



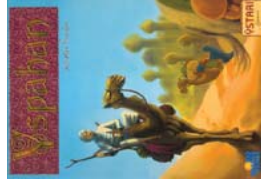
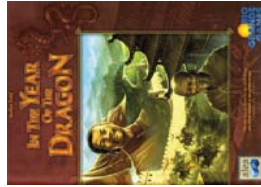
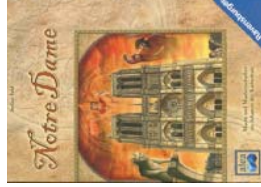
# Cafe Jay 2008



Cafe Jay returns to the World Boardgaming Championships in 2008.

Take a moment to relax with us in the Ballroom Foyer.

It is THE place to learn all the hot new games from Europe — Cuba, Hamburgum, Notre Dame, Year of the Dragon, Yspahan...



Refreshments remain mere steps away, with Chef's Marketplace offering a varied menu, including daily lunch and dinner specials (find them in the schedule) and lite fare throughout the day.

Sit down at a Cafe Jay table, get a bite to eat, something cold to drink, and discover what could be your new favorite game!



### Daily Specials • Chef's Marketplace

*Open Daily: 9 am to 9 pm*

- Honey Dijon Chicken Sandwiches
- Smoked Turkey Ciabatta Sandwiches
- Field Greens and Feta Wrap Sandwiches
- Chicken Salad on a Pretzel Roll
- Caesar and Chicken Caesar Salads
- All Beef Hot Dogs
- Breakfast Sandwiches in the Morning
- Selection of Candy and Snacks
- Nachos & Cheese, Soft Pretzels
- Assorted Beverages
- Freshly Brewed Coffee

# World Boardgaming Championships

## 2008 Schedule & Program

[www.boardgamers.org](http://www.boardgamers.org)  
[info@boardgamers.org](mailto:info@boardgamers.org)

**August 5-10, 2008**

*Pre-Cons begin Aug. 2*

**Lancaster Host Resort  
Lancaster, PA**



# The Winter Nationals!

PrezCon 2009—Feb. 25 - Mar. 1

Charlottesville, Virginia

## TOURNAMENTS & PLAQUES

More than 85 boardgame tournaments with full-color plaques to tournament champions and to many 2nd and 3rd place finishers. All tournament champions also receive a t-shirt. PrezCon offers track scheduling. All games are grouped into categories, or "tracks" scheduled with a minimum of overlap against one another. People who enjoy one type of game are able to play all of their favorites with few schedule conflicts.

## LOCATION

PrezCon takes place at the Doubletree Hotel in Charlottesville, VA. The hotel is within easy driving distance of the Richmond and Washington D.C. metropolitan areas. See the PrezCon web site for directions.

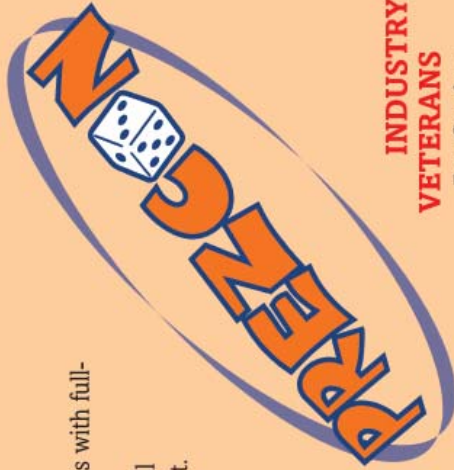


## PREZCON Inc.

PO Box 4661

Charlottesville, VA 22905

434-531-9191



## INDUSTRY VETERANS

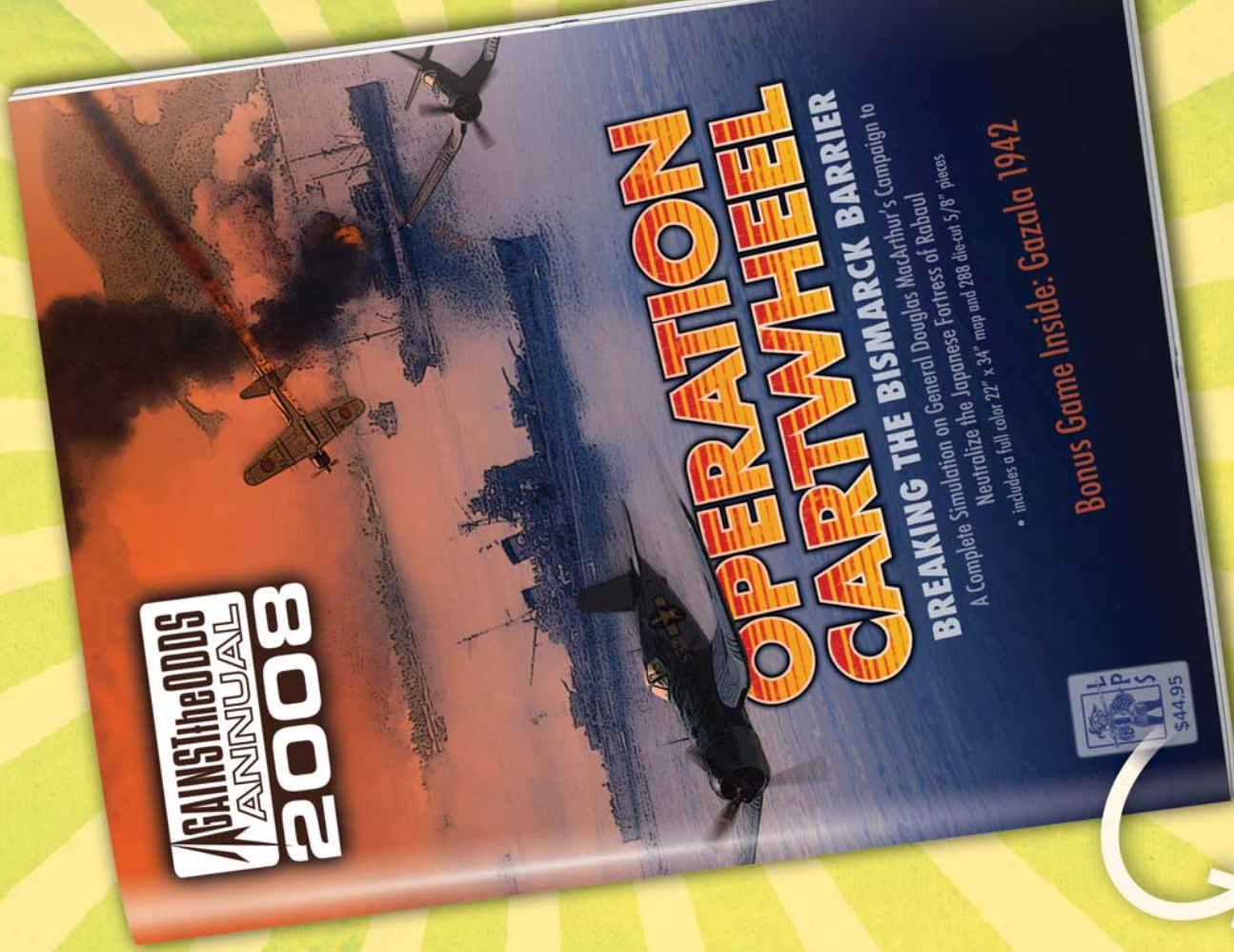
PrezCon has become THE place for notable game designers and outstanding game companies to introduce their latest offerings. Don Greenwood, Mark Miklos, Rick Young, and Jerry Taylor are among the noted attendees.

## DEALERS

Dealers include Columbia Games, GMT, Mayfair Games, Troll and Toad, Worthington Games, and Z-man Games.

## SETTLERS OF CATAN

PrezCon is the site of the Settlers of Catan Mid-Atlantic Regional Championship. The winner will receive transportation to and hotel lodging at Origins (up to \$500), to play in Mayfair's Settlers of Catan USA Championship Tournament.



**ONLY \$30<sup>00</sup> WHEN YOU SUBSCRIBE TO ATO!**

VISIT [WWW.ATOMAGAZINE.COM](http://WWW.ATOMAGAZINE.COM)

[www.prezcon.com](http://www.prezcon.com)

### History of GMT's *Conquest of Paradise* • *Th18-19* • *Kevin McPartland*

Designer Kevin McPartland's recently published *Conquest of Paradise* is a game of empire building in the "Polynesian Triangle" of the central Pacific Ocean. Players explore the unknown ocean, hoping to discover the most lucrative island groups, and colonize them. They build canoes and train warriors to create a force to defend their empire, while forging lines of communication with their developing discoveries. Find out where his ideas originated and what it took to get those ideas into print as a game.



### What Wargaming Can (and Can't) Teach You • *F14-15* • *JR Tracy*

ASL champion JR Tracy will take time out of his gaming to talk about the learning that comes from sitting down and pushing counters or cards around in historical scenarios. Whether you are trying to enhance your own learning opportunities, you are a parent, or you work with youth, this seminar is the perfect opportunity to find out how to integrate gaming into the educational experience.



### Would Wargamers Make Good Politicians? • *F16-17* • *Nick Palmer*

Nick Palmer, member of the British Parliament, will fly across the Atlantic Ocean to examine the characteristics that make a good politician and how they overlap with the characteristics that make a good wargamer. (Okay, he's really coming to defend his *Diplomacy* title, but doesn't the other reason sound more business related?) Find out if you have what it takes to run for and win a political office.



### Wargaming as a Career Choice • *F17-18* • *Don Chiappell*

Don Chiappell will discuss Operations Research and Systems Analysis as a career choice. The presentation will cover how games are used as analysis tools, compare computer simulations with wargaming, review the education and training required of an ORSA analyst and where to find ORSA jobs, identify ORSA Professional Associations, and explain what an ORSA analyst does in a typical day and the frustrations involved with being an ORSA analyst.



### Wits & Wagers Game Show • *F20-22* and *Sa20-22* • *Dominic Crapuchettes*

Take a break for this 90-minute trivia event you can win without knowing any trivia by betting on the best answer provided by another team. Seven teams of from 4 to 10 players compete to win prizes. Bring your own team or form one when you get there. No need to learn rules beforehand — just show up and play! Win funny money for having the smartest team, best team name or simply for making the hosts laugh! You can use North Star Funny Money to purchase North Star Games products.



### The Real National Treasure – a Good Die-Cutter • *Sa11-12* • *Steve Razulings*

Steve Razulings, publisher of *ATO Magazine*, talks about one of the most critical elements of game manufacturing, the successful creation and die-cutting of game pieces. Make sure to attend if you've ever thought of publishing your own game or if you are interested in what goes on behind the scenes to bring your favorite games to the table.



### How to Grow the Hobby • *Sa12-14* • *Keith Levy*

Keith Levy, president and founder of Games Club of Maryland, has been working to share and grow the hobby of gaming for more than 12 years. Under Keith's leadership, GCOM has become the largest group of affiliated clubs in the Western Hemisphere, with more than 30 locations spanning across hundreds of miles. The seminar will cover how to organize volunteers, ways to assemble a game inventory, what gaming supplies and equipment are required, considerations when selecting sites.



### Election Games in an Election Year • *Sa15-16* • *Jason Matthews and Erik Arneson*

Game designer Jason Matthews, a die-hard Democrat who is chief of staff for Louisiana Senator Mary Landrieu, and Erik Arneson, a writer for [about.boardgames.com](http://about.boardgames.com) and die-hard Republican staffer for the PA legislature will take time during this election year to discuss various election games. (They will undoubtedly talk politics, too!) You won't get an opportunity like this for at least another four years. Don't miss this presentation!



### Online Gaming on Brettspielwelt • *Sa18-19* • *Jeff Bakalchuck*

BrettspielWelt (BSW) is a large, popular German online gaming portal. It contains more than 50 popular classical and modern board games and card games, including *Carcassonne*, *Cam'i Stop*, *Lost Cities*, and *Settlers of Catan*. The portal is independent, non-commercial and free from advertising. Jeff "The Boomer" Bakalchuck has developed [brettspielwelt.info](http://brettspielwelt.info), a site for the English speaking gamers on BSW. Get familiar with online play of Eurogames!



### Charles S. Roberts Awards Presentation • *Sa19-20* • *Allan Rothberg*

The Charles S. Roberts Awards are presented annually for excellence in the historical wargaming hobby. Charles S. Roberts was a designer and the original owner-operator of The Avalon Hill Game Company. He invented the modern wargame industry almost single-handedly. Allan Rothberg, one of the executive directors for the award committee, will recognize the 2007 winners.

**BPA** is an association of boardgame enthusiasts incorporated as a non-profit company in the state of South Carolina for the express purpose of hosting the annual gaming conference known as the World Boardgaming Championships, or WBC for short. It offers tournaments, vendors, an auction, demonstrations, seminars, open gaming, and Juniors and Teen programs. In addition, for those who can't get enough, we offer six focused Pre-Cons immediately before WBC. We do other things, such as mini-cons and e-mail tournaments, but our raison d'être is WBC. We love boardgaming competition — from wargames and Eurogames to racing, sports, and rail games, and we make no apologies for it. It's what we do. And we do it better than anybody else. To find out more about our activities spend some time on our website at [www.boardgamers.org](http://www.boardgamers.org). You'll find more pre- and post-event information than any place on the net — over 300 pages of it. It's not very lucrative or cost effective, but we think it demonstrates our commitment to this hobby.

You can help continue this madness by taking a moment to subscribe to our FREE e-mail newsletter via the web site. Plus, send our Web Master information about your local club site. Finally, continue to spread the good news about our association and its activities by bringing your fellow gamers to the best week of gaming all year!

## Credits

**Convention Director:** Don Greenwood  
**Asst. Con. Director:** Kaarin Engelmann  
**Webmaster:** Kaarin Engelmann  
**Board Chairman:** Ken Gutermuth  
**Secretary:** Bruce Monnin  
**Treasurer:** Bruno Passacantando  
**Legal Counsel:** Scott Pfeiffer  
**BPA Logo:** Mark Simonitch  
**Cover Art:** Kurt Miller  
**Photography:** Debbie Gutermuth  
**PBeM Coordinator:** Hank Burkhalter  
**Online Discussion Board:** John Kranz  
**Scans:** Jeff Billings  
**Cafe Jay:** Jay Tummelson  
**Insurance:** Phil Barcafer  
**Exclusive Show Vendor:** Decision Games  
**Security:** Ken Whitesell, Dan Mathias, Paul Weintraub, Larry Lingle, Michelle Hymowitz  
**Juniors Room Monitors:** Sharee Pack, Laurie Wojtaszczyk  
**AREA Ratings:** Glenn Petroski, Bruno Wolff  
**Team Event Handicapper:** Stuart Tucker  
**Auction:** Columbus Area Boardgaming Society  
**Religious Services:** Keith Hunsinger  
**Proof Reading:** Bruce Monnin  
**Signs and Tech Support:** Roy Gibson  
**Web Personal Scheduler:** Steve Okonski  
**Sampler Showcaser:** Keith Levy  
**Registration Staff:** Charlie Kibler, Stephanie, Jessica, and Tara Greenwood  
**Sponsors:** Nicholas Benedict, David desJardins, James Doughan, Ken Gutermuth, Rio Grande Games, Jerald R. Tracy, Jay Tummelson

## Contents

Orientation.....	2
Map.....	5
Schedule Key.....	6
Chronological Schedule.....	7
Alphabetical Event Listings.....	21
Juniors/Teen Schedule.....	28
Auction & Auction Store Info.....	30
Seminar Descriptions.....	31

## 2008 Vendors

*Hours: Fri. through Sunday, 10 am to 6 pm*

GMT Games	Mayfair Games
Rio Grande Games	Flying Buffalo
Lost Battalion Games	L2 Design Group
Multiman Publishing	Troll & Toad
THE GAME PLACE	Against the Odds
Decision Games	Z-Man Games
SherCo Games	Our Game Table
Columbia Games	Harmony House Hobbies
Worthington Games	Belle & Blade War Video

*Please support our vendors!*



**WORLD BOARDGAMING CHAMPIONSHIPS**

1541 Redfield Rd, Bel Air, MD 21015-5739  
[www.boardgamers.org](http://www.boardgamers.org) • [info@boardgamers.org](mailto:info@boardgamers.org)

Welcome to the 10th Annual World Boardgaming Championships! It's hard to believe that it's been 10 years—plus eight additional years at AvalonCon—that we've been bringing together old friends and new for a week of gaming each summer.

Many things have remained the same at WBC. We are still a gamer's convention, run for boardgamers by boardgamers, with no middleman involvement. Further, long an afterthought elsewhere, tournaments remain king at WBC. No one applauds the victors, previews upcoming events, or schedules your week in advance any better than we do.

Other things we are constantly working to improve. This year, we've broken the Yearbook and Program into separate documents. This ensures that we can memorialize events of the previous year, without giving short shrift to the current year's convention schedule. Another advantage is that the program will easily fit in your pocket to better keep you gaming. Further, we've added new open gaming space (page 3)—even a room for monster gaming—and will be offering new seminars—including several sessions for non-gaming spouses.

You'll notice that events don't begin until 10 am on Wednesday. We're holding a Breakfast for our GMs to offer appreciation and give them a final briefing to prepare them for their responsibilities. (Attendance by reservation only.)

