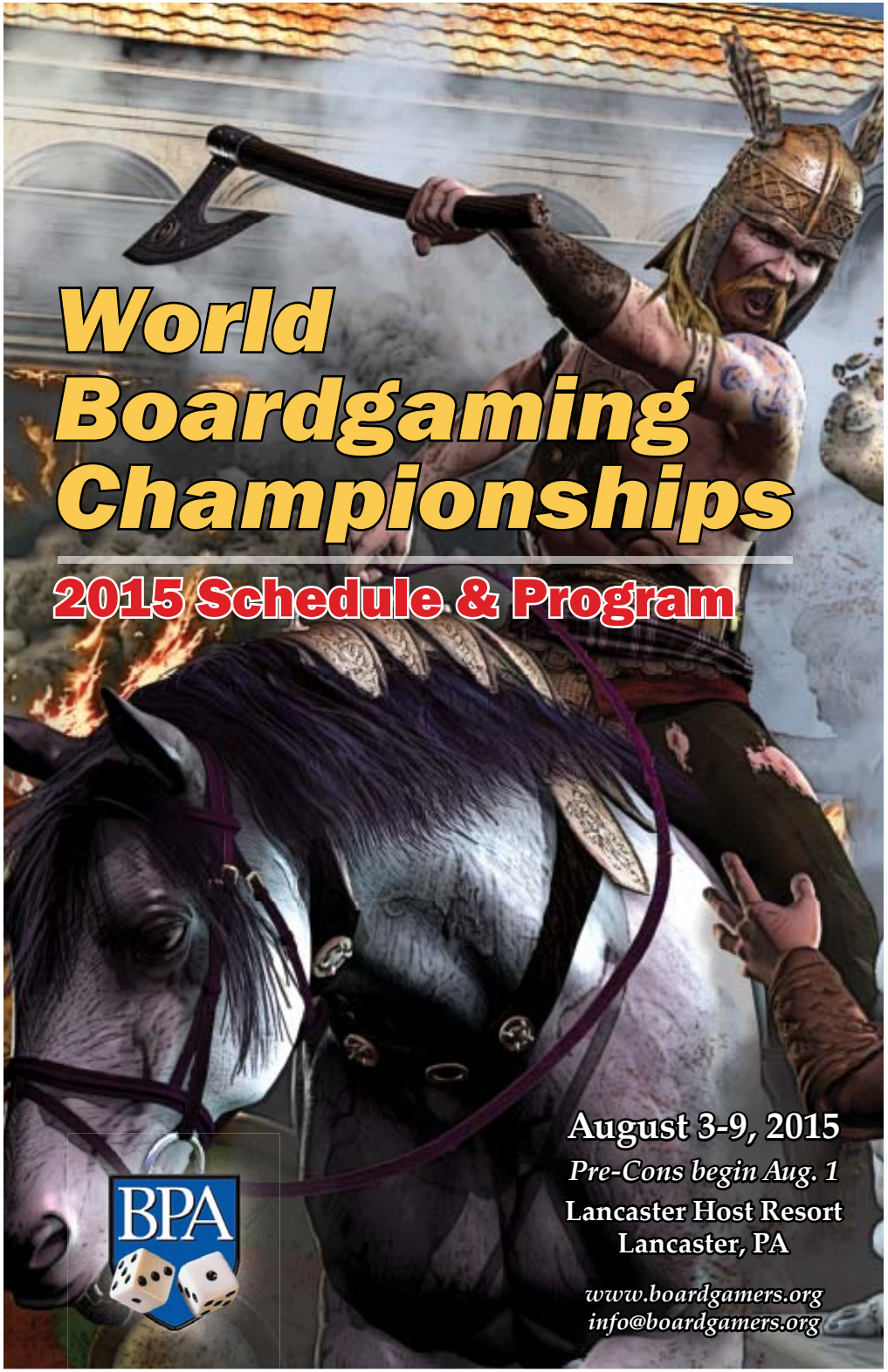
World
Boardgaming
Championships
2015 Schedule & Program
BPA
August 3-9, 2015
Pre-Cons begin Aug. 1
Lancaster Host Resort
Lancaster, PA
www.boardgamers.org
info@boardgamers.org

COMING THIS YEAR...

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VERDUN ON THE VOLGA

A LAST STAND GAME

LASTSTANDGAMES.COM

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 as it is more commonly known. It offers tournaments, vendors, an auction, demonstrations, seminars, open gaming, and Junior programs. In addition, for those who can't get enough, we offer numerous focused Pre-Cons on the weekend before WBC. We also sponsor e-mail tournaments throughout the year, but our raison d'etre 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 take pride in doing it better than anybody else. To find out more about our activities spend some time on our website at www.boardgamers.org. You'll find more pre- and post-event information than anywhere else on the net—over 2,000 pages of it. It's not very lucrative or cost effective, but 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 or trade links with our Webmaster from 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 pure gaming this year and every year!

Credits

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Assistant Convention Director: Charles Kibler
Webmaster & Publicity: Kaarin Engelmann
Board Chairman & Treasurer: Ken Gutermuth
Secretary & Proof Reading: Bruce Monnin
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Social Media Coordinator: Scott Nerney
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Kiosk Prints: Jeff Billings
Distribution: Alliance Distributors, S. Cameron
Exclusive Show Vendor: Decision Games
Security: Ken Whitesell
Showroom Monitors: Dan Hoffman, Scott Buckwalter, Adam Oliner, Tony Raimo
Juniors Room Monitors: Laurie Wojtaszczyk, Joanna Melton, Crystal Shipley
AREA Ratings: Glenn Petroski, Bruno Wolff
Team Event Handicapper: Stuart Tucker
Team Logos: David Dockter, Kaarin Engelmann
Auction: Bruce Reiff, Ken Gutermuth, et al
Web Personal Scheduler: Steve Okonski
Registration Staff: Judy Kibler, Tara Greenwood and Jessica Greenwood
Sponsors: Alliance Distributors, Arcane Wonders, Matt Calkins, Charles Catania, Dave des Jardins, Jim Doughan, Ken Gutermuth, Marbles, Rich Northey, Northstar Games, Bruno Sinigaglio, and Jerald R. Tracy

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2015 Vendors & Exhibitors

Hours: *Friday through Sunday, 10 AM to 6 PM*

Academy Games
Against the Odds
Conquistador Games
Days of Wonder
Decision Games
Fun to 11
GMT
Griggling Games
Harmony House Hobbies
Lost Battalion Games
Mayfair Games
Multi-Man Publications
Paul Koenig Games
Rio Grande Games
Stronghold Games
Wargame Zone
Worthington Publishing
Ye Old Toy Soldier Shop
Z-Man Games

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Welcome to the 17th WBC and our Lancaster swan song. 2015 ends a decade in Amish country and the end of our annual return to Lancaster for the foreseeable future. Having done our due diligence in selecting a 2016 venue, WBC opens a new chapter in its evolution next year at Seven Springs Mountain Resort in western Pennsylvania. Not everyone will welcome this change but that cannot be helped. Just as many lamented the move to Lancaster ten years ago, the move to our fourth site will not be met with universal applause—especially by those losing their "local" con and the ability to commute from home. Just as there was much public grousing when WBC left Hunt Valley a decade ago, this change in venue will not come quietly. The pros and cons of the change have been debated at length, generating much heat and little light, so we will not reopen that discussion here. The die is cast and it is time now to look forward.

Information about the new facility since the initial announcement has been deliberately held in abeyance both to finalize details and to avoid inevitable confusion with this year in Lancaster. That silence ends in part with this year's Yearbook and program which provide lodging details and early explanation of the major changes to Membership pricing for 2016. Further details will be added to our website in the days immediately following WBC 2015. For those who want more than just how to make their reservations and crave the "Why" of it all, a longer version of "From the Director's Chair" will answer questions/criticisms put forth in the past year of how we came to our decision.

To those who will not be following us to our new home—and there will surely be some—we regret your loss. WBC is all about the friendships made over the years across the shared fence of a favorite game so your absence will not be taken lightly. However, location changes have cost us friends before and each time they were replaced by new comrades in greater numbers. As the conference grows, so too does its requirements. In the words of the late lamented Leonard Nimoy—the needs of the many outweigh the needs of the few.

Whatever your feelings on the matter, Lancaster has proven itself to be an excellent, albeit imperfect, fit for WBC—nearly doubling our attendance during the past decade. The "affordability" factor of the Host has enabled us to maintain the lowest prices in gaming while adding value year after year. So, we celebrate our time at the Host as a crucial period in the evolution of the conference. While the Host's shortcomings are all too obvious to its vocal critics, its advantages are not easily replaced—as evidenced by it's standing as the runner-up in our scouring of potential Mid-Atlantic sites. We thank the hard working employees of the Host for their past efforts on our behalf and wish them well in their future endeavors.

This year's Annual Meeting (Tuesday @ 3 PM in Conestoga 2) and the end of conference Armistice Meeting (Sunday at 8 AM in the Showroom) will provide more opportunities to question what the future holds for WBC. We urge you to attend.

In the meantime, enjoy or lament as the case may be, the end of our longstanding efforts to save the planet and the US Trade deficit as we abolish the WBC official badge holder policy. Since everyone seems to have a different preference (and tolerance) for badge holders, we will be providing four different styles to choose from while the supply lasts—pin, clip, magnetic or pouch—ranging in cost from free to the customary $2.00 token fee. And if none of those suit you, provide your own… anything displaying a 3" x 4" WBC photo ID badge will be accepted. All we ask is that you wear it while at the convention. Don't make us ask you to take it out of your pocket. Doing so will annoy us even more than it does you.

