion of the tournament organization.



18. Sanctions and exclusion of liability

The tournament directors have the right to sanction players for incorrect behavior by deduction of points or exclusion from the tournament. Participants have no right to reimbursement in this case. As far as legally allowed the tournament organization excludes any liability. This is especially relevant as the tournament organization only coordinates lodging and meals between participants and the innkeeper, problems between these two parties do not concern the tournament organization. Also it is pointed out that the location of this event, the Hohe Wand, poses some dangers in respect to accidents, all participants are urged to be careful.