The major renovation project at the Host is complete. We will be taking advantage of additional meeting rooms, including Host A and B and Laurel Grove and the lobby off hotel registration. We will not use Wheatland this year because of its conversion to Stitches Comedy Club (open Friday and Saturday nights) or Lancaster, as it is now being used as a children's play room. Finally, here are a few ideas to help you have a good convention experience:

- We offer many resources on our website to enhance your convention experience. The Host will again offer free wireless internet connections to help you take advantage of these resources at the convention;
- Bring the games you want to play. If not enough games are available for tournaments, players must be turned away; and
- Remember that this convention is about having fun. Sportsmanlike-behavior helps everyone have a better time.

*Kaarin Engelmann, Asst. Convention Director*

**DATE/TIME:** WBC begins at 5 pm on Tues., Aug. 5, and runs through 6 pm on Sun., Aug. 10. Pre-Con activities kick-off at 10 am on Sat., Aug. 2. The auction begins on Tues., Aug. 5, in the morning. Vendor Sales are Friday through Sunday from 10 am through 6 pm.

**LOCATION:** All activities will take place at the Lancaster Host Resort, 2300 Lincoln Highway East (Route 30), Lancaster, PA 17602. Directions and information about accommodations and activities (such as golf) can be found online at [boardgamers.org/hotelian.htm](http://boardgamers.org/hotelian.htm). Check-in time at the Host is 4 pm and check-out time is 11 am.

**FOOD/BEVERAGES:** Lancaster Host prohibits outside food and beverages on the premises, but the hotel offers a wide variety of meal options, including fine dining at the Legends and Vista Restaurants and less formal dining at the Good Spirits lounge and Splash's pool bar and grille. You'll find daily lunch and dinner specials at the Chef's Marketplace in the Ballroom Foyer from noon through 2 pm and 6 through 9 pm, beginning Tuesday evening and running through Saturday. There is also lite fare throughout the day from 9 am to 9 pm, including breakfast sandwiches. See the menu on the back cover.

**SMOKING:** No smoking is allowed in any gaming areas, including the adjoining hallways. Opening windows or doors is prohibited. Repeat offenders will be ejected without refund.

**MEMBERSHIP:** WBC is sponsored by the Boardgame Players Association (BPA). Sponsor- and Tribune-level membership provides admission to WBC and all Pre-Cons. Other levels of membership provide WBC admission. Multi-day General Admission to WBC grants Associate Membership in the BPA, which is required for participation in Play-By-Mail (PBEM) tournaments. Those who attend the convention via Guest Pass are not BPA members. For details on membership terms and conditions, see [boardgamers.org/lpaterns.htm](http://boardgamers.org/lpaterns.htm).

**REGISTRATION:** Pre-registration is available via BPA membership. It saves up to 50% off certain at-the-door admission prices and speeds check-in. No refunds are available. *There is no pre-registration for WBC tournaments.*

On-site conference registration begins on Sat., Aug. 2 at 9 am, in New Holland. On Sun., Aug. 3, through Sun., Aug. 10, registration

*Teach Problem Solving Techniques With Games • Thu7-18 • Sean McCulloch*

Dr. Sean McCulloch, Associate Professor of Computer Science at Ohio Wesleyan University, will investigate ways in which games can be used to teach problem solving techniques in a high school/college classroom. Specific examples and demonstrations will be used. The examples will come from college-level Computer Science classes, but should be applicable to high school (or interested middle school) students.



*How To Use Boardgames in Staff Training • We10-14 • Jon Lockwood*

Dr. Jon Lockwood, a professor at the National War College, will run a "what if" discussion and demonstration staff simulation of the battle of Gettysburg in which two competing "staffs" of 10 to 15 players each will plan and fight the first day of the Gettysburg campaign using a blind simultaneous movement system with a referee. It will introduce the factors of limited intelligence, "fog of war", and "friction", and allow you to change the overall operational strategy and tactics for either side from what they were historically.



*Spouse Program (Sit & Stitch) • We15-16, Thu15-16, Fri15-16 • Tamara Houde*

Are you not quite as enthusiastic about gaming as the crew you accompanied? Or perhaps you are just ready to clear your mind. Bring along your sewing, knitting, crocheting or just yourself and enjoy the camaraderie. Tamara will bring extra supplies and patterns for anyone who wants to learn or pick up a new project. Make connections for the rest of the week and coordinate excursions (with or without children) outside the hotel, including plays, shopping, or mini-golf.



*Gaming & Ethics • We17-18 • Joel Tamburo & Kaarin Engelmann*

A follow-up to last year's open discussion about how the ethical standards we use in our everyday lives project into our gaming lives. For example, how do our everyday ethics affect the "stab" in games like *Diplomacy*? Joel Tamburo is owner and moderator of an online discussion forum for theological issues and is completing pre-ordination collegiate studies. Kaarin Engelmann is Assistant Convention Director and a BPA Board Member.



*Probability & Decision Making • We18-19 • Chris Yare*

This year's seminar will focus on two-player game theory, including zero-sum games, pure and mixed strategies, Nash equilibrium, minimax theory, and decision-making with uncertainty. Participate in simulations and discuss approaches to analyzing games played at the WBC. Chris Yare is an insurance professional who uses basic probability theory and statistics to analyze the value of complex insurance claims. He looks forward to talking about the math behind the games.



*Primer on Buying, Selling, and Trading Games • We19-20 • Bill Thomson*

Bill Thomson runs the Wargame Academy, a resource for historical boardgame simulation, and serves as the GM for *Squad Leader* at WBC. He'll talk about which games you should buy, sell, or trade; how much they are worth; and how to get a good deal. When should you use e-bay versus an auction, trade, or garage sale? What did you miss out on at the auction on Tuesday? Plan your strategies for the next auction you attend. Attending this seminar will give you the advantage!



*Secrets of WargameRoom.com • We20-21 • Bruce Wigdor*

Get the scoop on Bruce Wigdor's terrific WargameRoom.com site for play of card-driven and block games. One strong aspect of Bruce's programs is that they know and enforce all the game rules (in fact they facilitate learning the rules!), so you and your opponent can just concentrate on strategy. Bruce stays very active in updating his programs and running WargameRoom.com leagues. This seminar offers the chance to get the scoop from the man behind the site.



*WBC 2007 Video • Thu11-12 and Fri11-12 • Debbie Gutermuth*

Debbie has assembled photos from last year into an outstanding video with music that will help you relive those good times while creating new ones at WBC 2008. There will be no presentation—the video will be available for viewing during these times. We appreciate the time Debbie took to put this together and hope you enjoy it during one of your lunch breaks during the week. (Remember, you do have to eat to keep up your strength for gaming!)



*Modeling Conflict Between Allies in a 3-Player War Game Using Savannah 1779 • Thu16-18 • Mark Miklos*

Designer Mark Miklos will review the Battle of Savannah with emphasis on the dynamics of the Franco-American alliance (French arrogance and American mistrust were manifest and our discussion will look at many specific examples), examine the award-winning *Battles of the American Revolution Series* core game system and how it was modified to reflect the nuances between the Allies—including initiative, momentum, diversion and stacking rules, and look at the innovations that were grafted onto the core system to make *Savannah* a unique 3-player game—in particular, the concepts

of separate army morale and Random Events.



- Registration:** 8 to 10 pm on Mon., Aug. 4  
8 am to noon on Tues., Aug. 5
- Auction Store:** 9:30 am to 4 pm on Tues., Aug. 5,  
with price changes at noon and 2 pm
- Auction:** 10 am to 5 pm on Tues., Aug. 5
- Approximate Schedule:**  
*Euros & Family*—10 am to 12 pm  
*Wargames*—12 to 3 pm  
*Collectibles*—4 to 5 pm
- Where:** Lancaster Showroom, Lancaster Host



**B**PA's Auction and Auction Store are services for our members who want to sell or buy long-out-of-print games at what is perhaps the largest gathering of the players of those games on the planet. The Store will be on one side of the Lancaster Showroom, next to the Auction. Thus, it will be possible to check out the Store during the Auction without missing any of the bidding for games in the auction itself. *All items for sale in both the Auction and Auction store must be pre-registered.*

**SCHEDULE:** As much as possible, the auction staff will follow the printed schedule and group auction offerings by theme. *Exceptions will occur since we cannot control when items are delivered. The Boardgame Player's Association Annual Meeting will take place at 3 pm, when the Wargame portion of the auction is over. Immediately after the conclusion of the meeting, the remainder of the auction will take place. Auction store prices will change at noon and 2 pm.*

**AUCTION BUYERS:** Bidding is limited to those with a current WBC badge. Every bidder needs an official Bid number. They are \$1 each and will be available 10 minutes prior to (and during) the auction from the Auction staff in Lancaster Showroom. All bids must be in \$1 increments. Auctions proceed quickly, so bid loud and clear. If the auctioneer can't see or hear you, it's your fault. The auction staff will be bidding as well. Please feel free to bid against them.

**ITEM DESCRIPTION:** Lots offered for sale will be defined by the seller as being in one of the physical condition categories: *Shrink wrapped, Unpunched But Opened/Complete, Punched Complete, Punched No Idea As To Completeness, Punched and Missing, Other.*

**CAVEAT EMPITOR! (BUYER BEWARE):** We do our best to accurately describe items up for bid, but we are not responsible for mistakes or missing components. Buyers agree to hold BPA and its auction staff harmless in the event of disputed merchandise. All sales are final!

**CASH ONLY:** In God we trust, all others pay cash. When you win or purchase an item you must come forward to pay the cashier and claim your purchase immediately. We do not accept checks or credit cards. Buyers who fail to complete their purchases promptly in the view of our cashier will forfeit the item.

**TABS:** *Tags are only available by special arrangement with the head auctioneer and will require a non-refundable cash deposit, which will be credited towards purchases; unused balances are lost. See the head auctioneer PRIOR to the start of the auction. All Tabs must be settled, IN CASH, immediately after the auction. Any questions pertaining to this policy should be directed to the auctioneer at [auction@boardgamers.org](mailto:auction@boardgamers.org).*

**UNSOLD ITEMS:** Sellers must pick up any unsold items between 4 and 5:30 pm on Tuesday. Staff will not secure items after that and will treat any remaining items as abandoned.

**SELLER PAYOUT:** Sellers are responsible for collecting their proceeds and unsold items promptly. Auction Store Sellers receive the sales price minus an amount determined by the fee schedule. Auction Sellers receive 85% of the sales price, rounded to the nearest quarter. Payouts will be available from the convention registration desk by showing badge and identification number by noon on Thursday and will remain available during registration hours. Amounts unclaimed by 12 pm on Sunday are forfeit to the BPA.

opens at 8 am. It closes nightly at 9 pm and at noon on Sun., Aug. 10.

Registration for the entire WBC costs \$80 at the door. (Pre-Con costs are additional.) Costs are reduced \$10 per day as the Conference proceeds. One-day Guest badges are available, but they allow play only for the designated day. Prizes won with a one-day badge must be claimed the same day. Registration is required for Open Gaming. Spectators are admitted free. Children 12 and under who participate only in Junior Events are admitted free if accompanied by a paying adult.

**BADGES:** Attendees must display their badges at all times to participate in Open Gaming and tournament play and to buy or sell at the auction. Badges contain the following information: 1. badge number, 2. Laurels earned in the previous year, 3. total Laurels earned, 4. limitations or privileges of the badgeholder (e.g., pre-cons), 5. team number, 6. team game, and 7. team name. Bring a badgeholder from a previous year or pay \$2 to obtain a new one. Security has the right to eject players who do not display a badge.

**OPEN GAMING:** Official Open Gaming begins at 6 pm on Tuesday. Open Gaming locations are the Hotel Lobby at street level and in the Ballroom Foyer (downstairs) for all multi-player gaming. Vista C and D for all two-player gaming, and Laurel Grove for "Monster" games—multi-map, multi-day games. **NOTE: As a result of its location next to the restaurant, gaming in Vista C and D MUST be quiet.** Inquire with the Convention Registration Desk about availability in Laurel Grove. *Ballroom A is also available for Open Gaming from Tuesday at 6 p.m. through Thursday at 5 p.m.*

*Open Gaming may not spread into tournament areas at any time!* A whiteboard is located outside New Holland to help coordinate open gaming and redirect overflow. No games may be left unattended in the Open Gaming area between 9 am and midnight. Any such games will be removed. Further, Open Gaming space may not be reserved by stacking games or belongings on tables. Tables designated for Open Gaming must be in active use or available for use.

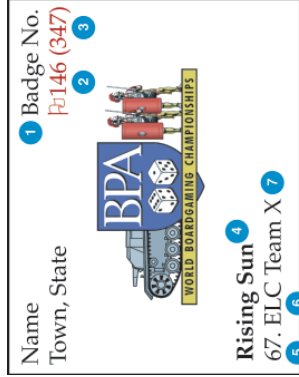
**TOURNAMENTS:** WBC stands out primarily due to its high quality tournaments. Most events have unlimited entry, although some multi-player games require even multiples of players. If you are present at the starting time with a badge *and a copy of the game*, you will usually get a spot in the event. You may play without a copy of the game only if sufficient copies are provided by others to accommodate you. *Several tournaments have had to turn away players because there were not enough copies of the game to accommodate them. Bring a copy of the games you want to play!*

**Scheduling:** Tournament play commences at the scheduled times for each event and may run past midnight. No event may start a round after midnight or reconvene before 9 am without the consent of all remaining players. Some events can accommodate late arrivals. Talk with the GM if you have questions.

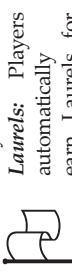
Finals may be rescheduled by the GM at the mutual convenience of the finalists, with the printed default time used if all players cannot agree on a mutually beneficial time.

We encourage attendees to play in as many events as possible. *Do NOT, however, play in more than one event simultaneously!* Do not ask a GM to make an exception for you. *Above all, do not drop out of a multi-player game before it is finished.* If an event is approaching its time limit, you have a right to ask for an adjudicated finish.

**Kiosks:** Each event has a triangular kiosk to act as a visible, central headquarters or buoy. As much as possible, all games for an event should be grouped near its kiosk. Except when an event is actually in progress, kiosks are located in Paradise Terrace in alphabetical order. GMs post brackets and alternate lists on the kiosks to notify players of their eligibility to advance to the next round. Even if you do not automatically qualify for the next round, you may advance as an alternate. If you qualify to advance but will decline the opportunity, scratch your name from the list. *Please do not write on the kiosk itself.*



**Behavior:** It is prohibited for bystanders to give information to any player or to hassle or otherwise distract a player. Those who violate this rule should be asked to cease and desist or leave the area. Anyone who does not respond to such requests or who becomes unruly will be removed by Hotel Security.



**Laurels:** Players automatically earn Laurels for placing in the top six places of any BPA-sanctioned tournament. Laurels are used as a scoring mechanism for BPA's Caesar and Consul awards. For each event, Laurels are calculated by multiplying the player hours level (1-6) by the finish rank points (1st/10 points, 2nd/6 points, 3rd/4 points, 4th/3 points, 5th/2 points, and 6th/1 point). More information is available online.

**Prizes:** Winners of Trial and Juniors events receive a rectangular plaque. Century tournament winners receive a shield plaque, are highlighted in the Yearbook, and receive Centurion shirts. (There is a \$5 postage charge to mail the shirts.) Players finishing in second through sixth places may receive plaques, based on the Prize Level of the event. Plaques are color-coded for place (blue/2nd, red/3rd, gray/4th, white/5th, and sand/6th). To claim a prize, bring your badge to New Holland. *Be aware that before any prize can be awarded, the GM must submit all tournament paperwork.*

Some publishers and GMs offer additional non-cash prizes for events. (See each event's Preview page at [boardgamers.org/yearbkex/](http://boardgamers.org/yearbkex/) for details.) Any Laurelist who earns a plaque in a GMT event receives merchandise credits, ranging from \$5 to \$20. The amount escalates with the Prize Level of the event. Multi-Man Publications offers credits of \$10 per Prize Level for medalists in all their events. Thus, a Level 6 event earns credits of \$60/1st, \$50/2nd \$40/3rd, \$30/4th, \$20/5th and \$10/6th.

**Yearbook/Event Reports:** Full Event Reports for all tournaments are available online. They document all players who finished in first through sixth place (i.e., Laurelists), winners from previous years, and more. The printed yearbook is also available online and copies are available for sale in New Holland while supplies last.

**TEAMS:** Teams are composed of any four players pre-registered as a team. Each team member must select a different event as his official game. Team members and games may change only during pre-registration. No changes may take place on-site. All Team Points are awarded automatically when the GM turns in the Winner's Claim for an event (see the Points Schedule). **A bonus point will be awarded to everyone who earns team points in an event that they have previously not won.** The team that gains the most points is the winner. The number of entrants in each team's events is the tie-breaker. Each member of the winning team receives a Team plaque and is memorialized on the website and in the Yearbook.

Entrants	1st	2nd	3rd-4th	5th-6th
128+	10	5	4	3
64+	9	4	3	2
32+	8	3	2	1
16+	7	2	1	0
8+	6	1	0	0

A self-service scoring system keeps on-lookers updated as the convention proceeds. All Team members, whether scoring or not, should post their point totals on the kiosk Standings Board near Ballroom Foyer as soon as possible. Official scoring takes place after the convention.