All that said, let's make our last year in Lancaster a good one. Have fun and enjoy the gaming.

Don Greenwood

TEXAS ROADHOUSE: The steakhouse will again host a fundraiser night to benefit the WBC Game Library on Tuesday from 3 to 10 PM. Plan on eating early Tuesday with their $8.99 specials (before 5 PM) and enjoy your best meal of the week before the tournaments start again, or late to celebrate your first victory. Submit the *Texas Roadhouse* ad from page 40 of this program and 10% of your bill will benefit the Game library. **Buy a bag of peanuts from the Registration Desk for a buck and get a coupon for a free appetizer. As they say at Texas Roadhouse** …Yee-hah!

BADGES: WBC has few rules and now we have one less. This year WBC abandons its mandatory official badge holder policy and allows use of any such device. You may provide your own (including past year's official WBC pouch badge holders) or select any of numerous styles provided including magnetic, clip-on, or the free pin variety. Those opting to receive the deluxe pouch holders of the past or magnetic styles will be charged $2.00. ***FAIR WARNING:*** Magnetic badges do not fare well with seatbelt, credit cards, room keys, pacemakers or backpack interactions. There will be a $5 charge to replace lost badges. Choose whatever you like, but ***please wear them!*** Don't put them in your pocket and make us ask you for your badge.

LIBRARY: Please do *not* take library games out of the Showroom. WBC doesn't have many restrictions compared to other major conventions. Obeying the few rules we do have allows us to continue to offer you Library services with a minimum of fuss and the best admission bargain of any major gaming convention.

SCHEDULE: We offer many on-line scheduling resources at boardgamers.org to enhance your convention experience. The Host has free wireless internet connections to help you take advantage of these resources on site, but when reception fails you can always fall back on the numerous scheduling aids on our website if you had the foresight to download them. For links to download schedule apps, see boardgames.org/wbc15/schedule.htm.

A colored version of this program is also available on line for those who appreciate the added ease of color-coded event schedules. Failing that, a visit to the Open Gaming focal point in the Showroom will always yield an updated view of our rotating on screen schedule with a by-the-minute countdown till the start of the next event. The printed program contains alphabetical and chronological listings, but has a habit of walking away. We can't offer replacements lest we have none for later arrivals, so hold on to yours.

Lastly, always remember to obey our most important rule: relax and have fun. Winning is nice, but it pales in comparison to leaving the table with the respect of your peers. Treat everyone with the same respect that you want in return, and you'll be a winner in our eyes. Above all, for those who favor multi-player games, remember that everyone's move is theirs' alone to do with as they wish. You have no right to criticize another's play. If you feel a need to do so, we'd rather you took it elsewhere. Negotiation is an accepted part of multi-player gaming—harassment is *not*.

DATE/TIME: WBC begins at 9 AM on Monday, August 3rd, and runs through 6 PM on Sunday, Aug. 9th. Pre-Con activities kick-off at 9 AM on Saturday, August 1st.

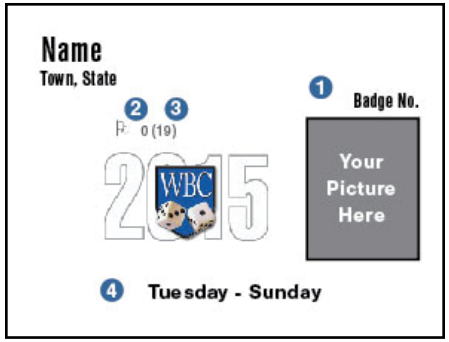
FOOD/BEVERAGES: Lancaster Host prohibits outside food and beverage on the premises, but the hotel offers a wide variety of meal options, including fine dining at the Legends and Vista Restaurants and less formal fare at the Good Spirits lounge and Splash's pool bar and grille. You'll find daily lunch and dinner specials at the Chef's Marketplace in the Ballroom Foyer from noon through 2 PM and 6 through 9 PM, beginning Monday 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: Smoking is not allowed in any public area, including the adjoining hallways. Opening windows or doors is prohibited. Repeat offenders will be ejected without refund.

MEMBERSHIP: The WBC is run by the Boardgame Players Association (BPA). Sponsor- and Tribune-level membership includes admission to WBC and all its Pre-Con events. Sustaining membership provides admission to all of WBC except Pre-Cons. Multi-day General Admission to WBC grants membership in the BPA, which is required for participation in Play-By-e-Mail (PBeM) tournaments. Those who attend the convention via a one-day Guest Pass are NOT BPA members and therefore not entitled to vote in BPA elections or play in our PBeM tournaments. For details on membership terms and conditions, see *boardgamers.org/bpaterms.htm.*

REGISTRATION: Pre-registration is inherent in BPA membership and is non-refundable. It saves a minimum of $20 off walk-on rates

and speeds check-in. Pre-registration ends on June 30th. On-site registration commences daily at 8 AM in the New Holland room on Saturday, August 1st and continues through Saturday, August 8th, closing daily at 8 PM and for meal breaks. Registration will remain open till 11 PM on Saturday for prize distribution so drop by to claim plaques. Badges are *not* given out until the day they are valid. Registration is required for Open Gaming. 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: ❶ badge number; ❷ laurels earned in the previous year; ❸ total laurels earned; ❹ duration of stay.

OPEN GAMING: Official Open Gaming begins at 9 AM on Monday in the Showroom. Open Gaming will be augmented by use of both ballrooms on Tuesday only and in the Expo Center from Wednesday through Saturday. Be sure to vacate the ballrooms by 5:30 on Tuesday when those rooms return to scheduled tournament use. Tables designated for Open Gaming must be in active use for that purpose. Games may not be left unattended whether setup or not. This is not a display area. Sales solicitation or commercial signage is not allowed. Games left unplayed will be removed to Lost & Found. Tables may not be reserved for later use. Report any problems to our **red-capped** monitors. *Open Gaming may not spread into designated tournament areas at any time!*

GAMEMASTERS: A GM's authority is unquestioned in his or her tournament. Any player who disagrees with a GM's ruling has the right to request a ruling by majority opinion of the GM and the GM's two designated assistants. Beyond that, there is no appeal (not even to the Convention Director), and no dissension will be tolerated.

TOURNAMENTS: WBC is renowned for its 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. ***Bring a copy of the games you want to play if possible!***

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 except designated night ending events that play until conclusion (*Slapshot*, *Liar's Dice*, *Pro Golf*, *Can't Stop*, *Rattlebones* and *King of Tokyo*). Some events will accommodate late arrivals. Inquire 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.

Attendees are encouraged to play in as many events as they wish. ***Do NOT, however, play in more than one event simultaneously! Further, do not drop out of a multi-player game before it is finished.*** If an event is approaching its scheduled time limit and you wish to leave, ask for an adjudicated finish.

FORFEITURES: You may drop out of any tournament between rounds but please inform the GM in advance and realize that doing so disqualifies you from any prize/laurel considerations you would have otherwise won. In other words, a player may not decline advancement to a 5-player Final and still claim sixth place.

BEHAVIOR: It is prohibited for bystanders to comment, or give information to any player or to

hassle or otherwise distract a player. Those who do will be asked to leave. Anyone who does not respond to such requests or who becomes unruly will be removed by Hotel Security.

KIOSKS: Each event has a triangular kiosk to act as its central headquarters. All games for an event should be grouped near its kiosk. Except while an event is actually in progress, kiosks should be returned to Paradise Terrace in alphabetical order to aid players checking on their status. GMs post brackets and Alternate lists on the kiosks to show advancement eligibility. Even if you do not qualify for the next round, you may be able to advance as an Alternate as qualifying no-shows are commonplace. If you qualify to advance, but decline the opportunity, scratch your name from the list. Please do not write on the kiosk itself.

LAURELS: Laurels are a scoring mechanism for BPA's Caesar and Consul Awards. Players earn laurels for placing in the top six places of any BPA-sanctioned tournament. 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). Thus, a Level 6 event earns 60/1st, 36/2nd 24/3rd, 18/4th, 12/5th and 6/6th. More information is available at *boardgamers.org/laurels.htm*.

PRIZES: Winners of Trial and Junior events receive a rectangular plaque. Century tournament winners receive a shield plaque and option to acquire a Centurion shirt. 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, black/4th, white/5th, and sand/6th). To claim a prize, bring your badge to New Holland before departure. *Before any prize can be awarded, the GM* ***must*** *submit all tournament paperwork.*

Some publishers and GMs offer additional non-cash prizes for their events. (See each event's Preview page at boardgamers.org/yearbkex/.) 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 Publishing offers credits of $10 per Prize Level for medalists in their events.

EVENT REPORTS: Full Event Reports for all tournaments are available online at *boardgamers.org/yearbook*. 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 for sale in New Holland while supplies last.

TEAMS: Four players must be pre-registered as a team by July 20 and each have a different team game. Teams and games may not be altered onsite. Team Points are awarded automatically based on the results of individual events (see the Points Schedule). **A bonus point is awarded to everyone who earns team points in an event that they have previously not won.** A self-service scoring system keeps onlookers informed during the convention. 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. Each member of the winning team receives a Team plaque.

Team Tournament Point Schedule

Entrants	1st	2nd	3rd-4th	5th-6th
256+	11	6	5	4
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
< 8	4	0	0	0

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 early in the week. *Sale of items at WBC is limited to licensed vendors.*

ANNUAL MEETING: We invite all members to attend our obligatory annual membership meeting on Tuesday, August 4th, at 3 PM in Lampeter Hall—prior to the collectibles portion of the Auction.

ARMISTICE MEETING: The 8 AM Sunday morning After Action Meeting in the Showroom allows members to discuss the conference just ended and pose questions for the future in more detail than is available during the Annual Meeting. We present our top annual awards at this time.

