

## **November Open Day - L'Art de la Guerre**

### **1. Theme :- "Hephalump Herve"**

Any list so long as your army contains at least 2 elephant units

### **2. Entries**

All entries should be booked through ...

Admission to the tournament is at the sole discretion of the organisers and their decision on all matters is final. An application to enter denotes acceptance of these rules.

### **3. Rules**

The rules to be used are the published 2014 Version L'Art de la Guerre rules, together with the published errata at the date of the event (see the Art de la Guerre forum [http://www.artdelaguerre.fr/en/aide\\_jeu.php](http://www.artdelaguerre.fr/en/aide_jeu.php)).

### **4. Lists**

The list-checker will be Steve Watling, to be submitted by email only to [steve.watling@btconnect.com](mailto:steve.watling@btconnect.com).

The list submitted must not exceed the points specified.

The competition is single list format. Any incorrect list discovered after a game has commenced (after set up dice have been rolled) must be corrected prior to deployment if spotted in time, and fully corrected in any case before the next match.

Army lists must be submitted for checking in advance and must be received by Steve not later than 5<sup>th</sup> November 2020. Note Steve expects to be playing in the event and has already prepared his list.

### **5. Location**

The event will be held at the Winnersh Community Centre. 1 New Rd, Wokingham RG41 5DU · 0118 978 0244.

There is free parking. At the moment are no refreshments – please bring your own.

### **6. Timetable**

Three Games - 2h 15m games plus a 1-5 min(s) variable addition

Check-in: 8.30 am to 9.00 am (The earlier everyone gets here, the earlier we can get through check-in and "let the games begin")

Round 1: 9.00 am to 11.20 am

Round 2: 11.50 am to 2.10 pm

Round 3: 2.40 pm to 5.00pm

The draw for the next round will be published at the start time of that round

## **7. Competition rules**

- i. The scoring system will be the standard ADLG tournament system.
- ii. A modified Swiss Chess system will operate throughout the competition.
- iii. Players must fully define their troops as they are placed on table. Figures must provide a reasonably accurate representation of the troops they are trying to represent – they must not look deliberately misleading.
- iv. Table size: The tables will be approximately 120cm x 80cm. Players must supply their own terrain pieces. These must be to an acceptable standard, and umpires will have the discretion to remove unsightly items. In addition all figures must be representative and painted and based to an acceptable standard.
- v. Players must be present and ready to start the match at the appointed time. Where a player has a reasonable excuse for arriving late the match start will be delayed by up to 10 minutes, after which time the affected player will be awarded a bye.
- vi. If a player resigns from a game at any stage after the first set-up dice have been rolled the game will be scored as if the resigning player's army had been broken at that point. Players are expected to play their games to a conclusion if they may have any relevance to final placings, as a courtesy to other competitors.

## **8. Covid-19 Infection Precautions**

- i. The event will be held in the Sindlesham Room at Winnersh Community Centre. The centre is a Covid Secure facility. Anyone using the facility must comply with the displayed notices & rules. Hand sanitiser dispensers are available but you may wish to bring your own in addition.
- ii. The Wargames Association of Reading has a set of Covid operating procedures. Anyone attending a club event is required to follow the WAR Covid-19 Guidance. It can be accessed here <https://wargamesreading.co.uk/wp-content/uploads/2020/09/WARCovid19Guidance.docx>
- iii. Part of the guidance in that face coverings must be worn and that windows & doors will be open to ventilate the room. Wrap up warm
- iv. Between games players will be asked to leave the Community Centre so that the Sindlesham Room can be fogged with disinfectant. You will be required to leave any game mat & terrain that you have used and wish to reuse in later games. Any other items can be left or taken out with you. WAR will not be responsible for any damage caused by the fogging.