**JUNIORS/TEENS:** Details about our program for ages 12 and under are on page 28. There are Teen Events for attendees ages 12-16 in Heritage on Wednesday through Saturday from 9 pm through 11 pm (with open gaming available there until midnight). A GM will run a different game each night.

**GAME SALES:** Vendors' booths in Ballroom A are open between 10 am and 6 pm from Friday through Sunday. (See our list of vendors online and on page 1.) Prior to that, consignment sales are available in Ballroom B Corridor from Decision Games, which serves as WBC's exclusive vendor Tuesday through Thursday. *Sale of items at WBC is strictly limited to licensed vendors and participants in the Auction and Auction Store.*

**ANNUAL MEETING:** We invite all members to attend our annual membership meeting on Tues., Aug. 5, at 3 pm in the Showroom. **ARMISTICE MEETING:** The Sunday morning After Action Meeting in the Showroom allows members to talk about the conference just ended and pose questions for the future. We present our top annual awards.



# ORIGINS

## GAME FAIR

JUNE 24-29, 2009

Greater Columbus Convention Center  
Columbus, OH



Sat and Sun fair-only entrance just \$3 per person, \$10 per family.

**WNW** Wilderness War—GM: Keith Wixson; SwEl: A; ♀ 5; four 4-hour continuous rounds beginning We10; top 8 advance to SE rounds beginning Sa21; all rounds in Lampeter.

**WPL** Winds of Plunder—GM: Chris Lefevre; SE; B; ♀ 1; Demo: Fr15 (T6); 2-hour rounds beginning Fr16; all rounds in Marietta.

**WPS** Win, Place & Show—GM: Ken Gutermuth; SEM; B; ♀ 3; Demo: Tu22 (T1); Mulligan Tu23; two 3-hour continuous rounds Sa16 in Cornwall.

**WSM** Wooden Ships & Iron Men—GM: Tim Hitchings; FF SwEl; B; ♀ 1; Demo: We11 (T1); Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa17.

**WAW** World at War—GM: Mike Crowe; SE; A; ♀ 6; one long round (60 hours) of Global War Campaign Game Scenario played in teams of two or three beginning Tu18 in Lampeter.

**YOD** Year of the Dragon—GM: Keith Levy; HMW; B; ♀ 1; Demo: Sa10(T1); Heats: Sa16, Sa18; SF/F begin Sa20; all rounds in Paradise.

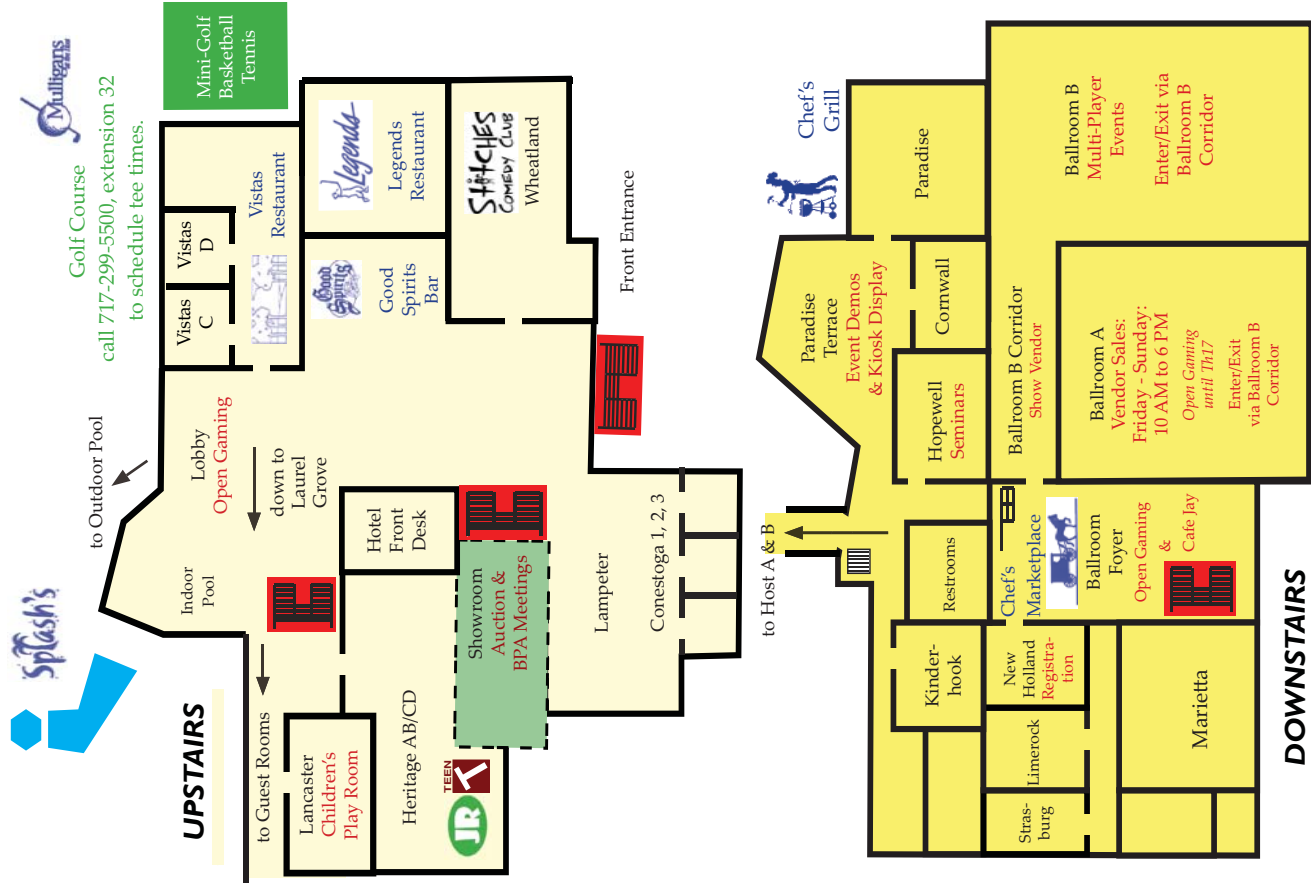
**YSP** Yspahan—GM: Jeff Mullet; SEM; A; ♀ 1; Mulligan Tu23 in Limerock; 1-hour continuous rounds starting We10 in Strasburg.



### Juniors & Teen Event Schedule

WBC offers events exclusively for kids 12 and under. Participation is free to children accompanied by a BPA member. Before any Junior may use the Juniors facilities, a parent or guardian must accompany the child to Heritage to complete a consent form. In general, children should be able to read, be well behaved, and relate well with others. Any child who behaves inappropriately will be asked to leave. A library of games is available for use by Juniors (and Teens after 9 pm). The Teen program is available for youth ages 12 through 16. Teens over 12 must have a WBC badge. All of these events take place in Heritage.

Day	Time	Event	Format	♂	GM
Tu	6 pm	Titan: The Arena	JR R1/2	1.50	Greg Crowe
We	9 am	TransAmerica	JR R1/2	1.50	Ewan McNay
	12 pm	Guillotine	JR R1/2	1.50	Ray Stakenas
	3 pm	Ticket to Ride	JR R1/2	1.50	Matthew Beach
	6 pm	Formula Motor Racing	JR R1/2	1.50	Jeff Bakalchuck
	9 pm	Memoir '44 TEEN (experienced players only)	Special	3	Mark Yoshikawa
Th	9 am	Pitchcar	TEEN	20	Laurie Wojtaszczyk
	9 am	Liar's Dice	JR R1/2	10	Jason Levine
	11 am	Pickomino	JR R1/2	10	John Coussis
	1 pm	Ubongo Jr.	R1/3	10	Lynda Shea
	4 pm	LoTR: Confrontation	JR R1/6	50	James Doughtan
Fr	7 pm	Adel Verpflichtet	JR R1/2	10	Tamara Houde
	9 pm	Ace of Aces	TEEN	20	Doug Porterfeld
	9 am	Blokus	JR R1/3	10	Daniel Broh-Kahn
Sa	12 pm	Elchfest	JR R1/8	250	Dan Dolan, Sr.
	2 pm	Monsters Menace	Am. JR R1/2	1.50	Mark Love
	5 pm	Trouble	JR R1/2	10	Bruce Reiff
	7 pm	Weapons of Mass Destruction	JR R1/2	10	Frank Cunliffe
	9 pm	Bolnaisza	TEEN R1/2	10	Ed Beach
Su	9 am	Bumper Car Arena	JR R1/2	1.50	Marc Houde
	12 pm	Crokinole	JR R1/4	750	Stan Hiltinski
	3 pm	Circus Maximus	JR	3	Bill Beckman
	6 pm	Slapshot	JR R1/2	1.50	Mark Yoshikawa
	9 pm	Galaxy	TEEN	2	Mark Mitchell
	9 am	Zooloretto	JR R1/2	1.50	Keith Levy



**HOW TO READ THE SCHEDULE:** The schedule that starts on the facing page is a chronological listing of events by order of appearance. Seminars are listed in *bold italic serif* type. Non-gaming events, such as meetings, are listed in *italic sans-serif* type. Demonstrations are listed in *italic serif* type and appear second in the hourly listing. Advanced rounds, such as Finals, are listed in **bold serif** type. Juniors and Teen Events are listed in *san-serif* type.

When more than one event starts at the same time, events are listed in the following order:

1. non-gaming events,
2. demonstrations,
3. events in their first round
4. events in an advanced round (*play restricted to those who qualify to participate in the round*), and
5. Juniors/Teen events.

An alphabetical list of events begins on page 21. Century events are listed in **bold** and Trial events are listed in *italics*. The three-letter abbreviation for the event is at the front of the row. It is shaded and based on the Class of the event. **DATES:** Abbreviations for dates are Mo: Monday, Tu: Tuesday, We: Wednesday, Th: Thursday, Fr: Friday, Sa: Saturday, Su: Sunday. Pre-Con indicates that events occur on the Saturday through Monday before WBC begins. Separate admission is required for Non-Tribune Members for all Pre-Cons. (All pre-cons are included in Tribune membership.)

**▲TIMES:** Times in the chronological schedule are listed in standard 12-hour time. Times in the alphabetical schedule are listed in military time; e.g., 11 is 11 am and 13 is 1 pm. Tournament play commences at the scheduled times for each event and may run past midnight. No event may start a round after midnight or reconvene before 9 am without the consent of all remaining players. **HEATS/ROUNDS:** "H1/3" indicates the heat number out of the total number of heats. "R1/6" indicates the round number out of the total number of rounds. Heats are multiple starts of an event's preliminary (qualifying) round. Players may play in as many heats as they wish, win or lose. Rounds usually require players to qualify to advance to the next round. Players who wish to drop-out even if they qualify for the next round should tell an GM. Players who wish to enter an event in an advanced round must have the permission of

the GM. They usually reduce their chance of winning as a result of missing prior rounds. PC indicates an event that begins during the Pre-Con but ends during WBC proper. **QUARTER/SEMI/FINAL:** Play is restricted to players who have qualified for these rounds. For "SE/F," the Final immediately follows the Semi-Final. Final rounds may be rescheduled by the GM for the mutual benefit of the finalists. Such rescheduling requires the agreement of ALL remaining players, otherwise the scheduled time is the default. Those who can't abide by it must forfeit.

**♣ PRIZE LEVEL:** 1, 2, 3, 4, 5 or 6 is the number of places receiving plaques; 2 through 6 are Century events.

**♣ CLASS:** There are three classes of tournaments: **♣ A: Experienced Players Only**—red/dark shading; rules are not taught before or during play; **♣ B: Beginners Allowed**—yellow/light shading; game will be taught **ONLY** at the listed Demo time. For advanced rounds, the Class is A; **♣ C: Coached**—green/medium shading; game will be taught during or just prior to event start in event location. For advanced rounds, the Class is A. (*D*) **Demo:** Unless otherwise indicated, all teaching sessions take place in Paradise Terrace at the listed Table #. For B Class Events, anyone new to a game must attend. For C Class Events, attending a scheduled demo places less stress on the GM and the event. If no one arrives for a demo within 15 minutes of the scheduled starting time, the demo is cancelled.

**FORMAT:** Check the Event Preview at [boardgamers.org/yearbook](http://boardgamers.org/yearbook). The Event Preview contains the details about how the event will run, any special tournament rules, the number of players who qualify to advance, and any tie-breakers in use. Note that most events become SE during the advanced rounds. Any questions about format should be directed to the GM **BEFORE** the event begins. Standard tie-breakers apply to events run with heats. They are described on the GM Guidelines page and in event previews.

**SE:** Single Elimination—play until you lose one game.

**SEM:** SE with Mulligan Round—the Mulligan is an optional Round 1 that forgives losses. Winners advance directly to Round 2. Non-winners may play in Round 1 with no penalty.

<b>T&amp;T</b>	<b>Thurn &amp; Taxis</b> —GM: Jim Vroom; HMW; B; ♣ 4; <i>Demo: Tu20(T3)</i> ; Heats: We10, We22; 16 players advance to Semi-Final Th19; Final Th21; all rounds in Marietta.
<b>TTR</b>	<b>Ticket To Ride</b> —GM: Claire Brosius; HMW; B; ♣ 4; <i>Demo: We21(T2)</i> ; Heats: Fr14, Sa16, Su9; Semi-Final Su11; Final Su13; all rounds in Ballroom B.
<b>TIM</b>	<b>Tigers in the Mist</b> —GM: Ray Freeman; Swiss; B; ♣ 4; <i>Demo: Tu18(T3)</i> ; 5-hour continuous rounds beginning We10; all rounds in Lampeter.
<b>TKL</b>	<b>Tikal</b> —GM: Daniel Broh-Kahn; HSW; B; ♣ 3; <i>Demo: Fr13(T3)</i> ; Heats: Fr14, Sa9, Sa20 in Ballroom B; Semi-Final Sa22 and Final Su9 in Limerock.
<b>TTN</b>	<b>Titan</b> —GM: Bruno Wolff; FF SwEJ; B; ♣ 6; <i>Demo: Tu20(T2)</i> ; preliminary rounds We through Fr with games starting at 10, 14, 18, 22 daily; top 16 advance to two SE rounds starting Sa9; all rounds in Lampeter.
<b>TT2</b>	<b>Titan (2-Player)</b> —GM: Rich Atwater; SE; B; ♣ 3; <i>Demo: Tu19(T2)</i> ; continuous rounds beginning We10; all rounds in Lampeter.
<b>TTA</b>	<b>Titan: The Arena</b> —GM: Greg Crowe; HMW; B; ♣ 3; <i>Demo: We10(T3)</i> ; Heats: We18 in Marietta, Th23 in Paradise, Sa13 in Conestoga 2; Semi-Final Sa15 and Final Sa16 in Conestoga 2.
<b>TAM</b>	<b>TransAmerica</b> —GM: Lisa Gutermuth; SE; B; ♣ 1; <i>Demo: Su9(T1)</i> ; 1-hour continuous rounds beginning Su10 in Ballroom B.
<b>TWS</b>	<b>Twilight Struggle</b> —GM: Ananda Gupta; SE; B; ♣ 5; <i>Demo: Th20(T4)</i> ; 4-hour continuous rounds beginning Fr9 in Lampeter.
<b>UNP</b>	<b>Union Pacific</b> —GM: Joe Lux; SE; A; ♣ 1; three 90-minute continuous rounds beginning Th19 in Conestoga 3; some alternates may advance to Round 2 in order to fill-out tables event.
<b>UPF</b>	<b>Up Front</b> —GM: Jim Burnett; SwEJ; A; ♣ 4; five 90-minute continuous rounds starting Th9; top 8 players advance to SE rounds beginning Th15; all rounds in Lampeter.
<b>VSD</b>	<b>Vegas Showdown</b> —GM: John Weber; HMW; B; ♣ 1; <i>Demo: Tu21(T2)</i> ; Heats: Tu22, We22 in Host A; Semi-Final Th23 in Host A; Final Sa9 in Limerock.
<b>VIP</b>	<b>Victory In the Pacific</b> —GM: John Sharp; Swiss; A; ♣ 6; Rising Sun Pre-Con; seven 5-hour continuous rounds beginning Su9; will use chess clocks
<b>VNC</b>	<b>Vinci</b> —GM: Mark Neale; HWO; B; ♣ 3; <i>Demo: Tu17(T6)</i> ; Heats: Tu19 in Host B, Fr9 in Limerock; Semi-Final Sa9 and Final Sa12 in Cornwall.
<b>WAS</b>	<b>War at Sea</b> —GM: Vince Misconi; SwEJ; B; ♣ 4; <i>Demo: We17(T7)</i> ; five 2-hour continuous rounds beginning Th9; Quarter-Final Th19; Semi-Final Th21; Final Th23; all rounds in Lampeter.
<b>812</b>	<b>War of 1812</b> —GM: Frank Cunliffe; Swiss; B; ♣ 1; <i>Demo: Tu17(T3)</i> ; 2-hour continuous rounds begin Tu18 in Lampeter.
<b>WOR</b>	<b>War of the Ring</b> —GM: Kevin Wojtaszczyk; SwEJ; B; ♣ 4; Middle Earth Pre-Con; <i>Demo: Sa10(Paradise)</i> ; three 3.5-hour continuous rounds beginning Sa12; Semi-Final Su9; Final Su13; all rounds in Paradise.
<b>WAT</b>	<b>Waterloo</b> —GM: Marty Musella; FF SwEJ; A; ♣ 3; Grognaard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa10.
<b>WFF</b>	<b>Waterloo: Fate of France</b> —GM: Richard Beyma; SE; B; ♣ 1; <i>Demo: Fr12(T1)</i> ; 3-hour continuous rounds beginning Fr14; all rounds in Lampeter.
<b>WTP</b>	<b>We The People</b> —GM: Don Chappell; SwEJ; C; ♣ 4; three continuous Swiss rounds beginning Sa9; top 8 advance to SE rounds beginning Sa16; all rounds in Lampeter.
<b>WLL</b>	<b>Wellington</b> —GM: Mark McLaughlin; HWO; A; ♣ 3; Heats: We12, Th12; Semi-Final Fr12; Final Sa12; all rounds in Lampeter.