HOW TO READ THE SCHEDULE: The schedule that starts on page 9 is a chronological listing of events by order of appearance. *Open Gaming, Scheduled Open Games (SOG), and other non-tournament games are listed in orange. Non-gaming events, such as meetings, registration, and the auction, are listed in blue.* ***Seminars are listed in purple.*** *Demonstrations are listed in italics.* **Advanced rounds that require prior qualification, such as Finals, are listed in bold red.** Junior Events are in green and highlighted by a symbol. "PC" indicates that an event is part of a Pre-Con and is limited to Tribune members or those with a badge good for that particular "PC" day. When more than one event starts at the same time, non-tournament events are listed first, followed by tournaments—both in alphabetical order.

DAYS: Abbreviations for days are Mo: Monday, Tu: Tuesday, We: Wednesday, Th: Thursday, Fr: Friday, Sa: Saturday, Su: Sunday. "PC Saturday" or "PC Sunday" indicates that events occur on the Saturday or Sunday before WBC begins. Separate admission is required for Non-Tribune Members for all Pre-Cons.

TIMES: Times 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 (exception: our six night enders) 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 estimated 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 often require players to qualify to advance to the next round. Players wishing to withdraw even if they qualify for the next round should inform the GM. Players who wish to enter an event in an advanced round must have the permission of the GM. "PC" indicates an event that begins during the Pre-Con but may end during WBC proper.

QUARTER/SEMI/FINAL: Play is restricted to players who have qualified for these rounds. For "SF/F," the Final immediately follows the semifinal. Final rounds may be rescheduled by the GM for the mutual benefit of the finalists. Such rescheduling requires the agreement of ALL remaining players without pressure to do so, otherwise the scheduled time is the default. Those who can't abide by it must forfeit. Players who fail to appear for advanced rounds forfeit any claim on prizes or laurels that pass instead to those who advance in their place.

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 Kiosks; rules are not taught before or during play; **B: Beginners Allowed**—yellow kiosks; game will be taught ONLY at the listed Demo time. For subsequent rounds, the Class is A; **C: Coached**—green kiosks; game will be taught during or just prior to event start in event location.

Once past the Preliminary round, the Class is always A.

DEMO/PREVIEW: 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 is recommended because it 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. *Previews* and Scheduled Open Gaming also use the demo area. Previews are demos without a corresponding event; designers showing their upcoming games either as an adjunct to anticipated Kick Starter campaigns or extended playtesting opportunities. Doing so in the Demo area allows us to relieve pressure on the Open Gaming area while at the same time benefitting everyone with scheduled opportunities to gather players without tying up tables trolling for interest.

SCHEDULED OPEN GAMING: SOG makes use of the demo tables in Paradise Assembly during down times to allow players to schedule multi-player Open Gaming opportunities which actually get listed in the convention schedule and have supporting signage and a reserved table provided they have made the request before June. To reserve your space in the referenced game you should list your badge number in the game's signup block on the yellow Schedule kiosk for that table in Paradise assembly.

FORMAT: Check the Event Preview at *boardgamers.org/yearbkex* or the event kiosk. 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 subsequent 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 our website's GM Guidelines page and in event Previews.

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

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

SwEl: Swiss Elimination—play all preliminary rounds; qualifiers advance to SE rounds.

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 again in the regularly scheduled Round 1 with no penalty.

SWISS: Play all rounds paired against those with same record.

HWO: Heat Winners Only—enter any number of preliminary heats; winners only advance to next round.

HMW: Heats Most Wins—enter any number of heats; qualifiers advance to SE rounds; first tiebreaker is most wins (e.g., total in all heats entered). The remaining tiebreakers are 2) win in first Heat entered; 3) win in second Heat entered; 4) win in third Heat entered; 5) win in fourth Heat entered; 6) GM specific tiebreaker, provided it has been clearly described in the Event Preview; 7) average finish in all heats entered (e.g., a 2nd and two 3rds = 2.67 and beats two 2nds and two 4ths = 3); and 8) high dice roll.

HMWG: Heats Most Wins GM—enter any number of heats; qualifiers advance to SE rounds; first tiebreaker is most wins; GM specifies other tiebreakers.

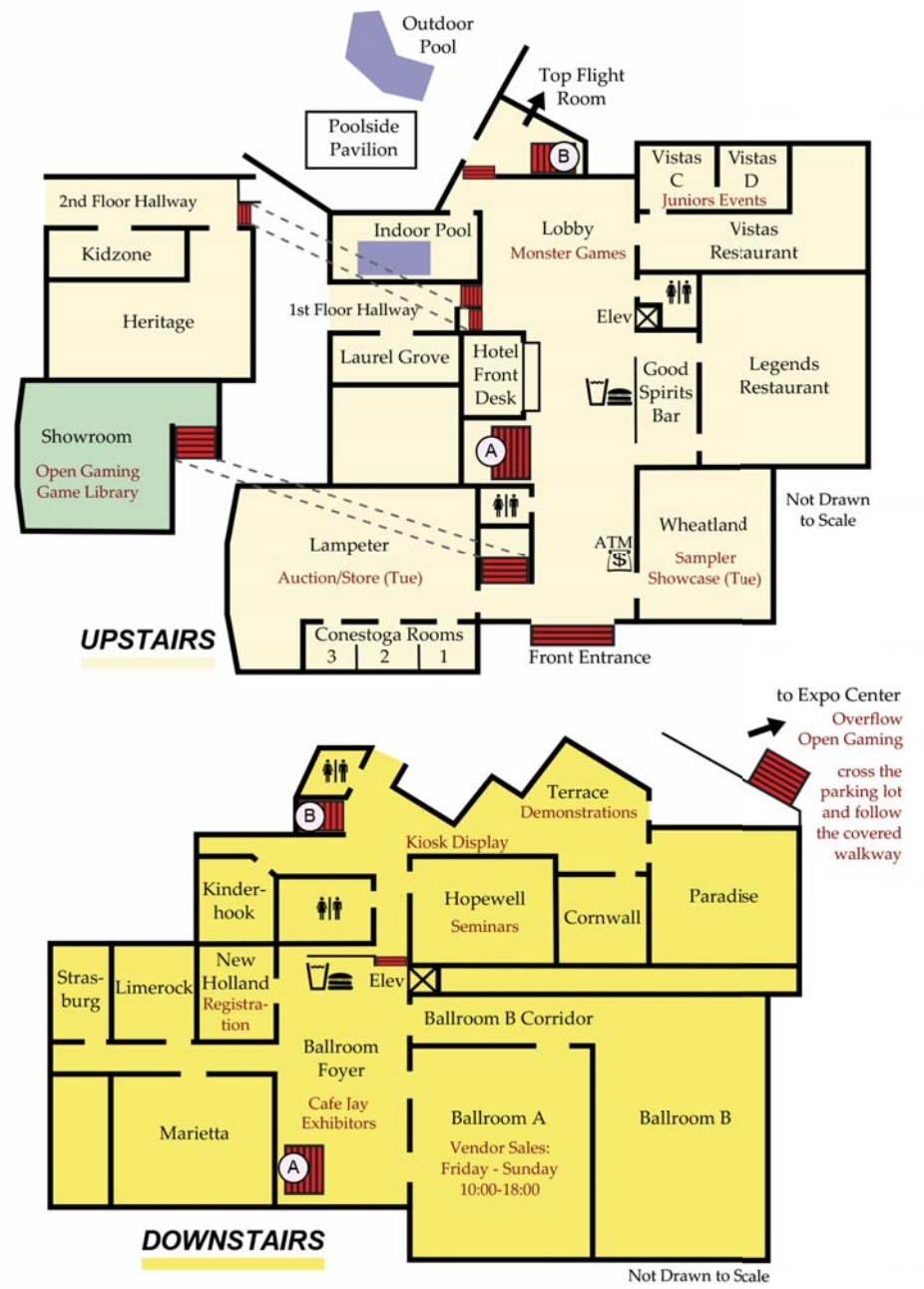
HSW: Heats Single Win—enter any number of preliminary heats; qualifiers advance to SE rounds; first tiebreaker is win in first heat entered. The second tiebreaker is 2) Most Wins (e.g., total in all heats entered). The third through eighth tiebreakers are the same as HMW.

HMSE: Heats Multiple SE—each heat is played SE in continuous rounds to determine one winner who advances to the next round.

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

CONTINUOUS: If "↻" 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. GMs may occasionally grant breaks between rounds of no more than one hour, but only if the event is on schedule and such breaks are applied uniformly for all entrants such that each round starts and ends simultaneously. In other words, some players cannot be granted breaks and allowed to trail the rest of the field, thereby delaying the entire tournament.

LOCATION: A map—displaying a multi-level floorplan of the Lancaster Host—is located on page 8. GrognardCon Pre-Con events shift from Heritage to Conestoga 1 beginning at 9 AM on Wednesday. Otherwise, continuous round Events start again the next day in the same room unless listed elsewhere in the schedule.


Outdoor Pool
Top Flight Room
Poolside Pavilion
B
Vistas C
Vistas D
Juniors Events
2nd Floor Hallway
Indoor Pool
Lobby
Monster Games
Vistas Restaurant
Kidzone
Heritage
1st Floor Hallway
Elev
Laurel Grove
Hotel Front Desk
Good Spirits Bar
Legends Restaurant
Showroom
Open Gaming
Game Library
A
Not Drawn to Scale
Wheatland
Sampler
Showcase (Tue)
ATM
Lampeter
Auction/Store (Tue)
UPSTAIRS
Conestoga Rooms
3 2 1
Front Entrance
to Expo Center
Overflow
Open Gaming
cross the parking lot and follow the covered walkway
Terrace
Demonstrations
Kiosk Display
B
Kinder-hook
Hopewell
Seminars
Cornwall
Paradise
Stras-burg
Limerock
New Holland
Registra-tion
Elev
Ballroom B Corridor
Ballroom Foyer
Cafe Jay
Exhibitors
Marietta
Ballroom A
Vendor Sales:
Friday - Sunday
10:00-18:00
Ballroom B
A
DOWNSTAIRS
Not Drawn to Scale

PC Saturday – Pre-Con, August 1 (requires "ALL" or "PC Saturday" badge; there is NO Open Gaming)

	Event		Class	Format		GM	
8-19	*Registration & Prizes*	-	-	*Sign-In*	*11*	*Charles Kibler*	*New Holland*
9	*18XX D1/1 PC*	-	*B*	*Demo*	*1*	*Tom McCorry*	*Terrace 5*
10	18XX H1/4 PC	6	B	HSW	6	Tom McCorry	Limerock-Strasburg
	Afrika Korps R1/3 FF PC	3	B	SwEl	4	Bruno Sinigaglio	Heritage
	Bitter Woods R1/3 FF PC	4	B	SwEl	6	Bruno Sinigaglio	Heritage
	Gettysburg R1/3 FF PC	3	A	SwEl	4	Bruno Sinigaglio	Heritage
	Panzerblitz R1/3 FF PC	3	B	SwEl	3	Bruno Sinigaglio	Heritage
	Russian Campaign R1/3 FF PC	4	A	SwEl	5	Bill Morse	Heritage
	Squad Leader R1/3 FF PC	3	B	SwEl	4	Bill Morse	Heritage
	Waterloo R1//3 FF PC	4	A	SwEl	4	Bill Morse	Heritage
	Wooden Ships… R1//3 FF PC	3	B	SwEl	2	Bill Morse	Heritage
13	*1775 D1/1 PC*	-	*B*	*Demo*	*1*	*Larry Lingle*	*Terrace 4*
	Age of Renaissance H1/2 PC	3	A	HMWG	6	Winton Lemoine	Kinderhook
	Axis & Allies R1/5 PC	3	A	SwEl	4	Joe Powell	Marietta
	Hannibal R1/5 PC	6	A	Swiss	5	Stuart Tucker	Paradise
14	1775 R1/5 PC	1	B	SwEl	2	Larry Lingle	Marietta
15	*Panzerblitz D1/2 PC*	-	*B*	*Demo*	*1*	*Rick Northey*	*Terrace 4*
	Paths of Glory R1/6 PC	6	A	SwEl	7	Peter Gurneau	Cornwall
18	18XX H2/4 PC	6	B	HSW	6	Tom McCorry	Limerock-Strasburg

PC Sunday – Pre-Con, August 2 (requires "ALL" or "PC Sunday" badge; there is NO Open Gaming)

	Event		Class	Format		GM	
8-20	*Registration & Prizes*	-	-	*Sign-In*	*12*	*Charles Kibler*	*New Holland*
9	18XX H3/4 PC	6	B	HSW	6	Tom McCorry	Limerock-Strasburg
	Advanced Civilization H1/2 PC	6	B	HSW	8	Kevin Youells	Kinderhook
	Victory in the Pacific R1/8 PC	6	A	SwEl	5	Charles Drozd	Marietta
10	*Through the Ages D1/1 PC*	-	*B*	*Demo*	*1*	*Randy Buehler*	*Terrace 7*
	Virgin Queen D1/1 PC	-	*B*	*Demo*	*1*	*Ed Beach*	*Terrace 5*
12	Through the Ages H1/3 PC	6	B	HMWG	5	Randy Buehler	Wheatland
	Virgin Queen H1/2 PC	5	B	HMWG	5	Ed Beach	Wheatland
17	18XX H4/4 PC	6	B	HSW	6	Tom McCorry	Limerock-Strasburg
18	*Manifest Destiny D1/1 PC*	-	*B*	*Demo*	*1*	*Jeff Mullet*	*Terrace 6*
	San Juan D1/1 PC	-	*B*	*Demo*	*1*	*Lexi Shea*	*Terrace 3*
	Through the Ages H2/3 PC	6	B	HMWG	5	Randy Buehler	Wheatland
	Virgin Queen H2/2 PC	5	B	HMWG	6	Ed Beach	Kinderhook
19	Manifest Destiny H1/2 PC	1	B	HMW	4	Jeff Mullet	Wheatland
	Warriors of God Mulligan PC	3	B	SEM	4	Bruce Monnin	Marietta
	Win, Place & Show H1/4 PC	1	B	HWO	3	Jim Burnett	Paradise
23	Auction H1/3 PC	2	B	HWO	1	Bruce Reiff	Paradise

PRE-CONS: The End of an Era

The 2015 Pre-Cons will be the last. Starting in 2016, WBC will go to a nine-day schedule allowing Sustaining Members to attend all nine days without further charge. It is expected that the majority of early events will remain the same longer playing games that found a home in the Pre-Con to avoid scheduling conflicts later in the week, but that remains to be seen as GMs explore new scheduling turf at Seven Springs. The trend towards earlier arrival will be encouraged and it is hoped that events will move forward to fill that vacuum. In the meantime, Open Gaming resources will be expanded to cover early arrivals as well.

Monday – August 3 (requires an "ALL," "Week" or "Monday" badge)

	Event	Class		Format		GM	
8-20	*Registration & Prizes*	-	-	*Sign-In*	*12*	*Charles Kibler*	*New Holland*
9-24	*Open Gaming & Library*	-	-	-	*15*	*Dan Hoffman*	*Showroom*
9	*CIV Expansion Project*	-	-	*MP Game*	*9*	*Nathan Barhorst*	*Laurel Grove*
	Siege of Jerusalem	-	-	*MP Game*	*5 days*	*Joe Doughan*	*Lobby*
	Three Days of Gettysburg	-	-	*MP Game*	*5 Days*	*Matt Fagan*	*Lobby*
	Unconditional Surrender	-	-	*MP Game*	*5 days*	*Sal Vasta*	*Lobby*
	Sekigahara D1/1	-	*B*	*Demo*	*1*	*Matt Calkins*	*Terrace 4*
	Warriors of God D1/1	-	*B*	*Demo*	*1*	*Bruce Monnin*	*Terrace 1*
	Medici H1/3	1	C	HMW	1	Jeff Cornett	Wheatland
	San Juan R1/4	4	B	SwEl	4[4]/1	Lexi Shea	Ballroom A
	War of the Ring Mulligan	3	B	SEM	5	Kevin Wojtaszczyk	Cornwall
	18XX SF/F	**6**	**A**	**SE**	**6C**	**Tom McCorry**	**Strasburg**
	Virgin Queen SF	**5**	**A**	**SE**	**6**	**Ed Beach**	**Kinderhook**
10	*Bitter Woods D1/1*	-	*B*	*Demo*	*1*	*Tom Gregorio*	*Terrace 2*
	Kremlin H1/4	3	B	HMWG	3	Steve Cuccaro	Limerock
	Sekigahara R1/5	4	B	Swiss	3	Matt Calkins	Ballroom A
	Through the Ages H3/3	6	B	HMWG	5	Randy Buehler	Wheatland
	Warriors of God R1/5	3	B	SE	4	Bruce Monnin	Marietta
11	*Acquire D1/1*	-	*B*	*Demo*	*1*	*Cliff Ackman*	*Terrace 3*
	Wellington D1/1	-	*B*	*Demo*	*1*	*Patrick Duffy*	*Terrace 5*
	Robo Rally H1/3	5	B	HWO	3	Marc Houde	Ballroom B
12	Acquire H1/3	3	B	SwEl	2	Cliff Ackman	Paradise
13	Adel Verpflichtet H1/4	1	C	HSW	2 [2]	Ivan Lawson	Ballroom B
	Manoeuvre R1/4	1	A	SwEl	4 [3]/1	Andy Lewis	Vista CD
	Wellington H1/2	1	B	HSW	5	Patrick Duffy	Limerock
14	*Merchant of Venus D1/1*	-	*B*	*Demo*	*1*	*Richard Irving*	*Terrace 4*
	Innovation Mulligan	1	B	SEM	1	Robb Effinger	Paradise
	Union Pacific R1/5	1	A	SwEl	2	Max Jamelli	Ballroom B
15	Enemy In Sight H1/3	3	B	HWO	3	Matt Evinger	Kinderhook
	Saint Petersburg H1/3	4	B	HMWG	2	Amy Rule	Ballroom B
	Vegas Showdown H1/3	3	B	HMWG	2	Eric Freeman	Wheatland
16	*Ace of Aces D1/1*	-	*B*	*Demo*	*1*	*Daniel Lawall*	*Terrace 2*
	Football Strategy H1/2	2	B	HMSE	2	Bert Schoose	Cornwall
	Merchant of Venus H1/3	4	B	HMWG	3	Richard Irving	Paradise
17	*Advanced Civilization D1/2*	-	*B*	*Demo*	*1*	*Kevin Youells*	*Terrace 6*
	Roll For the Galaxy D1/2	-	*B*	*Demo*	*1*	*Jason Levine*	*Terrace 1*
	Russian Railroads D1/2	-	*B*	*Demo*	*1*	*Tom DeMarco*	*Terrace 3*
	Ace of Aces H1/4	1	B	SwEl	2	Daniel Lawall	Hopewell
	Stone Age H1/3	6	B	HWO	2	Peter Staab	Ballroom B
	Through the Ages SF	**6**	**A**	**SE**	**6**	**Randy Buehler**	**Wheatland**
18	*Mage Wars D1/4*	-	*B*	*Demo*	*1*	*Tom Cannon*	*Terrace 2*
	Labyrinth Mulligan	1	B	SEM	2	Jeff Finkeldey	Marietta
	Napoleonic Wars H1/3	5	B	HMWG	6	Gareth Williams	Wheatland
	Roll For the Galaxy H1/4	1	B	HMWG	1	Jason Levine	Ballroom A
	Russian Railroads H1/2	1	B	HMW	2	Tom DeMarco	Vista CD
	Virgin Queen F	**5**	**A**	**SE**	**6**	**Ed Beach**	**Kinderhook**
19	*Air Baron D1/1*	-	*B*	*Demo*	*1*	*Max Jamelli*	*Terrace 4*
	Galaxy D1/2	-	*B*	*Demo*	*1*	*Mark Mitchell*	*Terrace 3*
	Temporum D1/1	-	*C*	*Demo*	*1*	*Jeremy Billones*	*Terrace 1*
	Amun Re H1/3	3	B	HMWG	2	Greg Thatcher	Paradise
	Global Mogul H1/3	1	B	HMWG	3	Bill Crenshaw	Strasburg