**RFG** *Race for the Galaxy*—GM: Winton Lemoine; HMW; B;  $\frac{1}{2}$  1; *Demo: Th12(T3)*; Heats: Th13, Fr19, Sa10, Sa16 in Ballroom B; top 16 advance to Semi-Final Sa22 in Paradise; Final Sa23 in Paradise.

**RBN** *Rail Baron*—GM: Ron Secunda; HSW; B;  $\frac{1}{2}$  5; *Demo: We17(T3)*; Heats: We18 in Host A, Th16 in Host A, Fr9 in Marietta; Semi-Final Fr16 in Host B; Final Sa18 in Lampeter.

**RSR** *Red Star Rising*—GM: Adam Starkweather; SE; B;  $\frac{1}{2}$  1; *Demo: Th20(T1)*; 4-hour continuous rounds beginning Fr9 in Lampeter.

**ROR** *Republic of Rome*—GM: Sean Larsen; HWO; B;  $\frac{1}{2}$  1; *Demo: We14(T5)*; Heats: We18 in Kinderhook, Th18 in Lampeter (using round tables); Final Sa18 in Lampeter.

**RSK** *Risk*—GM: Alan Hayes; SwEl; C;  $\frac{1}{2}$  3; Heats: Tu19, Th15; top six players advance to Final Fr16; all rounds in Strasburg.

**RRY** *RoboRally*—GM: Marc Houde; HWO; B;  $\frac{1}{2}$  4; *Demo: We18(T7)*; Heats: We19 in Paradise, Sa16 in Conestoga 2; Semi-Final Sa21 in Kinderhook; Final Su9 in Ballroom B.

**RBS** *Russia Besieged*—GM: Rob Beyma; SEM; B;  $\frac{1}{2}$  3; *Demo: We17(T4)*; Mulligan We19; 5-hour continuous rounds beginning Th9 in Lampeter.

**TRC** *Russian Campaign*—GM: Tom Gregorio; FF SwEl; B;  $\frac{1}{2}$  4; *Demo: We17(T1)*; Grognaard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa13.

**SPB** *Saint Petersburg*—GM: Steven Quade; HMW; B;  $\frac{1}{2}$  4; *Demo: We18(T1)*; Heats: We20, Th19, Fr12; Semi-Final Sa15; Final Sa17; all rounds in Marietta.

**SJN** *San Juan*—GM: Jeff Mullett; SwEl; B;  $\frac{1}{2}$  1; *Demo: Mo10(Ballroom A)*; Showcase Sampler Pre-Con; four Swiss rounds start Mo11; top players advance to continuous SE play; all rounds in Ballroom A.

**SFR** *Santa Fe Rails*—GM: Rob Kircher; HSW; B;  $\frac{1}{2}$  1; *Demo: Tu19(T1)*; Heats: Tu20, We12, Th17 in Paradise; Semi-Final Fr9 in Marietta; Final Sa22 in Paradise.

**SET** *Settlers of Catan*—GM: Kathy Stroh; SwEl; A;  $\frac{1}{2}$  6; three 2-hour continuous Swiss rounds beginning Sa9; top 16 advance to SE rounds beginning Sa15; all rounds in Ballroom B.

**SHG** *Stogun*—GM: Eric Freeman; HSW; B;  $\frac{1}{2}$  1; *Demo: Tu21(T1)*; Heats: Tu22 in Strasburg, We22 in Host B; Semi-Final Fr22 in Host B; Final Su9 in Strasburg.

**SLS** *Slapshot*—GM: Sean McCulloch; SE; C;  $\frac{1}{2}$  4; three continuous 1-hour rounds beginning Sa23 in Ballroom B; bring copies of the game.

**SCT** *Speed Circuit*—GM: Doug Schulz; SwEl; B;  $\frac{1}{2}$  4; *Demo: Th13(T5)*; Preliminary rounds: Th21 in Conestoga 2, Fr9 Conestoga 3, Sa9 Conestoga 2; Final Su9 in Conestoga 3.

**SQL** *Squad Leader*—GM: Bill Thomson; Swiss; A;  $\frac{1}{2}$  3; four 4-hour continuous rounds starting Sa9; all rounds in Lampeter.

**QGB** *Star Wars: Queen's Gambit*—GM: Buddy Sinigaglio; HMW; C;  $\frac{1}{2}$  3; Heats: Tu21, We21; top 16 advance to continuous SE rounds beginning Fr12; all rounds in Lampeter.

**SCC** *Stock Car Championship Racing*—GM: John McLaughlin; HSW; B;  $\frac{1}{2}$  3; *Demos: Th16, Fr18, Sa14 (T3)*; Heats: Th17, Fr19, Sa15; top 3 from each heat race advance to Final Sa21; all rounds in Marietta.

**SUC** *Successors*—GM: Robert Seulowitz; SEM; A;  $\frac{1}{2}$  1; Mulligan Tu18 in Conestoga 3; Round 1 We18 in Conestoga 2; SF Th18 in Lampeter; if required; F Fr18 in Conestoga 3.

**SSB** *Superstar Baseball*—GM: Chris Palermo; FF SwEl; B;  $\frac{1}{2}$  3; *Demo: Tu18(T1)*; *Draft Tu20 in Hopevald*; Heats: Tu21, We11, Th10, Fr10; Semi-Final Sa18; Final Sa20; all rounds in Cornwall.

**AGE** *Through the Ages*—GM: Raphael Lehrer; SEM; B;  $\frac{1}{2}$  1; *Demos: Su17 (Marietta), Mo10 (Ballroom A)*; Sampler Showcase Pre-Con; Mulligan Su19 in Marietta; 5-hour continuous rounds beginning Mo14 in Ballroom A.

**SWISS**: Play all rounds paired against those with same record; no Final.  
**SwEl**: Swiss Elimination—play all preliminary rounds; qualifiers advance to SE rounds.

**HWO**: Heats Winners Only—enter any number of preliminary heats; all winners advance to next round; only winners advance; no alternates advance.  
**HMW**: Heats Most Wins—enter any number of heats; qualifiers advance to SE rounds; first tie breaker is most wins.

**HSW**: Heats Single Win—enter any number of preliminary heats; qualifiers advance to SE rounds; first tie breaker is win in first heat played.

**HMSE**: Multiple SE—each heat is played SE to determine one winner who advances to the next round.

**FF**: Free Form—Contact GM at the listed times for flexible scheduling.

**LENGTH**: This column lists the duration of the event in hours. Round lengths are rounded up to the next hour. **Actual allowed playing time is determined by the GM and is usually less than the scheduled period.**

**CONTINUOUS**: If “C” appears in the Length column, the event continues immediately into the next round upon completion of a round. The only interruption is at midnight, when rounds are continued the following morning at 9 am. The number of rounds for two-player, single elimination and multiple single elimination events may be adjusted, based on participation levels.

**LOCATION**: A map of the facilities is located on page 5. GrognaardCon Pre-Con events shift from Heritage to Conestoga 1 beginning at 6 pm on Tuesday. All Seminars are in Hopewell. All Juniors and Teen events are in Heritage. Dems are in Paradise Terrace at the table indicated. Lampeter “Rds” means the tournament should use the largest round tables in the room.

### Saturday, Aug. 2—Pre-Con (Separate Admission Required for Non-Tribune Members):

A	Event	Class	Format	GM	
9 am	Registration	-	-	6 Don Greenwood	New Holland
10 am	War of the Ring Demo	B	Demo	1 Kevin Wojtaszczyk	Paradise
12 pm	War of the Ring R1/5	B	SwEl	4 Kevin Wojtaszczyk	Paradise
2 pm	1776 R1/3 FF PC	B	SwEl	4 Bruno Sinigaglio	Heritage
	Afrika Korps R1/3 FF PC	B	SwEl	4 Bruno Sinigaglio	Heritage
	Anzio R1/3 FF PC	A	SwEl	4 Bruno Sinigaglio	Heritage
	Bulge '81 R1/3 FF PC	A	SwEl	5 Bruno Sinigaglio	Heritage
	Getysburg '88 R1/3 FF PC	A	SwEl	3 Bruno Sinigaglio	Heritage
	Panzerblitz R1/3 FF PC	A	SwEl	3 Bruno Sinigaglio	Heritage
	Panzergr: Gudarian R1/3 FF PC	A	SwEl	6 Bruno Sinigaglio	Heritage
	Russian Campaign R1/3 FF PC	B	SwEl	4 Bruno Sinigaglio	Heritage
	Waterloo R1/3 FF PC	A	SwEl	5 Bruno Sinigaglio	Heritage
	Wooden Ships R1/3 FF PC	B	SwEl	2 Bruno Sinigaglio	Heritage

### Sunday, Aug. 3—Pre-Con (Separate Admission Required for Non-Tribune Members):

A	Event	Class	Format	GM	
8 am	Registration	-	-	13 Don Greenwood	New Holland
9 am	Victory in the Pacific R1/7	A	Swiss	5 John Sharp	Marietta
2 pm	Hannibal R1/5	A	Swiss	5 Stuart Tucker	Paradise
5 pm	Through the Ages Demo	B	Demo	2 Raphael Lehrer	Marietta
7 pm	Through the Ages Mulligan	B	SEM	5 Raphael Lehrer	Marietta

Unless otherwise specified, all Pre-Con events continue in the same location.

### Monday, Aug. 4 — Pre-Con (Separate Admission Required for Non-Tribune Members):

Event	%	Class	Format	GM	
<b>Registration</b>					
Hannibal R3/5	5	A	Swiss	Stuart Tucker	New Holland
Paths of Glory R1/6	6	A	SwEl	Pete Reese	Marietta Paradise
San Juan Demo	-	B	Demo	1 Jeff Mullet	Ballroom A
Through the Ages Demo	-	B	Sampler	3 Tom McCorry	Ballroom A
San Juan R1/4	1	B	SwEl	10 Jeff Mullet	Ballroom A
Container Demo	-	B	Sampler	2 John Weber	Ballroom A
Through the Ages R1/3	1	B	SE	50 Raphael Lehrer	Ballroom A
Brass Demo	-	B	Sampler	2 Tom McCorry	Ballroom A
Agricola Demo	-	B	Sampler	3 Virginia Colin	Ballroom A
Die Macher R1/2	1	A	SE	50 Steve Simmons	Ballroom A
Age of Empires III Demo	-	B	Sampler	2.5 Kaarin Engelmann	Ballroom A
Auction Registration	-	-	Sales	2 Jeff Mullet	Showroom
Brass Demo	-	B	Sampler	2 Tom McCorry	Ballroom A
Race for the Galaxy Demo	-	B	Sampler	1.5 Jim Vnoom	Ballroom A
In the Year of the Dragon Demo	-	B	Sampler	2 Keith Levy	Ballroom A

### Tuesday, Aug. 5 — Pre-Con (Separate Admission Required for Non-Tribune Members):

Event	%	Class	Format	GM	
<b>Registration</b>					
Auction & Auction Store Registration	-	-	Sign-In	4 Jeff Mullet	New Holland Showroom
Auction Store Opens at 9:30 a.m.	-	-	Sales	7 CABS	Showroom
Family Game Auction	-	-	Sales	2 CABS	Showroom
Kingsburg Demo	-	B	Sampler	2 John Weber	Ballroom A
Manoeuvre R1/6	1	B	SwEl	10 Andy Lewis	Ballroom A
Wargames Auction	-	-	Sales	3 CABS	Showroom
Cuba Demo	-	B	Sampler	2.5 Michelle Hymowitz	Ballroom A
BPA Annual Meeting	-	-	Meeting	1 Don Greenwood	Showroom
Collectibles Auction	-	-	Sales	1 CABS	Showroom
Stone Age Demo	-	B	Sampler	2 Michelle Hymowitz	Ballroom A
<b>Teach Problem Solving With Games</b>					
1776 Demo	-	B	Demo	1 Sean McCulloch	Hopewell Terrace #2
Afrika Korps Demo	-	B	Demo	1 Matt Burkins	Terrace #1
Empire Builder Demo	-	B	Demo	1 Tom Lockwood	Terrace #5
Here I Stand Demo	-	B	Demo	1 Tom Dunning	Terrace #6
War of 1812 Demo	-	B	Demo	1 Ed Beach	Terrace #3
	-	B	Demo	1 Frank Cunliffe	

**MED** Medici — GM: John Pack; HMW; C; ♀ 3; Heats: Tu20, We13, Fr18, Sa23; Semi-Final Su11; Final Su12; all rounds in Ballroom B.

**M44** Memoir '44 — GM: Mark Guttig; SEM; B; ♀ 3; Demo: Th20(T2); Mulligan Th21; 2-hour continuous rounds starting Fr9; all rounds in Paradise; theme is Mediterranean Theater.

**MOV** Merchant of Venus — GM: Richard Irving; HMW; B; ♀ 4; Demo: Tu18(T4); Heats: We10 in Host B, Th20 in Ballroom B, Fr13 in Host A; Semi-Final Sa9 and Final Sa12 in Limerock; .

**MRA** Monster's Savage America — GM: Mark Love; HMW; B; ♀ 3; Demos: Th17, Fr19, Sa13(T1); Heats: We23, Th18, Fr20, Sa14; Semi-Final Su9; Final Su12; all rounds in Ballroom B.

**MGM** Monty's Gamble — GM: David Long; SE; A; ♀ 1; 4-hour continuous rounds beginning Fr9 in Lampeter; secret bidding of supply points for side.

**MOA** Mystery of the Abbey — GM: Ellen Hoam; SE; B; ♀ 1; Demo: Th18(T7); 2-hour continuous rounds starting Th19 in Host B.

**NW5** Napoleonic Wars — GM: Mark McLaughlin; HWO; A; ♀ 5; Heats: We18, Th18; Semi-Final Fr18; Final Sa18; all rounds in Lampeter (using round tables).

**NVW** Naval War — GM: Jon Lockwood; SE; B; ♀ 3; Demo: Sa17(T5); 3-hour continuous rounds starting Sa18 in Kinderhook.

**NTD** Notre Dame — GM: Jim Vroom; HWO; B; ♀ 1; Demo: Fr15(T5); Heats: Fr16 in Host A, Sa20 in Conestoga 3; Semi-Final Sa22 and Final Sa23 in Conestoga 3.

**NUC** Nuclear War — GM: Rick Loomis; Swiss; C; ♀ 1; Demo: Fr19(T5); Four 1-hour continuous rounds beginning Sa20 in Ballroom B; bring a copy of the game.

**PZB** Panzerblitz — GM: Bert Schoose; FF SwEl; A; ♀ 3; Grognaard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Fr18.

**PGG** Panzergruppe Guderian — GM: Robert Frisby; FF SwEl; A; ♀ 3; Grognaard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa13.

**POG** Paths of Glory — GM: Peter Reese; SwEl; A; ♀ 6; Guns of August Pre-Con; four 7-hour Swiss rounds start Mo9 in Paradise; QF/SE/F begin Tu17 in Lampeter.

**PDT** Paydirt — GM: Harry Flawd; HMSE; B; ♀ 3; Demo: We13(T3); Heats: We14 (AFC), Fr14 (NFC); Super Bowl Su9; all rounds in Cornwall.

**POE** Pillars of the Earth — GM: Raphael Lehrer; HSW; B; ♀ 3; Demo: We13(T1); Heats: We14, We22 in Paradise; Semi-Final Th9 and Final Th23 in Host A.

**PRC** Pirates Cove — GM: Larry Lingle; HMW; B; ♀ 3; Demo: Th18(T2); Heats: Tu19, We16, Th9; Semi-Final Th17; Final Th19; all rounds in Marietta.

**PGD** Power Grid — GM: Jim Castonguay; HMW; B; ♀ 6; Demo: We13(T6); Heats: Tu18, We14, Th12; Semi-Final Fr11; Final Fr14; all rounds in Marietta.

**POF** Princes of Florence — GM: Eric Brosius; HMW; B; ♀ 3; Demo: We11(T5); Heats: We12, Th17; Semi-Final Fr20; Final Fr22; all rounds in Ballroom B.

**PGF** Pro Golf — GM: Bruce Monnin; SwEl; C; ♀ 1; Round 1 Th23 in Hopewell; four lowest scores play a skins game Final with large foam dice Th24; all courses provided by GM; bring dice.