Monday – August 3 (requires an "ALL," "Week" or "Monday" badge)

	Event		Class	Format		GM	
20	*Convention:The WBC Edition P1/2*	-	-	*Preview*	*2*	*Bryan Collars*	*Terrace 6*
	Gangsters D1/3	-	*B*	*Demo*	*1*	*John Pack*	*Terrace 7*
	Panzerblitz D2/2	-	*B*	*Demo*	*1*	*Rick Northey*	*Terrace 4*
	Air Baron H1/4	4	B	HMW	3	Max Jamelli	Limerock
	Formula De H1/3	4	C	HMWG	3	Jason Levine	Ballroom A
	Galaxy H1/3	1	B	HMWG	2	Mark Mitchell	Cornwall
	Santa Fe Rails H1/3	2	B	HMWG	2	Rob Kircher	Vista CD
	Temporum H1/2	1	C	HWO	1	Jeremy Billones	Marietta
21	*Yspahan D1/2*	-	*B*	*Demo*	*1*	*Christopher Yaure*	*Terrace 1*
	Ra H1/4	5	B	HMWG	2	Steve Scott	Ballroom B
22	*Thurn & Taxis D1/1*	-	*B*	*Demo*	*1*	*Andy Latto*	*Terrace 4*
	Castles of Burgundy H1/2	3	B	HMWG	3	Barbara Flaxington	Wheatland
	Gangsters H1/3	3	B	HSW	3	John Pack	Marietta
	Yspahan H1/3	1	B	HMWG	1	Christopher Yaure	Paradise
23	Thurn & Taxis H1/3	4	B	HWO	2	Andy Latto	Ballroom A

Tuesday, Aug. 4 (requires "ALL", "WEEK" or "Tuesday" badge; "WBC Legion" shirt day)

	Event		Class	Format		GM	
8-20	*Registration & Prizes*	-	-	*Sign-In*	*12*	*Charles Kibler*	*New Holland*
9	*Auction Store Opens*	-	-	*Sales*	*6*	*Jeff Mullet*	*Lampeter*
9-24	*Open Gaming & Library*	-	-	-	*15*	*Dan Hoffman*	*Showroom*
9-17	*Open Gaming Only until 5 PM*	-	-	-	*8*	-	*Ballroom A & B*
	JR Montgolfiere	1	C	Junior SE	1 (-)	John Poniske	Vista CD
	Quartermaster General SOG	-	*C*	*SOG*	*3*	*Michael Hyland*	*Terrace 5*
	Virgin Queen SOG	-	*B*	*SOG*	*8*	*Chris Trimmer*	*Terrace 6*
10	*Auction*	-	-	*Sales*	*7*	*Bruce Reiff*	*Conestoga 2*
	Gangsters SOG	-	*C*	*SOG*	*3*	*John Pack*	*Terrace 3*
	Saint Petersburg SOG	-	*C*	*SOG*	*3*	*Keith Levy*	*Terrace 1*
	Through the Ages F	**6**	**A**	**SE**	**6**	**Randy Buehler**	**Wheatland**
11	JR Sushi Go	1	C	Junior SE	1 (-)	Scott Saccenti	Vista CD

Tuesday's Lunch Special • 11-2 PM • Paradise Terrace

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
Grilled Chicken Sandwiches, Carved Brisket Sandwiches
& Grilled Bratwurst Sandwiches

12	*Sword of Rome SOG*	-	*B*	*SOG*	*2*	*Kirk Harris*	*Terrace 5*
13	*Lancaster SOG*	-	*B*	*SOG*	*2*	*Marci Morelli*	*Terrace 7*
	Youth Boardgaming League	**-**	**-**	***Seminar***	***1***	***Dr Greg Thatcher***	***Hopewell***
14	*Breakout: Normandy D1/1*	-	*B*	*Demo*	*1*	*Mark Rinella*	*Terrace 1*
	JR Settlers of Catan	1	C	Junior SE	1 (-)	Tim Mossman	Vista CD
15	*BPA Annual Meeting*	-	-	*Meeting*	*< 1*	*Don Greenwood*	*Conestoga 2*
	Decathlon SOG 1/1	-	*C*	*SOG*	*1*	*Richard Irving*	*Terrace 7*
	Mage Wars D2/4	-	*B*	*Demo*	*1*	*Tom Cannon*	*Terrace 2*
	WWI : Historical Perspectives	**-**	**-**	***Seminar***	***2***	***Roy Pettis***	***Hopewell***
	Texas Roadhouse opens; present page 40 coupon to eat before 10 PM to benefit BPA Game Library						
17	***Teaching Boardgames***	**-**	**-**	***Seminar***	***1***	***Greg Schmittgens***	***Hopewell***
	Advanced Civilization D2/2	-	*B*	*Demo*	*1*	*Kevin Youells*	*Terrace 6*
	Auction D1/1	-	*B*	*Demo*	*1*	*Bruce Reiff*	*Terrace 7*
	Britannia D1/1	-	*B*	*Demo*	*1*	*James Jordan*	*Terrace 5*
	Empire Builder D1/1	-	*B*	*Demo*	*1*	*Bob Stribula*	*Terrace 1*
	Global Mogul D1/1	-	*B*	*Demo*	*1*	*Bill Crenshaw*	*Terrace 2*

Tuesday, Aug. 4 (requires "ALL", "WEEK" or "Tuesday" badge; "WBC Legion" shirt day)

	Event	Class		Format		GM	
17 *con't*	*Innovation D1/1*	-	B	*Demo*	*1*	*Robb Effinger*	*Terrace 3*
	Wilderness War D1/1	-	B	*Demo*	*1*	*Keith Wixson*	*Terrace 4*
18	King of Tokyo	I	C	Junior SE	1	Eric Freeman	Vista CD
	1989 D1/1	-	B	*Demo*	*1*	*Henry Richardson*	*Terrace 1*
	Combat Commander D1/1	-	B	*Demo*	*1*	*Bryan Collars*	*Terrace 2*
	Dominant Species D1/1	-	B	*Demo*	*1*	*Dave Long*	*Terrace 5*
	Here I Stand D1/1	-	B	*Demo*	*1*	*Justin Rice*	*Terrace 6*
	Leaping Lemmings D1/1	-	B	*Demo*	*1*	*Rick Young*	*Terrace 7*
	Mr Madison's War D1/1	-	B	*Demo*	*1*	*Dave Stiffler*	*Terrace 3*
	March Madness D1/1	-	B	*Demo*	*1*	*Terry Coleman*	*Terrace 4*
	Acquire H2/3	3	B	SwEl	2	Cliff Ackman	Paradise
	Air Baron H2/4	4	B	HMW	3	Max Jamelli	Limerock
	Atlantic Storm H1/4	4	B	HWO	2	Ben Knight	Ballroom B
	Auction H2/3	2	B	HWO	1	Bruce Reiff	Strasburg
	Automobile H1/2	3	B	HMWG	3	Andrew Maly	Wheatland
	Breakout: Normandy Mulligan	4	B	SEM	1	Nels Thompson	Lampeter
	Britannia H1/3	4	B	HSW	5	James Jordan	Lampeter
	Circus Maximus H1/2	5	B	HWO	4	John Jacoby	Conestoga 1
	El Grande H1/3	3	B	HMWG	2	Rob Flowers	Ballroom B
	Empire Builder H1/3	6	B	HMWG	4	Bob Stribula	Wheatland
	History of the World H1/2	6	B	HMWG	6	Don Del Grande	Kinderhook
	Koenig's Fortress Europe Mulligan	1	A	SEM	5	Paul Koenig	Heritage
	Power Grid H1/3	5	B	HMWG	3	Kevin Broh-Kahn	Marietta
	Thurn & Taxis H2/3	4	B	HWO	2	Andy Latto	Ballroom A
	World At War R1/1	6	A	SE	50	Randy Scheers	Lampeter

Tuesday's Dinner Special • 5-9 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)