**PRO** Puerto Rico — GM: John Weber; HMW; B; ♀ 5; Demo: We18(T2); Heats: Th19, Fr16, Sa11; Quarter-Final Sa18; Semi-Final Su9; Final Su11; all rounds in Ballroom B.

**RA!** Ral — GM: Steve Scott; HMW; B; ♀ 4; Demo: Tu23(T6); Heats: We20, Th15, Fr9, Sa9; Semi-Final Sa18; Final Sa20; all rounds in Ballroom B.

<b>GXY</b>	<b>Galaxy</b> —GM: Mark Mitchell; HMW; B; ♀ 3; <i>Demo: We12(T3)</i> ; Heats: We13 in Strasburg, Th13 and Th19 in Paradise, Fr18 in Cornwall; Semi-Final Sa13 and Final Sa15 in Cornwall.
<b>GSR</b>	<b>Gangsters</b> —GM: John Pack; HSW; B; ♀ 4; <i>Demos: Tu21(T4) and Th22(T4)</i> ; Heats: Tu22, We14, Th23, Sa17; Semi-Final Sa20; Final Sa23; all games in Ballroom B.
<b>GBG</b>	<b>Gettysburg '88</b> —GM: Vince Meconi; FF SwEl; A; ♀ 4; Grognaud Pre-Con begins Sa14 in Heritage, Tu18 shifts to Contestoga 1, 4 players advance to SE Sa9.
<b>GOA</b>	<b>Goa</b> —GM: Bruce Reiff; SEM; A; ♀ 3; Mulligan Tu19; 3-hour continuous rounds beginning Th15; all rounds in Ballroom B.
<b>GCA</b>	<b>Great Campaigns of the American Civil War</b> —GM: Dave Cross; SwEl; B; ♀ 3; <i>Demo: We10(T2)</i> ; six 3-hour Swiss rounds begin We11 in Contestoga 3; SE/F begin Sa9 in Contestoga 1.
<b>HBG</b>	<b>Hamburgun</b> —GM: Chris Trimmer; HSW; B; ♀ 1; <i>Demo: Th10(T4)</i> ; two-hour Heats Th11, Fr14; Semi-Final Fr16; Final Fr18; all games in Marietta.
<b>HOS</b>	<b>Hammer of the Scots</b> —GM: Lyman Moquiny; SwEl; B; ♀ 1; <i>Demo: Th9(T3)</i> ; three 3-hour Swiss rounds beginning Th13; SE/F begin Th22 in Lampeter.
<b>HRC</b>	<b>Hannibal: Rome vs Carthage</b> —GM: Stuart Tucker; Swiss; A; ♀ 5; Omens Pre-Con; five 5-hour continuous rounds starting Su14 in Paradise; Round 3 starts Mo9 in Marietta.
<b>HIS</b>	<b>Here I Stand</b> —GM: Ed Beach; HMW; B; ♀ 5; <i>Demos: Th7(T6), Th7(T6)</i> ; Heats: Tu19, Th19 in Kinderhook; Semi-Final Fr9 in Kinderhook; Final Sa19 in Lampeter.
<b>HWD</b>	<b>History of the World</b> —GM: Kevin Youells; SE; A; ♀ 4; Round 1 Tu18; standings posted to kiosk; Round 2 We18; top 6 advance to Final Th18; all rounds in Lampeter.
<b>IMP</b>	<b>Imperial</b> —GM: Dave Bohnenberger; HMW; B; ♀ 3; <i>Demo: Th14(T6)</i> ; 3-hour Heats: Th15 in Limerock, Fr11 in Ballroom B; top 16 advance to Semi-Final Sa13 in Limerock; Final Sa20 in Limerock.
<b>ING</b>	<b>Ingenious</b> —GM: Peter Steyn; HMW; B; ♀ 2; <i>Demo: We13(T4)</i> ; 1-hour Heats: Tu22 in Marietta, We14 in Paradise, Th22 in Marietta, Fr22 in Paradise; Semi-Final Su9 and Final Su10 in Marietta.
<b>IVH</b>	<b>Ivanhoe</b> —GM: Jeff Senley; HMW; B; ♀ 1; <i>Demo: Tu22(T2)</i> ; 90-minute Heats: Tu23 in Marietta, We23 in Contestoga 2, Th23 and Fr23 in Marietta; Semi-Final Sa15 and Final Sa16 in Marietta.
<b>KPR</b>	<b>Kaiser's Pirates</b> —GM: Jim Day; HSW; B; ♀ 1; <i>Demo: Th9(T6)</i> ; one-hand Heats: Th10, Th14, Fr10, Fr14; top eight advance to three-hand Semi-Final Sa10; Final Sa13; all games in Lampeter.
<b>KGM</b>	<b>Kingmaker</b> —GM: Justin Thompson; HMW; B; ♀ 3; <i>Demo: Fr18(T2)</i> ; Heats: Fr9, Fr19, Sa10; top six advance to Final Sa19; all games in Strasburg.
<b>KRM</b>	<b>Kremlin</b> —GM: Steve Cuccaro; HMW; B; ♀ 2; <i>Demo: We17(T6)</i> ; Heats: We18, Th14, Fr9, Fr13; top six advance to Final Fr18; all games in Host B.
<b>LID</b>	<b>Liar's Dice</b> —GM: Jason Levine; SE; C; ♀ 3; continuous 30-minute rounds beginning Fr23 in Ballroom B; bring copies of the game.
<b>LST</b>	<b>Lost Cities</b> —GM: Ivan Lawson; HMW; B; ♀ 3; <i>Demo: We15(T2)</i> ; Heats: We17 and Fr18 in Paradise, Sa9 in Marietta, Sa15 in Paradise; top 32 advance to SE rounds in Paradise beginning Sa19.
<b>MAN</b>	<b>Manoeuvre</b> —GM: Andy Lewis; SwEl; B; ♀ 1; <i>Demo: Tu9 in Ballroom A</i> ; Sampler Showcase Pre-Con; continuous Swiss rounds begin Tu10; QF/SE/F begin Tu14; all rounds in Ballroom A.
<b>MFD</b>	<b>Manifest Destiny</b> —GM: Bill Crenshaw; HSW; B; ♀ 4; <i>Demo: We13(T5)</i> ; Heats: We14 in Host B; Th19 and Sa15 in Strasburg; Semi-Final Sa20 and Final Su9 in Strasburg.
<b>MMS</b>	<b>March Madness</b> —GM: Terry Coleman; HMSE; B; ♀ 2; <i>Demo: We15(T1)</i> ; Heats: Tu19, Th9, Th9, Fr9; Semi-Final Su9; Final Su10; all rounds in Cornwall.

## Tuesday, Aug. 5 — WBC (Badge Required for Events &amp; Open Gaming):

▲	Event	⌘	Class	Format	⌘	GM
6 pm	Ace of Aces Demo & Signup	1	C	Demo	1	Doug Porterfield
	Advanced Civilization Demo	-	C	Demo	1	Shantiana Saha
	Britannia Demo	-	B	Demo	1	Jim Jordan
	Merchant of Venus Demo	-	B	Demo	1	Richard Irving
	Pirate's Cove Demo	-	B	Demo	1	Tom Pavy
	Superstar Baseball Demo	-	B	Demo	1	Chris Palermo
	Tigers in the Mist Demo	-	B	Demo	1	Ray Freeman
	Vinci Demo	-	B	Demo	1	Mark Neale
	1776 R1/3 FF	1	B	SwEl	4	Matt Burkins
	Afrika Korps R1/3 FF	3	B	SwEl	4	Jon Lockwood
	Anzio R1/3 FF	3	A	SwEl	4	Robert Ryan
	Atlantic Storm H1/4	4	B	HMW	2	John Couiss
	Auction H1/2	2	B	SEM	1	George Sauer
	Bitter Woods Mulligan	3	A	SEM	5	Ed Witkowski
	Breakout Normandy Mulligan	4	A	SEM	5	Andrew Cummins
	Bulge '81 R1/3 FF	3	A	SwEl	5	Frank Sinigaglio
	Circus Maximus H1/4	6	B	HWO	4	John Jacoby
	El Grande H1/3	3	B	HMW	2	Rob Flowers
	Empire Builder H1/3	5	B	HMW	4	Tom Dunning
	Gettysburg '88 R1/3 FF	3	A	SwEl	3	Vince Meconi
	History of the World R1/3	4	A	SE	6	Kevin Youells
	Panzerblitz R1/3 FF	3	A	SwEl	3	Bert Schoose
	Panzergru. Guiderian R1/3 FF	6	A	SwEl	6	Robert Frisby
	Power Grid H1/3	6	B	HMW	3	Jim Castronagy
	Russian Campaign R1/3 FF	4	B	SwEl	4	Tom Gregorio
	Successors Mulligan	1	A	SEM	4	Rob Sealowitz
	War of 1812 R1/6	1	B	Swiss	2	Frank Cunliffe
	Waterloo R1/3 FF	3	A	SwEl	5	Marty Musella
	Wooden Ships R1/3 FF	1	B	SwEl	2	Tim Hitchings
	World At War R1/1	6	A	SE	50	Mike Crowe
	Titan: The Arena JR R1/2	1	C	SE	1.5	Greg Crowe



## Tuesday's Dinner Special

Chef's MarketPlace • 6-9 pm • Ballroom Foyer  
Pizza Pizza — Assorted Pizza and Stromboli

7 pm	Cuba Demo	-	B	Demo	1	M. Hymowitz
	Santa Fe Rails Demo	-	B	Demo	1	Rob Kircher
	Titan Two Demo	-	B	Demo	1	Rich Atwater
	Britannia H1/3	4	B	HSW	5	Jim Jordan
	Goa Mulligan	3	A	SEM	3	Bruce Reiff
	Here I Stand H1/2	5	B	HMW	5	Ed Beach
	March Madness H1/4	2	B	HMSE	1	Terry Coleman
	Pirate's Cove H1/3	3	B	HMW	2	LarryINGLE
	Risk H1/2	3	C	SwEl	3	Alan Hayes
	Vinci H1/2	3	B	HWO	3	Mark Neale
8 pm	Thurn & Taxis Demo	-	B	Demo	1	Jim Vroom
	Titan Demo	-	B	Demo	1	Bruce Wolff
	Air Baron H1/4	4	B	HSW	3	Henry Richardson
	Formula Motor Racing H1/3	3	B	HMW	2	Chris LeFevre
	Medici H1/4	3	C	HMW	1	John Pack
	Santa Fe Rails H1/3	1	B	HSW	2	Rob Kircher
	Superstar Baseball Draft	3	B	SwEl	1	Chris Palermo
	Terrace #1					
	Terrace #7					
	Terrace #5					
	Terrace #4					
	Terrace #2					
	Terrace #1					
	Terrace #3					
	Terrace #6					
	Contestoga 1					
	Contestoga 1					
	Contestoga 1					
	Ballroom B					
	Strasburg					
	Lampeter					
	Lampeter					
	Contestoga 1					
	Contestoga 2					
	Limerock					
	Host A					
	Contestoga 1					
	Lampeter					
	Contestoga 1					
	Contestoga 1					
	Marietta					
	Contestoga 1					
	Contestoga 3					
	Lampeter					
	Contestoga 1					
	Contestoga 1					
	Lampeter					
	Heritage					

**Tuesday, Aug. 5 — WBC (Badge Required for Events & Open Gaming):**

Event	♁	Class	Format	GM	📍
9 pm					
Elchfest Demo	-	C	Demo	1	Dan Dolan Jr
Gangsters Demo	-	B	Demo	1	John Pack
Shogun Demo	-	B	Demo	1	Eric Freeman
Vegas Showdown Demo	-	B	Demo	1	John Weber
Caylus H1/2	3	A	HSW	3	Peter Putnam
Queen's Gambit H1/3	3	C	SwEl	2	Buddy Sinigaglio
Superstar Baseball H1/4 FF	3	B	SwEl	1	Chris Palermo
10 pm					
Amun Re Demo	-	B	Demo	1	Jeremy Billones
Auction Demo	-	B	Demo	1	George Sauer
Battleline Demo	-	B	Demo	1	Bruce Reiff
Battleline Demo	-	B	Demo	1	Mary Ellen Powers
Candidate Demo	-	B	Demo	1	Jeff Mullett
Inanho Demo	-	B	Demo	1	Jeff Senley
Win, Place & Show Demo	-	B	Demo	1	Ken Gutermuth
Elchfest R1/6	1	C	SE	10	Dan Dolan Jr
Gangsters H1/4	4	B	HSW	3	John Pack
Ingenious H1/4	2	B	HMW	1	Pete Stein
Shogun H1/2	1	B	HMW	3	Eric Freeman
Vegas Showdown H1/2	1	B	HMW	2	John Weber
11 pm					
Ra Demo	-	B	Demo	1	Steve Scott
Ivanhoe H1/4	1	B	HMW	1	Jeff Senley
Win, Place & Show Mulligan	3	B	SEM	3	Ken Gutermuth
Yspahan Mulligan	1	A	SEM	1	Jeff Mullett

**Wednesday, Aug. 6 — WBC (Badge Required for Events & Open Gaming):**

Event	♁	Class	Format	GM	📍
7:30 am					
GM Breakfast - Reservation Only	-	Meeting		1	Kaarin Engelmann
9 am					
Registration	-	-	-	1/3	Don Greenwood
TransAmerica JR R1/2	1	C	SE	1.50	Ewan McNay
10 am					
Boardgames in Staff Training	-	Seminar		4	Jon Lockwood
1830 Demo	B	Demo		1	Pierre LeBoeuf
Athens & Sparta Demo	-	B	Demo	1	Jeff Cornett
Great Campaigns ACW Demo	-	B	Demo	1	Dave Cross
Titan: The Arena Demo	-	B	Demo	1	Greg Croave
Advanced Civilization H1/2	5	C	HSW	8	Shantanu Saha
Annun Re H1/2	3	B	HSW	2	Jeremy Billones
Battlelore R1/4	3	B	SwEl	30	Mary Ellen Powers
Bitter Woods R1/4	3	A	SE	50	Ed Witkowski
Breakout Normandy R1/4	4	A	SE	50	Andrew Cummins
Candidate R1/2	1	B	SE	20	Bruce Reiff
Cuba H1/2	1	A	HMW	3	M. Hymowitz
Empire Builder H2/3	5	B	HMW	4	Tom Dunning
March Madness H2/4	2	B	HMSE	10	Terry Coleman
Merchant of Venus H1/3	4	B	HMW	3	Richard Irving
Thurm & Taxis H1/2	4	B	HMW	2	Jim Vroom
Tigers in the Mist R1/4	4	B	Swiss	40	Ray Freeman
Titan Two-Player R1/5	3	B	SE	40	Rich Atwater
Titan R1/3 FF (every 4 hours)	6	B	SwEl	5	Bruno Wolff
Wilderness War R1/7	5	A	SwEl	40	Keith Wixson
Yspahan R1/3	1	A	SE	10	Jeff Mullett

Open gaming is limited to designated areas — Hotel Lobby and Ballroom Foyer for multi-player gaming, Vista C and D for two-player gaming, and Laurel Grove for "Monster" games.

**CCA**

**Command and Colors: Ancients** — GM: Andy Lewis; SwEl; A; ♁ 3; first two 4-hour rounds at Th9 and Th13 will be Round Robin; SE 3-hour rounds begin Th17; all rounds in Paradise.

**CQP**

**Conquest of Paradise** — GM: Kevin McFarland; SEM; B; ♁ 1; Demo: Fr13(T2); Mulligan Fr14 and Round 1 Fr17 in Conestoga 3; SF/F Sa18 in Manietta.

**CRX**

**Crusader Rex** — GM: Ric Manns; SEM; B; ♁ 1; Demo: Th20(T3); Mulligan Th21; continuous 3-hour rounds begin Fr9; all rounds in Lampeter.

**CUB**

**Cuba** — GM: Michelle Hymowitz; HMW; A; ♁ 1; Demo: Tu19(T7); Heats: We10, Th9 in Ballroom B; Semi Fr13 and Final Fr16 in Strasburg. Extra demo at Showcase Sampler Pre-Con Tu12. (Separate admission required.)

**DIM**

**Die Macher** — GM: Steve Simmons; SE; A; ♁ 1; part of Sampler Showcase Pre-Con (separate admission required); Round 1 Mo19; Round 2 Tu9; all rounds in Ballroom A.

**DIP**

**Diplomacy** — GM: Tom Pasko; Swiss; A; ♁ 4; rounds last 6 to 8 hours; Round 1 Fr18; Round 2 Sa9; Round 3 Su9; all rounds in Kinderhook.

**POM**

**Downfall of Pompeii** — GM: Larry Lingle; HMW; B; ♁ 1; Demo: We12(T6); Heats: We13, Fr21, Sa21; Semi Su9; Final Su11; all rounds in Manietta.

**DUN**

**Dune** — GM: Brad Johnson; HMW; A; ♁ 3; Heat 1 We15 in Strasburg; Heat 2 Th10 and Heat 3 Fr18 in Lampeter; six highest qualifying scores advance to Final Sa13 in Limerock.

**ELG**

**El Grande** — GM: Rob Flowers; HMW; B; ♁ 3; Demo: We14(T3); Heats: Tu18 in Limerock, We16 in Conestoga 2, Th9 in Ballroom B; SF/F begin Th13 in Host A.

**ELC**

**Elchfest** — GM: Dan Dolan, Jr.; SE; C; ♁ 1; Demo: Tu21(T3); continuous rounds begin Tu22 in Paradise; each match-up will be a best two-of-three.

**EPB**

**Empire Builder** — GM: Tom Dunning; HMW; B; ♁ 5; Demo: Tu17(T5); Heats: Tu18, We10, We14; Semi-Final Th9; Final Th13; all rounds in Host A; play any of Manjafir's crayon rails games.

**EOS**

**Empire of the Sun** — GM: Mark Herman; SE; A; ♁ 1; continuous 4-hour rounds begin Fr9 in Lampeter; will use one-year tournament scenarios supplied with the game.

**EIS**

**Enemy In Sight** — GM: William Alderman; HSW; B; ♁ 3; Demo: Th9(T5); Heats: Th10, Fr15, Su9; Semi-Final Su11; Final Su13; all rounds in Lampeter.

**E&T**

**Euphrat & Tigris** — GM: Craig Moffitt; HSW; B; ♁ 1; Demo: Sa17(T3); Heats: Th11, Sa18; Semi-Final Sa20; Final Sa22; all rounds in Ballroom B.

**FI5**

**Facts In Five** — GM: Arthur Field; SwEl; C; ♁ 2; three continuous Swiss rounds starting on Sa16; top 5 will advance to final SE round; all rounds in Hopewell.

**FAB**

**Fast Action Battles: Bulge** — GM: Rick Young; SEM; B; ♁ 1; Demo: We20(T4); Mulligan We21; continuous 4-hour rounds beginning Th9; all rounds in Lampeter.

**FLC**

**Flying Colors** — GM: Rob Doane; SwEl; B; ♁ 1; Demo: Sa17(T2); three 2-hour rounds beginning Sa18; top four advance to SE beginning Su9; all rounds in Lampeter.

**FBS**

**Football Strategy** — GM: Nathaniel Hoam; HMSE; B; ♁ 3; Demo: We17(T2); Heats: We18, Th18; one player from each heat advances to Final at convenience of players or Su9; all games in Cornwall.

**FTP**

**For The People** — GM: Mark Herman; SE; A; ♁ 4; 6-hour continuous rounds beginning Th16 in Lampeter; uses 2006 Reprint deck (all cards) and all optional rules.

**FDE**


**Formula De** — GM: Josh Githens; HMW; B; ♁ 3; Demo: We13(T7); two-lap, 3-hour Heats: We14, Th14; top 10 players advance to three-lap Final Fr14; all games in Ballroom B.

**FMR**


**Formula Motor Racing** — GM: Chris LeFevre; HMW; B; ♁ 3; Demo: We14(T7); Heats: Tu20, We15 in Ballroom B, Th9 in Host B; Semi-Final Th12 and Final Th14 in Host B.

- ATS** Attack Sub —GM: Rob Mull; SwEI; B; ♀ 2; *Demo: Sa18(T1)*; 3 continuous 1-hour rounds of Swiss play beginning Su9; top eight players advance to SE Su12; all rounds in Paradise.
- AUC** Auction —GM: George Sauer; SEM; B; ♀ 2; *Demo: Tu22(T5)*; Mulligan is Tu18 in Strasburg; Rounds 1 and 2 We15 and W16 in Paradise; Round 3 Su9 in Paradise.
- A&A** Axis & Allies —GM: Craig Yope; SwEI; A; ♀ 4; three continuous 4.5-hour rounds beginning Th9; top 25% of players from first day advance to SE play beginning Fr9; all rounds in Lampeter.
- B17** B-17 —GM: Dave Terry; Swiss; A; ♀ 6; three continuous 3-hour rounds in Conestoga 2 beginning Th9; after-action briefing Fr23 in Hopewell.
- BCY** Battle Cry —GM: Peter Card; SwEI; B; ♀ 3; *Demo: We11(T4)*; Round 1 is Sa9; top four Confederate players and top four Union advance to continuous SE beginning Sa12; all rounds in Paradise.
- B81** Battle of the Bulge '81 —GM: Frank Sinigaglio; FF SwEI; A; ♀ 3; Grognaud Pre-Con begins Sa14 in Heritage; Tu18 shifts to Conestoga 1; 4 players advance to SE Fr20.
- BGP** Battlegroup —GM: Jeff Billings; HWO; B; ♀ 1; *Demo: We22(T1)*; Heats: We15, Th9, Th15, Fr13; Semi-Final Sa9; Final Sa12; all rounds in Lampeter.
- BAT** Battline —GM: Bruce Reid; SwEI; B; ♀ 1; *Demo: Tu22(T3)*; Round 1 Fr19 is 2-hour Round Robin; *players may not drop out mid-round*; winners advance to SE beginning Fr21; all rounds in Paradise.
- BLR** BattleLore —GM: Mary Ellen Powers; SwEI; B; ♀ 3; *Demo: Tu22(T4)*; Two 1-game rounds beginning We10; winners advance to continuous SE rounds beginning We16; all rounds in Paradise.
- BAR** Battles of the American Revolution (Saratoga) —GM: Mark Miklos; SEM; B; ♀ 3; *Demo: Th18(T4)*; Mulligan Th20; continuous SE rounds start Fr9; all rounds in Lampeter.
- BWD** Bitter Woods —GM: Ed Witkowski; SEM; A; ♀ 3; Mulligan Tu18; continuous 5-hour rounds begin We10; all rounds in Lampeter.
- BBS** Brawling Battleships Steel —GM: Evan Hitchings; SE; B; ♀ 3; *Demo: Sa13(T3)*; continuous rounds beginning Sa14; all rounds in Conestoga 3.
- BKN** Breakout Normandy —GM: Andrew Cummins; SEM; A; ♀ 4; Mulligan Tu18; continuous 5-hour rounds begin We10; all rounds in Lampeter.
- BRI** Britannia —GM: James Jordan; HSW; B; ♀ 4; *Demo: Tu18(T5)*; Heats: Tu19, We13, Fr13; top 16 advance to Semi-Final Sa13; Final Su9; all rounds in Lampeter.
- CDT** Candidate —GM: Jeff Mullet; SE; B; ♀ 1; *Demo: Tu22(T6)*; continuous 2-hour rounds beginning We10 in Conestoga 2.
- CNS** Can't Stop —GM: Beth Zhao; SE; C; ♀ 2; *Demo: We22(T7)*; continuous rounds begin We23 in Ballroom B; bring copies of the game!
- CAR** Carcassonne —GM: Tom McCorry; SE; B; ♀ 3; *Demo: Sa13(T2)*; Round 1 Sa14 is multi-player games advancing 16 to 2-player SE continuous rounds beginning Sa16; all rounds in Ballroom B.
- CYL** Caylus —GM: Peter Putnum; HSW; A; ♀ 3; Heats: Tu21 and We17 in Ballroom B; Semi-Final/Final begin Th16 in Host B.
- CMS** Circus Maximus —GM: John Jacoby; HWO; B; ♀ 6; *Demo: Th9(T2)*; Heats: Tu18, Fr9, Sa19 in Conestoga 2; Demolition Derby heat with up to 50 charioteers Fr23 in Paradise; Final Su9 in Conestoga 2.
- CFC** Clash For A Continent —GM: Grant Wylie; HMSE; B; ♀ 1; *Demo: We21(T1)*; Heat Th15 in Conestoga 3, Fr20 in Cornwall; heats played SE until 1 winner from each advances to Final Su10 in Cornwall.
- CBC** Combat Commander —GM: Joel Tamburo; SEM; B; ♀ 4; *Demo: We11(T3)*; Mulligan We12 in Conestoga 2; continuous 3-hour rounds begin Fr14 in Conestoga 2; moves to Lampeter on Sa9.

## Wednesday, Aug. 6 —WBC (Badge Required for Events &amp; Open Gaming):

Event	Class	Format	GM	
11 am				
Battle Cry Demo	B	Demo	Peter Card	Terrace #4
Combat Commander Demo	B	Demo	Joel Tamburo	Terrace #3
Princes of Florence Demo	B	Demo	Eric Brosius	Terrace #5
Wooden Ships Demo	B	Demo	Tim Hitchings	Terrace #1
1830 H1/4	B	HMW	Pierre LeBoeuf	Limerock
Athens & Sparta R1/4	B	SE	Jeff Cornett	Lampeter
Great Campaigns ACW R1/6	B	SwEI	Dave Cross	Conestoga 3
Superstar Baseball H2/4 FF	B	SwEI	Chris Palermo	Cornwall
Yspahan SE/F	A	SE	Jeff Mullet	Strasburg
 <p><b>Wednesday's Lunch Special</b>            Chef's MarketPlace • 12-2 pm • Ballroom Foyer            Chef's Grill —Grilled to order: hamburgers, cheeseburgers and chicken breast sandwiches.</p>				
12 pm				
Amazing Space Venture Demo	C	Demo	Steve LeShay	Terrace #4
Battlegroup Demo	B	Demo	Jeff Billings	Terrace #1
Downfall of Pompeii Demo	B	Demo	Larry Lingle	Terrace #6
Galaxy Demo	B	Demo	Mark Mitchell	Terrace #3
Combat Commander Mulligan	B	SEM	Joel Tamburo	Conestoga 2
Princes of Florence H1/2	B	HMW	Eric Brosius	Ballroom B
Santa Fe Rails H2/3	B	HSW	Rob Kircher	Paradise
Wellington H1/2	B	HWO	Mark McLaughlin	Lampeter
Guillotine JR R1/2	C	SE	Ray Staekenas	Heritage
1 pm				
Agricola Demo	B	Demo	Tom McCorry	Terrace #2
Formula De Demo	B	Demo	Josh Githens	Terrace #7
Ingenious Demo	B	Demo	Pete Stein	Terrace #5
Manifest Destiny Demo	B	Demo	Bill Crenshaw	Terrace #4
Paydirt Demo	B	Demo	Harry Flawd	Terrace #3
Pillars of the Earth Demo	B	Demo	Raphael Lehrer	Terrace #6
Power Grid Demo	B	Demo	Jim Castonguay	Terrace #1
Britannia H2/3	B	HSW	Jim Jordan	Lampeter
Downfall of Pompeii H1/3	B	HMW	Larry Lingle	Marietta
Galaxy H1/4	B	HMW	Mark Mitchell	Strasburg
Medici H2/4	C	HMW	John Pack	Ballroom B
2 pm				
El Grande Demo	B	Demo	Rob Flowers	Terrace #3
Formula Motor Racing Demo	B	Demo	Chris LeFevre	Terrace #7
Republic of Rome Demo	B	Demo	Sean Larsen	Terrace #5
Agricola H1/2	B	HSW	Tom McCorry	Ballroom B
Empire Builder H3/3	B	HMW	Tom Dunning	Host A
Formula De H1/2	B	HMW	Josh Githens	Ballroom B
Gangsters H2/4	B	HSW	John Pack	Ballroom B
Ingenius H2/4	B	HMW	Pete Stein	Paradise
Manifest Destiny H1/3	B	HSW	Bill Crenshaw	Host B
Paydirt H1/2 AFC	B	HMSE	Harry Flawd	Cornwall
Pillars of the Earth H1/2	B	HSW	Raphael Lehrer	Paradise
Power Grid H2/3	B	HMW	Jim Castonguay	Marietta
3 pm				
Spouse Program (Sit and Stitch)	-	Seminar	Tamara Hoise	Hopewell
Lost Cities Demo	B	Demo	Ivan Lawson	Terrace #2
March Madness Demo	B	Demo	Terry Coleman	Terrace #1
Auction R1/3	B	SE	George Sauer	Paradise
Battlegroup H1/4	B	HWO	Jeff Billings	Lampeter
Dune H1/3	A	HMW	Brad Johnson	Strasburg
Formula Motor Racing H2/3	B	HMW	Chris LeFevre	Ballroom B
Ticket to Ride JR R1/2	C	SE	Matthew Beach	Heritage

Wednesday, Aug. 6—WBC (Badge Required for Events & Open Gaming):

Time	Event	Class	Format	GM	Location	
4 pm	Amazing Space Venture Demo	C	Demo	1	Steve LeShay	
	El Grande H2/3	B	HMW	2	Rob Flowers	
	Pirate's Cove H2/3	B	HMW	2	Larry Lingle	
5 pm	<b>Gaming &amp; Ethics</b>	-	<b>Seminar</b>	<b>1</b>	<b>Tamburo/Engelmann</b>	
	Football Strategy Demo	B	Demo	1	Nate Hoam	
	Kremenlin Demo	B	Demo	1	Steve Cuccaro	
	Rail Baron Demo	B	Demo	1	Ron Secunda	
	Russia Besieged Demo	B	Demo	1	Rob Beyma	
	Russian Campaign Demo	B	Demo	1	Tim Gregorio	
	War At Sea Demo	B	Demo	1	Frank Cuntliffe	
	Caylus H2/2	A	HSW	3	Peter Putnam	
	Lost Cities H1/4	B	HMW	1	Ivan Lawson	
	 <p><b>Wednesday's Dinner Special</b>                  Chef's MarketPlace • 6-9 pm • Ballroom Foyer                  China Dragon – Oriental Station featuring General Tso's                  Chicken and Beef Teriyaki, Fried Rice &amp; Egg Rolls</p>					
	6 pm	<b>Probability &amp; Decision Making</b>	-	<b>Seminar</b>	<b>1</b>	<b>Chris Yare</b>
		Age of Renaissance Demo	B	Demo	1	Tedd Mullally
		Atlantic Storm Demo	B	Demo	1	John Coussis
		Puerto Rico Demo	B	Demo	1	John Weber
		Robo Rally Demo	B	Demo	1	Marc Houde
Saint Petersburg Demo		B	Demo	1	Steve Quade	
1830 H2/4		B	HMW	6	Pierre LeBoeuf	
Amun Re H2/2		B	HSW	2	Jeremy Billones	
Football Strategy H1/2		B	HMSE	20	Nate Hoam	
Kremenlin H1/4		B	HMW	3	Steve Cuccaro	
Napoleonic Wars H1/2		A	HWO	6	Mark McLaughlin	
Rail Baron H1/3		B	HSW	4	Ron Secunda	
Republic of Rome H1/2		B	HWO	6	Sean Larsen	
Successors R1/3		B	SE	4	Rob Seulowitz	
Titan: the Arena H1/3		B	HMW	1	Greg Crowe	
<b>History of the World SF</b>	<b>4 A</b>	<b>SE</b>	<b>6</b>	<b>Kevin Youells</b>		
<b>Formula Motor Racing JR R1/2</b>	<b>1 C</b>	<b>SE</b>	<b>1.50</b>	<b>Jeff Bakalchuck</b>		
7 pm	<b>Buying, Selling and Trading Games</b>	-	<b>Seminar</b>	<b>1</b>	<b>Bill Thompson</b>	
	Atlantic Storm H2/4	B	HMW	2	John Coussis	
	Robo Rally H1/2	B	HWO	3	Marc Houde	
	Russia Besieged Mulligan	B	SEM	4	Rob Beyma	
	<b>Secrets of WargameRoom.com</b>	-	<b>Seminar</b>	<b>1</b>	<b>Bruce Wigdor</b>	
	Air Baron Demo	B	Demo	1	Henry Richardson	
	Alhambra Demo	B	Demo	1	Debbie Guterthuth	
	FAB; Bulge Demo	B	Demo	1	Ric Young	
	Age of Renaissance H1/2	B	HMW	5	Tedd Mullally	
	Ra H1/4	B	HMW	2	Steve Scott	
Saint Petersburg H1/3	B	HMW	2	Steve Quade		
8 pm	<b>Clash For a Continent Demo</b>	-	<b>Demo</b>	<b>1</b>	<b>Grant Wylie</b>	
	<b>Ticket to Ride Demo</b>	-	<b>Demo</b>	<b>1</b>	<b>Claire Brosius</b>	
	Air Baron H2/4	B	HSW	3	Henry Richardson	
	Alhambra H1/2	B	HWO	2	Debbie Guterthuth	
	FAB; Bulge Mulligan	B	SEM	4	Ric Young	
	Queen's Gambit H2/3	B	SwEI	2	Buddy Sinigaglio	
	Memor: '44 TEEN	<b>1 A</b>	<b>Special</b>	<b>3</b>	<b>Mar'k Yoshikawa</b>	
	Pitchcar TEEN	<b>1 C</b>	<b>SwEI</b>	<b>20</b>	<b>Laurie Wojtaszczyk</b>	
	9 pm	<b>Clash For a Continent Demo</b>	-	<b>Demo</b>	<b>1</b>	<b>Grant Wylie</b>
		<b>Ticket to Ride Demo</b>	-	<b>Demo</b>	<b>1</b>	<b>Claire Brosius</b>
Air Baron H2/4		B	HSW	3	Henry Richardson	
Alhambra H1/2		B	HWO	2	Debbie Guterthuth	
FAB; Bulge Mulligan		B	SEM	4	Ric Young	
Queen's Gambit H2/3		B	SwEI	2	Buddy Sinigaglio	
Memor: '44 TEEN		<b>1 A</b>	<b>Special</b>	<b>3</b>	<b>Mar'k Yoshikawa</b>	
Pitchcar TEEN		<b>1 C</b>	<b>SwEI</b>	<b>20</b>	<b>Laurie Wojtaszczyk</b>	