Pizza Shop ~ Assorted Pizza Slices & Homemade Stromboli

19	*Aerial Assault SOG*	-	B	*SOG*	*1*	*Peter Putnam*	*Terrace 2*
	Le Havre D1/1	-	B	*Demo*	*1*	*Kenneth Horan*	*Terrace 1*
	Santa Fe Rails D1/1	-	B	*Demo*	*1*	*Rob Kircher*	*Terrace 3*
	Titan Two D1/1	-	B	*Demo*	*1*	*Rich Atwater*	*Terrace 4*
	Tzolk'in D1/1	-	B	*Demo*	*1*	*Christopher Yaure*	*Terrace 6*
	Dominant Species H1/3	3	B	HSW	4	Dave Long	Lampeter
	Formula De H2/3	4	C	HMWG	3	Jason Levine	Ballroom A
	Global Mogul H2/3	1	B	HMWG	3	Bill Crenshaw	Strasburg
	Here I Stand H1/2	5	B	HMWG	6	Justin Rice	Lampeter
	Mr Madison's War Mulligan	3	B	SEM	4	Dave Stiffler	Lampeter
	Wilderness War Mulligan	3	B	SEM	4	Keith Wixson	Lampeter
20	*Brass D1/1*	-	B	*Demo*	*1*	*Philip Shea*	*Terrace 7*
	Galaxy Trucker D1/1	-	B	*Demo*	*1*	*David Finberg*	*Terrace 1*
	Ra D1/1	-	B	*Demo*	*1*	*Steve Scott*	*Terrace 2*
	Squad Leader D1/1	-	B	*Demo*	*1*	*Peter Pollard*	*Terrace 3*
	Titan D1/1	-	B	*Demo*	*1*	*Bruno Wolff*	*Terrace 4*
	Formula Motor Racing H1/3	4	B	HMW	2	Chris LeFevre	Ballroom B
	Leaping Lemmings H1/3	1	B	HSW	2	Rick Young	Ballroom B
	March Madness H1/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Santa Fe Rails H2/3	2	B	HMWG	2	Rob Kircher	Paradise
	Star Wars Minis H1/4	1	B	SwEl	4	Frank Sinigaglio	Conestoga 2
	Titan Two R1/5	3	B	SE	3	Rich Atwater	Lampeter
	Tzolk'in H1/3	3	B	HMWG	2	Christopher Yaure	Ballroom A
21	*Elchfest D1/1*	-	B	*Demo*	*1*	*Alex Bell*	*Terrace 1*
	Gangsters D2/3	-	B	*Demo*	*1*	*John Pack*	*Terrace 7*
	Ingenius D1/1	-	B	*Demo*	*1*	*Max DuBoff*	*Terrace 3*

Tuesday, Aug. 4 (requires "ALL", "WEEK" or "Tuesday" badge; "WBC Legion" shirt day)

	Event		Class	Format		GM	
21 ***con't***	*Lords of Waterdeep D1/2*	-	*B*	*Demo*	*1*	*Robert St. Pierre*	*Terrace 4*
	Superstar Baseball D1/1	-	*B*	*Demo*	*1*	*Bill Beckman*	*Terrace 2*
	Vegas Showdown D1/1	-	*B*	*Demo*	*1*	*Eric Freeman*	*Terrace 6*
	Brass H1/3	3	B	HMWG	3	Ed Kendrick	Limerock
	Kremlin H2/4	3	B	HMWG	3	Steve Cuccaro	Wheatland
	Le Havre H1/2	3	B	HMW	3	Kenneth Horan	Marietta
	Star Wars; Queen's Gambit H1/3	3	A	SwEl	2	Buddy Sinigaglio	Conestoga 3
	Ra H2/4	5	B	HMWG	2	Steve Scott	Ballroom B
	Titan H1/9: We & Th 9,13,17,21	5	B	SwEl	5	Bruno Wolff	Lampeter
22	*Afrika Korps D1/1*	-	*B*	*Demo*	*1*	*Jonathan Lockwood*	*Terrace 2*
	Ivanhoe D1/1	-	*B*	*Demo*	*1*	*Brian Mongold*	*Terrace 4*
	King of Tokyo D1/1	-	*B*	*Demo*	*1*	*Rob Olsson*	*Terrace 7*
	RattleBones D1/3	-	*B*	*Demo*	*1*	*Andrew Drummond*	*Terrace 5*
	Tigers in the Mist D1/1	-	*B*	*Demo*	*1*	*Ray Freeman*	*Terrace 3*
	Win, Place & Show D1/1	-	*B*	*Demo*	*1*	*Jim Burnett*	*Terrace 1*
	Egizia H1/2	3	B	HMWG	2	Andrew Emerick	Wheatland
	Elchfest R1/6	1	B	SE	< 1	Alex Bell	Paradise
	Galaxy Trucker H1/3	1	B	HMWG	2	David Finberg	Conestoga 1
	Ingenius H1/3	3	B	HMWG	< 1	Max DuBoff	Ballroom A
	Lords of Waterdeep H1/3	1	B	HMWG	2	Robert St. Pierre	Strasburg
	Superstar Baseball Draft	-	B	Draft	1	Bill Beckman	Hopewell
	Texas Roadhouse closes; present page 36 coupon to eat before 10 PM to benefit BPA Game Library						
23	Ivanhoe H1/3	3	B	HMWG	1	Brian Mongold	Marietta
	King of Tokyo R1/4	2	B	SE	< 1	Rob Olsson	Ballroom B
	Lost Cities H1/4	3	B	HMW	1	Ivan Lawson	Ballroom A
	Win, Place & Show H2/4	1	B	HWO	3	Jim Burnett	Cornwall

BPA GAME LIBRARY: Though the emphasis at WBC is on tournaments, our space dedicated to Open Gaming continues to expand. The 13,000 sq ft tiered dinner theatre in the Showroom will serve as the Open Gaming center from Monday through Sunday featuring a revolving, updated to-the-minute projected schedule of upcoming events, and an enlarged BPA Game Library at center stage.

Thanks to the generosity of leading publishers and Open Gaming Showroom Sponsors Alliance Distributors and Marbles, the Showroom Open Gaming area provides free use of the Game Library from Monday through Saturday. BPA thanks these publishers for their recent game donations (made by press time): **Academy Games, Alliance Distributors, Blue Orange, Conquistador Games, Gale Force Nine, Numbskull Games, Out-of-the-Box Publishing, Rio Grande Games, Victory Point Games and Elfinwerks.**

Abide the following rules to protect this valuable resource:

1. Complete the *entire* checkout sheet from the clipboard of the table you got the game from whenever you sign a game IN or OUT.
2. Borrow only one game at a time. When not in use, check games back into the library at the same alphabetically-arranged table using the appropriate line on the check-out sheet.
3. Library games are *not* to leave the Showroom unless reserved by a GM for a tournament. GMs should return games when their event no longer requires them.
4. Return games in the same condition with pieces properly separated and sorted.
5. The library will be unavailable Sunday so that it can be inventoried and stored. Return all Library games by midnight Saturday.
6. The library closes at midnight. Return games by midnight daily. If past midnight, sign the game back in and place behind the monitor table. Do *NOT* borrow additional games once the library has been covered for the night.
7. If a game is missing components note that on the clipboard when you check it back in and refer the game to a red-capped monitor to remove from inventory until the problem is corrected.

Wednesday – August 5 (requires "ALL", "Week" or "Wednesday" badge)