Code	Description
<b>776</b>	1776—GM: Matthew Burkins; FF SwEI; B; 8 1; Demo: Tu17(T2); 4-hour rounds; Grognaard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Th17.
<b>8XX</b>	18XX—GM: Pierre LeBoeuf; HMW; B; 8 5; Demo: We10(T7); Heats: We11, We18, Th9, Th18 (1870); 16 players advance to Semi Fr13; Final Sa18; all rounds in Limerock.
<b>960</b>	1960: <i>The Making of a President</i> —GM: Greg Schmittgens; SE; B; 8 1; Demo: Sa10(T2); 3-hour continuous rounds in Lampeter; Round 1 starts Sa12.
<b>AOA</b>	<i>Ace of Aces</i> —GM: Doug Porterfield; FF SwEI; C; 8 1; Register any time or Tu18 in Hopewell; We23, Th22, Fr22 optional circus; top 6 advance to Round Robin Final Sa14.
<b>ACQ</b>	<i>Acquire</i> —GM: Joe Lux; SwEI; A; 8 3; Three 1-hour continuous rounds start Sa9 in Conestoga 3, with top 16 advancing to SE Semi Sa12.
<b>ADV</b>	<i>Adel Verpflichtet</i> —GM: Tom DeMarco; SwEI; C; 8 3; Demo: Fr18(T1); 4 games in Round 1 at Fr19 in Ballroom B; top 10 advance to 2-game Semi at Fr22; top 5 advance to Final Fr23.
<b>ACV</b>	<i>Advanced Civilization</i> —GM: Shantanu Saha; HSW; C; 8 5; Demo: Tu18(T7); 8-hour Heats We10 and Th9 in Kinderhook; top 8 advance to Final Fr9.
<b>ASL</b>	<i>Advanced Squad Leader</i> —GM: Perry Cooke; SwEI; A; 8 3; Round 1 at Th9 features an, open-ended scenario; top four German and Russian players advance to SE starting Th15; all rounds in Lampeter.
<b>ASK</b>	<i>ASL Starter Kit</i> —GM: Perry Cooke; SE; B; 8 1; Demo: Th9(T1); continuous rounds beginning Th10 in Lampeter.
<b>AFK</b>	<i>Afrika Korps</i> —GM: Jon Lockwood; FF SwEI; B; 8 3; Demo: Tu17(T1); 4-hour rounds; Grognaard Pre-Con begins Sa14 in Heritage, shifts to Conestoga 1 Tu18; 4 players advance to SE Sa9.
<b>AE3</b>	<i>Age of Empires III</i> —GM: Karsten Engelmann; HSW; B; 8 1; Demo: Fr19(T1); Heats: Sa9, Sa13; Semi Sa17; Final Sa21; All rounds in Lampeter.
<b>AOR</b>	<i>Age of Renaissance</i> —GM: Ted Mullally; HMW; B; 8 3; Demo: We18(T6); Heat 1 We20 and Heat 2 Th9 in Strasburg; 15 players advance to Semi Fr9 in Host B; Final Fr20 in Host B.
<b>AOS</b>	<i>Age of Steam</i> —GM: Peter Staab; HWO; A; 8 3; Heats: Fr20 in Host A, Sa11 in Marietta; winners only advance to Semi Sa15 in Limerock; Final Sa9 in Limerock.
<b>AGR</b>	<i>Agricola</i> —GM: Tom McCorry; HSW; B; 8 1; Demo: We13(T2); Heats: We14, Th21 in Ballroom B; Semi Fr22 in Ballroom B; Final Sa11 in Limerock.
<b>ABN</b>	<i>Air Baron</i> —GM: Henry Richardson; HSW; B; 8 4; Demo: We20(T2); Heats: Tu20 in Limerock, We21 in Ballroom B, Th20 in Host A, Fr9 in Host A; Semi Fr20 and Final Sa9 in Limerock.
<b>ALH</b>	<i>Alhambra</i> —GM: Debbie Guterthuth; HWO; B; 8 3; Demo: We20(T3); Heats: We21 in Ballroom B, Fr13 in Paradise; Semi Fr15 and Final Fr17 in Paradise; 25 players advance to Semi.
<b>ASV</b>	<i>Amazing Space Venture</i> —GM: Steve LeShay; HMW; C; 8 1; Demos: We-Sa at 12 and 16 (T4); Heats: Fr13, 17 and Sa13, 17; Semi Sa20; Final Sa22; all rounds in Ballroom B.
<b>AMR</b>	<i>Amun Re</i> —GM: Jeremy Billones; HSW; B; 8 3; Demo: Tu22(T7); Heats: We10, We18; Semi Th21; Final Fr9; all rounds in Ballroom B.
<b>ANZ</b>	<i>Anzio</i> —GM: Bob Ryan; FF SwEI; A; 8 3; 5-hour rounds; Grognaard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Fr17.
<b>A&amp;S</b>	<i>Athens &amp; Sparta</i> —GM: Jeff Cornett; SE; B; 8 1; Demo: We10(T1); continuous 3-hour rounds beginning We11 in Lampeter.
<b>ACS</b>	<i>Atlantic Storm</i> —GM: John Coussis; HMW; B; 8 4; Demo: We18(T5); Heats: Tu18, We19, Th9, Fr12; top 36 advance to Semi-Final Fr14; Final Fr16; all rounds in Ballroom B; except in Final, may play <i>Pacific Typhoon</i> .

## Saturday, Aug. 9 — WBC (Club Shirt Day; Badge Required for Events &amp; Open Gaming):

▲	Event	⚡	Class	Format	GM	🏠
8 pm	<i>Wits &amp; Wagers Game Show</i>	-	-	<b>Seminar</b>	1.5	<b>Dominic Crapuchettes</b>
	Notre Dame H2/2	1	B	HWO	2	Jim Vroom
	Nuclear War R1/4	1	C	Swiss	1.0	Daniel Loomis
	Tikal H3/3	3	B	HSW	2	Daniel Broh-Kahn
	Amazing Space Venture SF/F	1	A	SE	2.0	Steve LeShay
	Euphrat & Tigris SF/F	1	A	SE	2.0	Craig Moffitt
	Gangsters SF/F	4	A	SE	3.0	John Pack
	Imperial F	3	A	SE	3	Dave Bohnenberger
	Manifest Dynasty SF	4	A	SE	4	Bill Crenshaw
	Year of the Dragon SF/F	1	A	SE	2	Keith Levy
9 pm	Downfall of Pompeii H3/3	1	B	HMW	2	Larry Lingle
	Robo Rally SF	4	A	HWO	3	Marc Houde
	Stockcar Racing F	3	A	SE	4	John McLaughlin
	Wilderness War QF/SF/F	4	A	SE	4.0	Keith Wixson
	Galaxy TEEN	1	C	SE	2	Mark Mitchell
10 pm	Notre Dame SF/F	1	A	SE	2.0	Jim Vroom
	Race For the Galaxy SF/F	1	A	SE	2.0	Winton Lemoine
	Santa Fe Rails F	1	A	SE	2	Rob Kircher
	Tikal SF	3	A	SE	2	Daniel Broh-Kahn
11 pm	Medici H4/4	3	C	HMW	1	John Pack
	Slapshot R1/3	4	C	SE	1.0	Sean McCulloch

## Sunday, Aug. 10 — WBC (Badge Required for Events &amp; Open Gaming):

▲	Event	⚡	Class	Format	GM	🏠
7 am	<i>Christian Religious Services</i>	-	-	Meeting	1	Keith Hunsinger
8 am	<i>Armistice After Action</i>	-	-	Meeting	1	Don Greenwood
9 am	<i>Trans America Demo</i>	2	B	Demo	1	Lisa Guermuth
	Attack Sub R1/6	4	A	Swiss	1.0	Rob Mull
	Diplomacy R3/3	4	A	HSW	8	Tom Pasko
	Enemy In Sight H3/3	3	B	HSW	2	Bill Alderman
	Ticket to Ride H3/3	4	B	HMW	2	Claire Brosius
	Age of Steam F	3	A	SE	3	Peter Staab
	Britannia F	4	A	SE	5	Jim Jordan
	Circus Maximus F	6	A	SE	5	John Jacoby
	Downfall of Pompeii SF/F	1	A	SE	2.0	Larry Lingle
	Football Strategy F	3	A	SE	2	Nate Hoam
	Ingenius SF/F	2	A	SE	1.0	Pete Stein
	Manifest Destiny F	4	A	SE	4	Bill Crenshaw
	March Madness SF/F	2	A	SE	1.0	Terry Coleman
	Monsters Ravage Am. SF/F	3	A	SE	2.0	Mark Love
	Paydirt F	3	A	SE	2	Harry Flawd
	Puerto Rico SF/F	5	A	SE	2.0	John Weber
	Robo Rally F	4	A	SE	4	Marc Houde
	Shogun F	1	A	SE	3	Eric Freeman
	Speed Circuit F	4	A	SE	4	Doug Schulz
	Tikal F	3	A	SE	2	Daniel Broh-Kahn
	Zooloretto JR R1/2	1	C	SE	1.5.0	Keith Levy
10 am	Trans America R1/3	1	B	SE	1.0	Lisa Guermuth
	Clash For a Continent F	1	A	SE	1	Grant Wylie
11 am	Enemy In Sight SF/F	3	A	SE	2.0	Bill Alderman
	Medici SF/F	3	A	SE	1.0	John Pack
	Ticket to Ride SF/F	4	A	SE	2.0	Claire Brosius

See you next year on Aug. 4-9 (with Pre-Cons starting Aug. 1)!


## Wednesday, Aug. 6 — WBC (Badge Required for Events &amp; Open Gaming):

▲	Event	⚡	Class	Format	GM	🏠
10 pm	<i>Can't Stop Demo</i>	-	-	Demo	1	Beth Zhao
	Pillars of the Earth H2/2	3	B	HSW	2	Raphael Leher
	Shogun H2/2	1	B	HMW	3	Eric Freeman
	Thum & Taxis H2/2	4	B	HMW	2	Jim Vroom
	Vegas Showdown H2/2	1	B	HMW	2	John Weber
11 pm	Ace of Aces H2/4 FF	1	C	SwEl	1	Doug Porterfield
	Can't Stop R1/3	2	C	SE	1.0	Beth Zhao
	Ivanhoe H2/4	1	B	HMW	1	Jeff Shanley
	Monsters Ravage Am... H1/4	3	C	HMW	2	Mark Love

## Thursday, Aug. 7 — WBC (Badge Required for Events &amp; Open Gaming):

▲	Event	⚡	Class	Format	GM	🏠
9 am	ASL Starter Kit Demo	-	B	Demo	1	Perry Cooke
	Circus Maximus Demo	-	B	Demo	1	John Jacoby
	Enemy In Sight Demo	-	B	Demo	1	Bill Alderman
	Hammer of the Scots Demo	-	B	Demo	1	Lynnan Moquin
	Kaiser's Pirates Demo	-	B	Demo	1	Jim Day
	1830 H3/4	5	B	HMW	6	Pierre LeBoeuf
	Advanced Civilization H2/2	5	C	HSW	8	Shantanu Saha
	ASL R1/4	3	A	SwEl	4.0	Perry Cooke
	Age of Renaissance H2/2	3	B	HMW	5	Tedd Mullally
	Atlantic Storm H3/4	4	B	HMW	2	John Coussis
	Axis & Allies R1/5	4	A	SwEl	5.0	Craig Yope
	B17 R1/3	6	A	Swiss	4.0	David Terry
	Battlegroup H2/4	1	B	HWO	3	Jeff Billings
	Cuba H2/2	1	A	HMW	3	M. Hymowitz
	C&C Ancients R1/4	3	A	SE	4	Andy Lewis
	El Grande H3/3	3	B	HMW	2	Rob Flowers
	FAB: Bulge R1/5	1	B	SE	4.0	Rick Young
	Formula Motor Racing H3/3	3	B	HMW	2	Chris LeFevre
	March Madness H3/4	2	B	HMSE	1.0	Terry Coleman
	Pirate's Cove H3/3	3	B	HMW	2	Larry Lingle
	Russia Besieged R1/4	3	B	SE	4.0	Rob Beyma
	Up Front R1/8	4	A	SwEl	2.0	Jim Burnett
	War At Sea R1/8	4	B	SwEl	2.0	Vince Meconi
	Empire Builder SF/F	5	A	SE	4.0	Tom Dunning
	Pillars of the Earth SF	3	A	SE	2	Raphael Leher
	Liar's Dice JR R1/2	1	C	SE	1.0	Jason Levine
10 am	<i>Hamburgum Demo</i>	-	B	Demo	1	Chris Trimmer
	ASL Starter Kit R1/4	1	B	SE	4.0	Perry Cooke
	Dune H2/3	3	A	HMW	4	Brad Johnson
	Enemy In Sight H1/3	3	B	HSW	2	Bill Alderman
	Kaiser's Pirates H1/4	1	B	HSW	2	Jim Day
	Superstar Baseball H3/4 FF	3	B	SwEl	1	Chris Palermo
11 am	WBC 2007 in Video	1	-	Seminar	1	-
	Euphrat & Tigris H1/2	1	B	HSW	2	Craig Moffitt
	Hamburgum H1/2	1	B	HSW	2	Chris Trimmer
	Pickolino JR R1/2	1	C	SE	1.0	John Coussis
12 pm	Amazing Space Venture Demo	-	C	Demo	1	Steve LeShay
	Race For the Galaxy Demo	-	B	Demo	1	Winton Lemoine
	Power Grid H3/3	6	B	HMW	3	Jim Castonguay
	Wellington H2/2	3	A	HWO	6	Mark McLaughlin
	Formula Motor Racing SF/F	3	A	SE	2.0	Chris LeFevre


Thursday, Aug. 7 – WBC (Badge Required for Events & Open Gaming):

Event	Class	Format	GM
1 pm			
Speed Circuit Demo	B	Demo	Doug Schulz
Galaxy H2/4	3 B	HMW	Mark Mitchell
Hammer of the Scots R1/5	1 B	SwEI	Lyman Moquin
Race For the Galaxy H1/4	1 B	HMW	Winton Lemoine
El Grande SE/F	3 A	SE	Rob Flowers
Ubonjo Jr. R1/3	1 C	SwEI	Lynda Shea
 <p><b>Thursday's Lunch Special</b>                      Chef's MarketPlace • 12-2 pm • Ballroom Foyer                      Wrap Works – Made to order, wrapped sandwiches                      and a selection of chef's soups.</p>			
2 pm			
Imperial Demo	B	Demo	Dave Bohnenberger
Formula De H2/2	3 B	HMW	Josh Githens
Kaiser's Pirates H2/4	1 B	HSW	Jim Day
Kremlin H2/4	2 B	HMW	Steve Cucarro
3 pm			
Spouse Program (Sit and Stitch)	-	Seminar	Tamara Hoidt
Battlegroup H3/4	1 B	HWO	Jeff Billings
Clash For a Continent H1/2	1 B	HMSE	Grant Wylie
Goa R1/3	3 A	SE	Bruce Reiff
Imperial H1/2	3 B	HMW	Dave Bohnenberger
Ra H2/4	4 B	HMW	Steve Scott
Risk H2/2	3 C	SwEI	Alan Hayes
4 pm			
Amazing Space Venture Demo	-	Demo	Steve LeShay
Stockcar Racing Demo	-	HSW	John McLaughlin
Modeling Conflict	-	Seminar	Mark Miklos
For The People R1/5	4 A	SE	Mark Herman
Rail Baron H2/3	5 B	HSW	Ron Secunda
Caylus SF/F	3 A	SE	Peter Putnam
LoTR: Confrontation JR R1/6	1 C	SE	James Doughtan
5 pm			
Here I Stand Demo	B	Demo	Ed Beach
Monsters Ravage Am. Demo	-	Demo	Mark Loze
Princes of Florence H2/2	3 B	HMW	Eric Brosius
Santa Fe Rails H3/3	1 B	HSW	Rob Kircher
Stockcar Racing H1/3	3 B	HSW	John McLaughlin
1776 SF/F	1 A	SE	40 Matt Burkins
Pirate's Cove SF/F	3 A	SE	20 Larry Lingle
6 pm			
History of Conquest of Paradise	-	Seminar	Kevin McPartland
Battles of Am. Rev. Demo	B	Demo	Mark Miklos
Mystery of the Abbey Demo	-	Demo	Ellen Hoam
1830 H4/4	5 B	HMW	6 Pierre LeBoeuf
Football Strategy H2/2	3 B	HMSE	20 Nate Hoam
Monsters Ravage Am. H2/4	3 C	HMW	2 Mark Love
Napoleonic Wars H2/2	5 A	HWO	6 Mark McLaughlin
Republic of Rome H2/2	1 B	HWO	6 Sean Larsen
Goa SF/F	3 A	SE	30 Bruce Reiff
History of the World F	4 A	SE	6 Kevin Youells
Successors SF	1 A	SE	5 Rob Seulowitz

Saturday, Aug. 9 – WBC (Club Shirt Day; Badge Required for Events & Open Gaming):