	Event	Class		Format		GM	
8-20	*Registration & Prizes*	-	-	*Sign-In*	*12*	*Charles Kibler*	*New Holland*
9-24	*Open Gaming & Library*	-	-	-	*15*	*Dan Hoffman*	*Showroom*
9	JP Love Letters	I	C	Junior SE	I	Lyman Moquin	Vista CD
	Great Campaigns ACW D1/1	-	*B*	*Demo*	*1*	*Ed Beach*	*Terrace 4*
	Circus Maximus D1/1	-	*B*	*Demo*	*1*	*John Jacoby*	*Terrace 1*
	Julius Caesar D1/1	-	*B*	*Demo*	*1*	*Michael Sosa*	*Terrace 2*
	Afrika Korps R1/3 FF	3	B	SwEl	4	Jonathan Lockwood	Conestoga 1
	1989 R1/4	3	B	Swiss	4	Henry Richardson	Ballroom A
	Advanced Civilization H2/2	6	B	HSW	8	Kevin Youells	Kinderhook
	Bitter Woods R1/3 FF	4	B	SwEl	6	Tom Gregorio	Conestoga 1
	Breakout: Normandy R1/5	4	B	SE	5	Nels Thompson	Lampeter
	C & C Napoleonics Mulligan	1	A	SEM	2	Chuck Stapp	Ballroom A
	Combat Commander R1/6	5	B	SwEl	3	Bryan Collars	Conestoga 2
	Empire Builder H2/3	6	B	HMWG	4	Bob Stribula	Wheatland
	Formula De H3/3	4	C	HMWG	3	Jason Levine	Ballroom A
	Gettysburg R1/3 FF	3	A	SwEl	4	Vince Meconi	Conestoga 1
	Innovation R1/5	1	B	SE	1	Robb Effinger	Ballroom A
	Koenig's Fortress Europe R1/4	1	A	SE	5	Paul Koenig	Conestoga 1
	March Madness H2/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Merchant of Venus H2/3	4	B	HMWG	3	Richard Irving	Ballroom B
	Mr Madison's War R1/5	3	B	SE	4	Dave Stiffler	Lampeter
	Panzerblitz R1/3 FF	3	B	SwEl	3	Rick Northey	Conestoga 1
	Pirate's Cove H1/4	5	B	HMW	2	Jason Fisher	Marietta
	Race For the Galaxy H1/4	1	B	HMWG	1	Rob Renaud	Paradise
	Russian Campaign R1/3 FF	4	A	SwEl	5	Gary Dickson	Conestoga 1
	Squad Leader R1/3 FF	3	B	SwEl	4	Peter Pollard	Conestoga 1
9-19	Superstar Baseball H1/3 FF	3	B	SwEl	1/game	Bill Beckman	Cornwall
	Tigers in the Mist R1/4	1	B	Swiss	5	Ray Freeman	Lampeter
	Tzolk'in H2/3	3	B	HMWG	2	Chrisopher Yaure	Heritage
	Waterloo R1/3 FF	4	A	SwEl	4	Martin Musella	Conestoga 1
	Wilderness War R1/5	3	B	SE	4	Keith Wixson	Lampeter
	Wooden Ships & Iron Men R1/3 FF	3	B	SwEl	2	Tim Hitchings	Conestoga 1
10	*Amun Re D1/1*	-	*B*	*Demo*	*1*	*Greg Thatcher*	*Terrace 1*
	Automobile D1/1	-	*B*	*Demo*	*1*	*Andrew Maly*	*Terrace 6*
	Lords of Waterdeep D2/2	-	*B*	*Demo*	*1*	*Robert St. Pierre*	*Terrace 4*
	Saint Petersburg D1/1	-	*B*	*Demo*	*1*	*Amy Rule*	*Terrace 3*
	Wooden Ships & Iron Men D1/1	-	*B*	*Demo*	*1*	*Tim Hitchings*	*Terrace 2*
	Age of Renaissance H2/2	3	A	HMWG	6	Winton Lemoine	Lampeter
	Julius Caesar R1/5	3	B	SwEl	3	Michael Sosa	Lampeter
	Race For the Galaxy H2/4	1	B	HMWG	1	Rob Renaud	Paradise
11	JP Ingenius	I	C	Junior SE	I	Joe Yaure	Vista CD
	Robo Rally D1/1	-	*B*	*Demo*	*1*	*Marc Houde*	*Terrace 5*
	Gangsters D3/3	-	*B*	*Demo*	*1*	*Bob Hamel*	*Terrace 7*
	Automobile H2/2	3	B	HMWG	3	Andrew Maly	Limerock
	C & C Napoleonics R1/5	1	A	SE	2	Chuck Stapp	Ballroom A
	Great Campaigns ACW R1/6	1	B	SwEl	4	Ed Beach	Conestoga 3
	Saint Petersburg H2/3	4	B	HMWG	2	Amy Rule	Ballroom B
	Vegas Showdown H2/3	3	B	HMWG	2	Eric Freeman	Wheatland
12	***Using Kickstarter***	-	-	***Seminar***	***1***	***Jeff Billings***	***Hopewell***
	Concordia D1/1	-	*B*	*Demo*	*1*	*Craig Reece*	*Terrace 4*
	Paydirt D1/1	-	*B*	*Demo*	*1*	*Harry Flawd*	*Terrace 1*
	Britannia H2/3	4	B	HSW	5	James Jordan	Lampeter
	Global Mogul H3/3	1	B	HMWG	3	Bill Crenshaw	Strasburg
	Robo Rally H2/3	5	B	HWO	3	Marc Houde	Marietta
	Wellington H2/2	1	B	HSW	5	Patrick Duffy	Lampeter

Wednesday – August 5 (requires "ALL", "Week" or "Wednesday" badge)

	Event		Class	Format		GM	
13	*Carcassonne D1/1*	-	*B*	*Demo*	*1*	*Jennifer Visocnik*	*Terrace 1*
	Labyrinth D1/1	-	*B*	*Demo*	*1*	*Jeff Finkeldey*	*Terrace 2*
	Russian Railroads D2/2	-	*B*	*Demo*	*1*	*Tom DeMarco*	*Terrace 3*
	Amun Re H2/3	3	B	HMWG	2	Greg Thatcher	Paradise
	Concordia H1/3	1	B	HMW	2	Craig Reece	Heritage
	Dune H1/3	4	A	HMWG	5	Brad Johnson	Ballroom A
	Empire Builder H3/3	6	B	HMWG	4	Bob Stribula	Wheatland
	Paydirt Draft AFC	3	B	Draft	1	Harry Flawd	Hopewell

Wednesday's Lunch Special • 11-2 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
Meltworks ~ Assorted Grilled Cheese sandwiches, Tomato soup & Chicken Corn Noodle soup.

14	JP Guillotine	I	C	Junior SE	I ↻	Ray Stakenas	Vista CD
	Brawling Battleship Steel D1/1	-	*B*	*Demo*	*1*	*Jarett Weintraub*	*Terrace 2*
	Lost Cities D1/1	-	*B*	*Demo*	*1*	*Ivan Lawson*	*Terrace 1*
	Pirate's Cove D1/1	-	*B*	*Demo*	*1*	*Jason Fisher*	*Terrace 3*
	Stone Age D1/1	-	*B*	*Demo*	*1*	*Peter Staab*	*Terrace 4*
	Carcassonne H1/4	3	B	HMWG	1	Jennifer Visocnik	Ballroom B
	Labyrinth R1/5	1	B	SE	2 ↻	Jeff Finkeldey	Lampeter
	Medici H2/3	1	C	HMW	1	Jeff Cornett	Ballroom B
	Paydirt H1/2 AFC	3	B	HMSE	2 ↻	Harry Flawd	Cornwall
15	*Churchill P1/1*	-	-	*Preview*	*2*	*Mark Herman*	*Terrace 4*
	Ethics in Gaming, Part 6	**-**	**-**	***Seminar***	***1***	***Joel Tamburo***	***Hopewell***
	Five Tribes D1/2	*1*	*B*	*Demo*	*1*	*Jason Levine*	*Terrace 1*
	Formula Motor Racing D1/1	-	*B*	*Demo*	*1*	*Chris LeFevre*	*Terrace 6*
	Kremlin D1/1	-	*B*	*Demo*	*1*	*Steve Cuccaro*	*Terrace 5*
	Mage Wars D3/4	-	*B*	*Demo*	*1*	*Tom Cannon*	*Terrace 2*
	Agricola H1/3	5	A	HMWG	3	Rob Murray	Heritage
	Auction H3/3	2	B	HWO	1	Bruce Reiff	Strasburg
	Brawling Battleship Steel H1/3	1	B	HMWG	3	Jarett Weintraub	Lampeter
	Pirate's Cove H2/4	5	B	HMW	2	Jason Fisher	Marietta
	Ra; The Dice Game H1/4	3	C	HSW	1	Scott Buckwalter	Paradise
16	*C&C World War I P1/3*	-	-	*Preview*	*1*	*Richard Borg*	*Terrace 2*
	History of the World D1/1	*1*	*B*	*Demo*	*1*	*Don Del Grande*	*Terrace 7*
	Sergeants Miniatures Game D1/1	-	*B*	*Demo*	*1*	*Rob Belli*	*Terrace 3*
	Titan; The Arena D1/1	-	*B*	*Demo*	*1*	*Greg Crowe*	*Terrace 1*
	Formula Motor Racing H2/3	4	B	HMW	2	Chris LeFevre	Ballroom B
	Galaxy Trucker H2/3	1	B	HMWG	2	David Finberg	Paradise
	Kremlin H3/4	3	B	HMWG	3	Steve Cuccaro	Limerock
	Lords of Waterdeep H2/3	1	B	HMWG	2	Robert St. Pierre	Ballroom B
	Russian Railroads H2/2	1	B	HMW	2	Tom DeMarco	Marietta
	Auction SF	**2**	**A**	**SE**	**1**	**Bruce Reiff**	**Strasburg**
17	*Alhambra D1/1*	-	*B*	*Demo*	*1*	*Debbie Gutermuth*	*Terrace 1*
	Egizia D1/1	-	*B*	*Demo*	*1*	*Andrew Emerick*	*Terrace 3*
	El Grande D1/1	-	*B*	*Demo*	*1*	*Rob Flowers*	*Terrace 5*
	Football Strategy D1/1	-	*B*	*Demo*	*1*	*Bert Schoose*	*Terrace 2*
	Princes of Florence D1/1	-	*B*	*Demo*	*1*	*Eric Brosius*	*Terrace 6*
	Republic of Rome D1/1	-	*B*	*Demo*	*1*	*Frank McNally*	*Terrace 7*
	Russia Besieged D1/1	-	*B*	*Demo*	*1*	*Rob Beyma*	*Terrace 4*
	Titan; The Arena H1/3	3	B	HMW	1	Greg Crowe	Marrieta
18	JP HeroScape	I	C	Junior SE	I ↻	Frank Sinigaglio	Vista CD
	Atlantic Storm D1/1	-	*B*	*Demo*	*1*	*Ben Knight*	*Terrace 4*
	Mage Wars D4/4	-	*B*	*Demo*	*1*	*Tom Cannon*	*Terrace 2*
	Alhambra H1/2	4	B	HMW	2	Debbie Gutermuth	Marietta

Wednesday – August 5 (requires "ALL", "Week" or "Wednesday" badge)

	Event		Class	Format		GM	
18 *con't*	Egizia H2/2	3	B	HMWG	2	Andrew Emerick	Wheatland
	El Grande H2/3	3	B	HMWG	2	Rob Flowers	Ballroom B
	Football Strategy H2/2	2	B	HMSE	2	Bert Schoose	Cornwall
	History of the World H2/2	6	B	HMWG	6	Don Del Grande	Kinderhook
	Napoleonic Wars H2/3	5	B	HMWG	6	Gareth Williams	Lampeter
	Rail Baron H1/3	5	B	HSW	5	Chuck Foster	Wheatland
	Republic of Rome H1/2	1	B	HMWG	6	Frank McNally	Lampeter
	Santa Fe Rails H3/3	2	B	HMWG	2	Rob Kircher	Paradise
	Sergeants Miniatures Game H1/4	1	B	HMWG	2	Rob Belli	Lampeter

Wednesday's Dinner Special • 5-9 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
China Dragon ~ General Tso's Chicken or Beef Teriyaki with fried rice, lo-mein noodles & egg roll.