Event	Class	Format	GM
2 pm			
Stockcar Racing Demo	B	Demo	John McLaughlin
Brawlin' Battleships R1/2	3 B	SE	Evan Hitchings
Carcassonne R1/5	3 B	SE	Tom McCorry
Monsters Ravage Am. H4/4	3 C	HMW	2 Mark Love
Ace of Aces F	1 A	SE	1 Doug Porterfield
3 pm			
Election Games	-	Seminar	Matthews/Arneson
Lost Cities H4/4	3 B	HMW	Ivan Lawson
Manifest Destiny H3/3	4 B	HSW	4 Bill Crenshaw
Stockcar Racing H3/3	3 B	HSW	2 John McLaughlin
Age of Steam SF	3 A	SE	3 Peter Staab
Ivanhoe SF/F	1 A	SE	10 Jeff Senley
Saint Petersburg SF/F	4 A	SE	20 Steve Quade
Titan: The Arena SF/F	3 A	SE	10 Greg Crowe
Circus Maximus JR	1 C	SE	3 Bill Beckman
4 pm			
Amazing Space Venture Demo	-	Demo	Steve LeShay
Facts In Five R1/4	2 C	SwEI	250 Arthur Field
Race For the Galaxy H4/4	1 B	HMW	2 Winton Lemoine
Robo Rally H2/2	4 B	HWO	3 Marc Houde
Ticket to Ride H2/3	4 B	HMW	2 Claire Brosius
Win, Place & Show R1/2	3 B	SE	30 Ken Gutermuth
Year of the Dragon H1/2	1 B	HMW	2 Keith Levy
5 pm			
Euphrat & Tigris Demo	-	Demo	Craig Moffitt
Flying Colors Demo	-	Demo	1 Rob Doane
Naval War Demo	-	Demo	1 Jon Lockwood
Amazing Space Venture H4/4	1 C	HWO	2 Steve LeShay
Gangsters H4/4	4 B	HSW	3 John Pack
Age of Empires III SF/F	1 B	SE	40 Karsten Engelmann
Wooden Ships SF/F	1 A	SE	20 Tim Hitchings
6 pm			
Online gaming: Brettspielwelt	-	Seminar	Jeff Bakalchuk
Attack Sub Demo	B	Demo	1 Rob Mull
Euphrat & Tigris H2/2	1 B	HSW	2 Craig Moffitt
Flying Colors R1/3	1 B	SwEI	2 Rob Doane
Naval War R1/2	3 B	SE	30 Jon Lockwood
Year of the Dragon H2/2	1 B	HMW	2 Keith Levy
Conquest of Paradise SF/F	1 A	SE	30 Kevin McPartland
1830 F	5 A	SE	6 Pierre LeBoeuf
Napoleonic Wars F	5 A	SE	6 Mark McLaughlin
Puerto Rico R2/4 QF	5 A	SE	2 John Weber
Ra SF/F	4 A	SE	20 Steve Scott
Rail Baron F	4 A	SE	5 Ron Secunda
Republic of Romes F	1 A	SE	6 Sean Larsen
Superstar Baseball SF/F	3 A	SE	10 Chris Palermo
Titan F	6 A	SE	5 Bruno Wolff
Slapshot JR R1/2	1 C	SE	1.50 Mark Yoshikawa
7 pm			
Charles S. Roberts Awards	-	Seminar	Allan Rothberg
Circus Maximus H4/4	6 B	HWO	4 John Jacoby
Here I Stand F	5 A	SE	5 Ed Beach
Kingmaker F	3 A	SE	4 Justin Thompson
Lost Cities R2/6	3 A	SE	10 Ivan Lawson
Win, Place & Show F	3 A	SE	3 Ken Gutermuth

**Saturday's Dinner Special**  
 Chef's MarketPlace • 6-9 pm • Ballroom Foyer  
 Dutch Country Pig – Slow roasted suckling pig hand carved to order  
 or country fried chicken, mashed potatoes, slaw and a biscuit.




Saturday, Aug. 9 — WBC (Club Shirt Day; Badge Required for Events & Open Gaming):

Event	Class	Format	GM
Acquire R1/5	3 A	Sw/EI	10
Age of Empires III H1/2	1 B	HSW	4
Battle City R1/4	3 B	Sw/EI	20
Diplomacy R2/3	4 A	Swiss	8
Lost Cities H3/4	3 B	HMW	1
Ra H4/4	4 B	HMW	2
Settlers of Catan R1/5	6 A	Sw/EI	20
Speed Circuit H3/3	4 B	Sw/EI	4
Squad Leader R1/4	3 A	Swiss	40
Tikal H2/3	3 B	HSW	2
We The People R1/7	4 C	Sw/EI	30
Afrika Korps SF/F	3 A	SE	40
Air Baron F	4 A	SE	3
Battlegroup SF/F	1 A	SE	20
Gettysburg SF/F	3 A	SE	40
Great Campaigns ACW SF/F	3 A	SE	40
Merchant of Venus SF/F	4 A	SE	40
Titan SF	6 B	Sw/EI	5
Vegas Showdown F	1 A	SE	2
Vinci SF/F	3 A	SE	30
Bumper Car Arena JR R1/2	1 C	SE	1.50
1960 Demo	- B	Demo	1
Year of the Dragon Demo	- B	Demo	1
Kingmaker H3/3	3 B	HMW	4
Race For the Galaxy H3/4	1 B	HMW	2
Kaiser's Pirates SF/F	1 A	SE	30
Waterloo SF/F	3 A	SE	50
The Real National Treasure	-	Seminar	1
Age of Steam H2/2	3 A	HWO	3
Puerto Rico H3/3	5 B	HSW	2
Agricola F	1 A	SE	3

**Saturday's Lunch Special**

Chef's MarketPlace • 12:25 pm • Ballroom Foyer

Philly's — Made-to-order Philadelphia cheesesteaks or chicken cheesesteaks or Italian sausage sandwiches with onions and peppers.




Thursday, Aug. 7 — WBC (Badge Required for Events & Open Gaming):

Event	Class	Format	GM
Galaxy H3/4	3 B	HMW	2
Here I Stand H2/2	5 B	HMW	5
Manifest Destiny H2/3	4 B	HSW	4
Mystery of the Abbey R1/3	1 B	SE	20
Puerto Rico H1/3	5 B	HMW	2
Saint Petersburg H2/3	4 B	HMW	2
Union Pacific R1/3	1 A	SE	20
Thurn & Taxis SF/F	4 A	SE	20
AdelVerpflichtet JR R1/2	1 C	SE	10
Ric Manns	- B	Demo	1
Memoir '44 Demo	- B	Demo	1
Red Star Rising Demo	- B	Demo	1
Tailight Struggle Demo	- B	Demo	1
Air Baron H3/4	4 B	HSW	3
Battles of Am. Rev. Mulligan	3 B	SEM	3
Merchant of Venus H2/3	4 B	HMW	3
Agricola H2/2	1 B	HSW	3
Crusader Rex Mulligan	1 B	SEM	3
Memoir '44 Mulligan	3 B	SEM	2
Queen's Gambit H3/3	3 B	Sw/EI	2
Speed Circuit H1/3	4 B	Sw/EI	4
Amun Re SF	3 A	SE	2
Ace of Aces TEEN	1 C	Swiss	20
Greg's Demos	- B	Demo	1
Ace of Aces H3/4 FF	1 C	Sw/EI	1
Ingenious H3/4	2 B	HMW	1
Gangsters H3/4	4 B	HSW	3
Ivanhoe H3/4	1 B	HMW	1
Pro Golf R1/2	1 C	SE	1
Titan: The Arena H2/3	3 B	HMW	1
Pillars of the Earth F	3 A	SE	2
Vegas Showdown SF	1 A	SE	2


Friday, Aug. 8 — WBC (Team Shirt Day; Badge Required for Events & Open Gaming):

Event	Class	Format	GM
Air Baron H4/4	4 B	HSW	3
Battles of Am Rev. R1/5	3 B	SE	30
Circus Maximus H2/4	6 B	HWO	4
Crusader Rex R1/4	1 B	SE	30
Empire of the Sun R1/4	1 A	SE	40
Kingmaker H1/3	3 B	HMW	4
Kremlin H3/4	2 B	HMW	3
March Madness H4/4	2 B	HMSE	10
Memoir '44 R1/6	3 B	SE	20
Mony's Gamble R1/4	1 A	SE	40
Ra H3/4	4 B	HMW	2
Rail Baron H3/3	5 A	HSW	4
Red Star Rising R1/4	1 B	SE	40
Speed Circuit H2/3	4 B	Sw/EI	4
Twilight Struggle R1/6	5 B	SE	40
Vinci H2/2	3 B	HWO	3
Advanced Civilization F	5 A	SE	10
Age of Renaissance SF	3 A	SE	5
Amun Re F	3 A	SE	2
Here I Stand SF	5 A	SE	5
Santa Fe Rails SF	1 A	SE	2
Blokus JR R1/3	1 C	SE	10
Henry Richardson	3	HSW	3
Mark Miklos	4	SE	30
John Jacoby	4	HWO	4
Ric Manns	1	SE	30
Mark Herman	1	SE	40
Justin Thompson	4	HMW	4
Steve Cuccaro	2	HMW	3
Terry Coleman	3	HMSE	10
Mark Guttag	2	SE	20
Dave Long	1	SE	40
Steve Scott	4	HMW	2
Ron Secunda	5	HSW	4
Adam Starckweather	1	SE	40
Doug Schulz	4	Sw/EI	4
Ananda Gupta	5	SE	40
Mark Neale	3	HWO	3
Shantanu Saha	5 A	SE	10
Tedd Mullally	3 A	SE	5
Jeremy Billones	3 A	SE	2
Ed Beach	5 A	SE	5
Rob Kircher	1 A	SE	2
Daniel Broh-Kahn	1 C	SE	10

Friday, Aug. 8 – WBC (Team Shirt Day; Badge Required for Events & Open Gaming):

▲	Event	⌘	Class	Format	GM	
10 am	Kaiser's Pirates H3/4 Superstar Baseball H4/4 FF	1 3	B B	HSW SwEl	2 1 Jim Day Chris Palermo	
11 am	WBC 2007 in Video Imperial H2/2 Power Grid SF/F	- 3 6	- B A	- HMW SE	1 3 30 30 Jim Castonguay	
<div style="border: 1px solid black; padding: 5px; text-align: center;">  <p><b>Friday's Lunch Special</b> Chef's MarketPlace • 12-2 pm • Ballroom Foyer Peppers – Made to order steak and chicken burritos, fresh tortilla chips and salsa</p> </div>						
12 pm	Amazing Space Venture Demo Waterloo: Fate of France Demo Atlantic Storm H4/4 Queen's Gambit R2/5 Saint Petersburg H3/3 Wellington SF Elchfest: JR R1/8	- - 4 3 3 4 3	- B B A B A C	- Demo Demo HMW SE HMW SE SE	1 1 2 20 2 6 .250	Steve LeShay Richard Beyma John Coussis Buddy Sinigaglio Steve Quade Mark McLaughlin Dan Dolan, Sr.
1 pm	Conquest of Paradise Demo Tikal Demo Alhambra H2/2 Amazing Space Venture H1/4 Battlegroup H4/4 Britannia H3/3 Kremlin H4/4 Merchant of Venus H3/3 1830 SF Cuba SF/F	- - 3 1 1 4 2 4 5 1	B B C B B B B B A A	Demo Demo HWO HWO HWO HWS HWS HWS SE SE	3 1 2 2 3 5 3 30	Kevin McParland Daniel Broh-Kahn Debbie Gutermuth Steve LeShay Jeff Billings Jim Jordan Steve Cuccaro Richard Irving Pierre LeBoeuf M. Hymowitz
2 pm	What Wargaming Can Teach Combat Commander R1/6 Conquest of Paradise Mulligan Hamburgum H2/2 Kaiser's Pirates H4/4 Paydirt H2/2 NFC Ticket to Ride H1/3 Tikal H1/3 Waterloo: Fate of France R1/4 Atlantic Storm SF/F Formula De F Monsters Menace Am. JR R1/2	- 4 1 1 3 4 3 1 4 3 1	- B B B B B B B A A C	- SE SEM HSW HWS HMSE HMW HSW SE SE SE SE	1 3 3 2 20 2 2 30 20 1.50	JR Tracy Joel Tamburo Kevin McPartland Chris Trimmer Jim Day Harry Flawd Claire Brosius Daniel Broh-Kahn Richard Beyma John Coussis Josh Githens Mark Love
3 pm	Spouse Program (Sit and Stitch)- Notre Dame Demo Winds of Plunder Demo Enemy in Sight H2/3 Alhambra SF/F	- - 3 3	- B B B	- Seminar Demo Demo HSW	1 1 1 20	Tamara Hostide Jim Vroom Chris LeFevre Bill Alderman Debbie Gutermuth
4 pm	Wargamers Make...Politicians Amazing Space Venture Demo Notre Dame H1/2 Puerto Rico H2/3 Winds of Plunder R1/3 Hamburgum SF/F Rail Baron SF Risk F	- - 5 1 1 5 3	- C B B B A A A	- Seminar Demo HWO HWS SE SE SE	1 1 2 20 20 5 3	Nick Palmer Steve LeShay Jim Vroom John Weber Chris LeFevre Chris Trimmer Ron Secunda Alan Hayes

Friday, Aug. 8 – WBC (Team Shirt Day; Badge Required for Events & Open Gaming):

▲	Event	⌘	Class	Format	GM	
5 pm	Wargaming as a Career Choice Amazing Space Venture H2/4 Conquest of Paradise R1/3 Anzio SF/F Trouble JR R1/2	- 1 1 3 1	- C B A C	- Seminar HWO SE SE SE	1 2 30 50 50	Don Chappell Steve LeShay Kevin McPartland Robert Ryan Bruce Reiff
<div style="border: 1px solid black; padding: 5px; text-align: center;">  <p><b>Friday's Dinner Special</b> Chef's MarketPlace • 6-9 pm • Ballroom Foyer Chef's Grill – Cooked on the grill barbecue beef brisket or half chicken Served with mashed potatoes, slaw and a biscuit.</p> </div>						
6 pm	Adel Verpflichtet Demo Kriegsmaker Demo Stockcar Racing Demo Diplomacy R1/3 Dune H3/3 Galaxy H4/4 Lost Cities H2/4 Medici H3/4 Kremlin F Napoleonic Wars SF Panzerblitz SF/F Successors F	- - 4 3 3 3 2 5 3 1	C B B A B B C A A A A	Demo Demo Demo SE HMW HMW HMW SE SE SE SE	1 1 1 8 4 2 1 3 6 30 5	Tom DeMarco Justin Thompson John McLaughlin Tom Pasko Brad Johnson Mark Mitchell Ivan Lawson John Pack Steve Cuccaro Mark McLaughlin Bert Schoose Rob Seulowitz
7 pm	Age of Empire III Demo Monsters Ravage Am. Demo Nuclear War Demo Adel Verpflichtet R1/7 Battleline R1/4 Kingmaker H2/3 Race For the Galaxy H2/4 Stockcar Racing H2/3 WMD JR R1/2	- - 3 3 3 3 1 1	B C C B B B B C	Demo Demo Demo SwEl HMW HMW HSW SE	1 1 1 10 10 4 2 2	Karsten Englemann Mark Loe Rick Loomis Tom DeMarco Bruce Reiff Justin Thompson Winton Lemoine John McLaughlin Frank Cunliffe
8 pm	Wits & Wagers Game Show Age of Steam H1/2 Clash For a Continent H2/2 Monsters Ravage Am. H3/4 Age of Renaissance F Air Baron SF Bulge '81 SF/F Princes of Florence SF/F	- 3 1 3 3 4 3	- A B C A A A A	- Seminar HWO HMSE HMW SE SE SE SE	1.5 3 10 2 5 3 50 20	Dominic Crapuchettes Pete Staab Grant Wylie Mark Love Tedd Mullally Henry Richardson Frank Sinigaglio Eric Brosius
9 pm	Downfall of Pompeii H2/3 Bohnanza TEEN R1/2	1 1	B C	HMW SE	2 10	Larry Lingle Ed Beach
10 pm	Ace of Aces H4/4 FF Ingenious H4/4 Agricola SF Shogun SF B I 7 After Action Meeting CMS Demolition Derby H3/4 Ivanhoe H4/4 Liar's Dice R1/3	1 2 1 1 - 6 1 3	C B B A - B B C	SwEl HMW SE SE Meeting HWO HMW SE	1 1 3 3 1 4 1 10	Doug Porterfield Pete Stein Tom McCorry Eric Freeman Dave Terry John Jacoby Jeff Senley Jason Levine
11 pm	Hopewell Terrace #1 Terrace #2 Terrace #3 Kinderhook Lampeter Cornwall Paradise Ballroom B Host B Lampeter Conesstoga 1 Heritage	- - 4 3 3 3 2 5 3 1	- B B A B B C A A A A	- Demo Demo SE HMW HMW HMW SE SE SE SE	1 1 1 8 4 2 1 3 6 30 5	Tom DeMarco Justin Thompson John McLaughlin Tom Pasko Brad Johnson Mark Mitchell Ivan Lawson John Pack Steve Cuccaro Mark McLaughlin Bert Schoose Conesstoga 3

A GM's job is not easy. Players can volunteer to help GMs by serving as an Assistant GM, recording statistics or anecdotes, submitting AREA data, or even writing-up an event for post-convention coverage.