19	*Hammer of the Scots D1/1*	-	*B*	*Demo*	*1*	*Randall MacInnis*	*Terrace 3*
	Ticket to Ride D1/1	-	*B*	*Demo*	*1*	*Claire Brosius*	*Terrace 5*
	Atlantic Storm H2/4	4	B	HWO	2	Ben Knight	Ballroom B
	Russia Besieged Mulligan	1	B	SEM	5	Rob Beyma	Conestoga 3
	Formula De F	**4**	**A**	**SE**	**3**	**Jason Levine**	**Ballroom A**
20	*Castles of Burgundy D1/1*	-	*B*	*Demo*	*1*	*Barbara Flaxington*	*Terrace 5*
	Galaxy D2/2	-	*B*	*Demo*	*1*	*Mark Mitchell*	*Terrace 3*
	Kaiser's Pirates D1/2	-	*B*	*Demo*	*1*	*Tim Rogers*	*Terrace 1*
	Splendor D1/1	-	*B*	*Demo*	*1*	*Sara Vanderwal*	*Terrace 4*
	Brass H2/3	3	B	HMWG	3	Ed Kendrick	Limerock
	Catan; Cities & Knights H1/3	3	B	HMWG	3	Christopher Gnech	Paradise
	Leaping Lemmings H2/3	1	B	HSW	2	Rick Young	Ballroom B
	Lost Cities H2/4	3	B	HMW	1	Ivan Lawson	Marietta
	Monsters Menace America H1/4	1	C	HMWG	2	Mark Love	Strasburg
	Tzolk'in H3/3	3	B	HMWG	2	Chrisopher Yaure	Heritage
	Egizia SF	**3**	**A**	**SE**	**2**	**Andrew Emerick**	**Wheatland**
21	Galaxy H2/3	1	B	HMWG	2	Mark Mitchell	Ballroom A
	Splendor H1/3	1	B	HMWG	1	Sara Vanderwal	Marietta
	Star Wars Minis H2/4	1	B	SwEl	4	Frank Sinigaglio	Conestoga 2
	Star Wars; Queen's Gambit H2/3	3	A	SwEl	2	Buddy Sinigaglio	Conestoga 2
22	*RattleBones D2/3*	-	*B*	*Demo*	*1*	*Andrew Drummond*	*Terrace 5*
	Ace of Aces H2/4	1	B	SwEl	2	Daniel Lawall	Hopewell
	Castles of Burgundy H2/2	3	B	HMWG	3	Barbara Flaxington	Heritage
	Ingenius H2/3	3	B	HMWG	< 1	Max DuBoff	Ballroom A
	Princes of Florence H1/2	3	B	HMWG	2	Eric Brosius	Wheatland
23	Can't Stop R1/4	3	C	SE	< 1	Mary Ellen Powers	Ballroom B
	Ivanhoe H2/3	3	B	HMWG	1	Brian Mongold	Marietta

OPEN GAMING ETIQUETTE: Red-capped Open Gaming monitors are on duty in the Showroom from 9 AM - Midnight to assist you. Please obey them.

- Open Gaming occurs in the Showroom Monday through Sunday and in Ballrooms A & B on Tuesday only until 5 PM. Overflow round tables are available in the Expo Center from Wednesday through Saturday. There is *NO* Open Gaming allowed during the Pre-Con.
- Open Gaming requires a visible, current WBC badge at all times.
- Saving tables or soliciting sales (including commercial signage) is not allowed. Tables are for playing games—not storage or display.
- A "parking ticket" will be issued to any occupied table where gaming is not taking place. If the offense is still present one hour later, the contents will be "towed" to Lost & Found in New Holland. We assume no liability for disorganized or missing components of "towed" games.

Thursday – August 6 (requires "ALL," "Week" or "Thursday" badge; "Centurion" shirt day)

	Event	Class		Format		GM	
8-20	*Registration & Prizes*	-	-	*Sign-In*	*12*	*Charles Kibler*	*New Holland*
9-24	*Open Gaming & Library*	-	-	-	*15*	*Dan Hoffman*	*Showroom*
9	JD Igloo Pop	I	C	Junior SE	I ❍	Jason Levine	Vista CD
	Puerto Rico D1/1	-	*B*	*Demo*	*1*	*Richard Shay*	*Terrace 3*
	Atlantic Storm H3/4	4	B	HWO	2	Ben Knight	Ballroom B
	B-17 R1/3	6	A	Swiss	3 ❍	Dave Terry	Paradise
	C&C Ancients R1/4	3	A	SwEl	4 [3]/2 ❍	Andy Lewis	Conestoga 2
	El Grande H1/3	3	B	HMWG	2	Rob Flowers	Ballroom B
	Fire in the Lake H1/2	1	A	HMWG	4	Eric Guttag	Conestoga 3
	Formula Motor Racing H3/3	4	B	HMW	2	Chris LeFevre	Wheatland
	Hammer of the Scots R1/5	3	B	SwEl	3 ❍	Randall MacInnis	Lampeter
	Le Havre H2/2	3	B	HMW	3	Kenneth Horan	Limerock
	Manifest Destiny H2/2	1	B	HMW	4	Jeff Mullet	Strasburg
	Mage Wars H1/4	1	B	HMWG	2	Tom Cannon	Lampeter
	Ra; The Dice Game H2/4	3	C	HSW	1	Scott Buckwalter	Heritage
	Russia Besieged R1/4	1	B	SE	5 ❍	Rob Beyma	Lampeter
	Stone Age H2/3	6	B	HWO	2	Peter Staab	Marietta
9-19	Superstar Baseball H2/3 FF	3	B	SwEl	1/game	Bill Beckman	Cornwall
	Twilight Imperium H1/2	1	A	HSW	5	Michael Buccheri	Kinderhook
	Up Front R1/8	3	A	SwEl	2 ❍	Jim Burnett	Lampeter
	War At Sea R1/8	4	A	SwEl	2 ❍	Vince Meconi	Lampeter
	Empire Builder SF/F	**6**	**A**	**SE**	**4 ❍**	**Bob Stribula**	**Wheatland**
	Great Campaigns ACW QF/SF	**1**	**A**	**SE**	**4/5 ❍**	**Ed Beach**	**Laurel Grove**
	Santa Fe Rails SF/F	**2**	**A**	**SE**	**2 ❍**	**Rob Kircher**	**Cornwall**
	Tzolk'in SF/F	**3**	**A**	**SE**	**2 ❍**	**Chrisopher Yaure**	**Wheatland**
10	*Berlin Airlift Preview I/I*	-	-	*Preview*	*2*	*John Poniske*	*Terrace 3*
	7 Wonders D1/1	-	*B*	*Demo*	*1*	*Nick Ferris*	*Terrace 7*
	Adel Verpflichtet D1/1	-	*B*	*Demo*	*1*	*John Pack*	*Terrace 4*
	Evolution D1/2	-	*B*	*Demo*	*1*	*Luke Warren*	*Terrace 2*
	Napoleonic Wars D1/1	-	*B*	*Demo*	*1*	*Gareth Williams*	*Terrace 5*
	Britannia H3/3	4	B	HSW	5	James Jordan	Lampeter
11	*Battles of Am. Revolution D1/1*	-	*B*	*Demo*	*1*	*Mark Miklos*	*Terrace 2*
	JD Fill the Barn	I	C	Junior SE	I ❍	Charlie Hoopes	Vista CD
	Amun Re H3/3	3	B	HMWG	2	Greg Thatcher	Ballroom B
	Evolution H1/4	1	B	HMWG	2	Luke Warren	Marietta
	Five Tribes H1/3	1	B	HMWG	2	Jason Levine	Ballroom B
	Mage Wars H2/4	1	B	HMWG	2	Tom Cannon	Lampeter
	Thurn & Taxis H3/3	4	B	HWO	2	Andy Latto	Heritage
12	*Game Trademark & Copyright Law*	-	-	*Seminar*	*2*	*Anthony M. Verna III*	*Hopewell*
	Napoleonic Wars H3/3	5	B	HMWG	6	Gareth Williams	Lampeter
	Sergeants Miniatures Game H2/4	1	B	HMWG	2	Rob Belli	Lampeter
	Formula Motor Racing SF/F	**4**	**B**	**SE**	**2 ❍**	**Chris LeFevre**	**Wheatland**
13	*Fathom P1/1*	-	-	*Preview*	*2*	*John Riston*	*Terrace 6*
	East India Company D1/2	-	-	*Preview*	*2*	*Paul Owen*	*Terrace 4*
	Middle Earth P1/1	-	-	*Preview*	*3*	*Nathan White*	*Terrace 5*
	Speed Circuit D1/1	-	*B*	*Demo*	*1*	*Chris Long*	*Terrace 2*
	7 Wonders R1/4	4	B	SwEl	1 ❍	Nick Ferris	Ballroom B
	Adel Verpflichtet H2/4	1	C	HSW	2 [2]	Tom DeMarco	Wheatland
	Battles of Am. Revolution Mulligan	4	B	SEM	3	Mark Miklos	Conestoga 3

Thursday's Lunch Special • 11-2 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
Wrap Works ~ Made-to-order Wrap Sandwiches and loaded Sidewinder Fries.

Thursday – August 6 (requires "ALL," "Week" or "Thursday" badge; "Centurion" shirt day)

	Event		Class	Format		GM	
13 *con't*	Dune H2/3	4	A	HMWG	5	Brad Johnson	Wheatland
	Euphrat & Tigris H1/2	2	B	HSW	2	Craig Moffitt	Limerock
	Saint Petersburg H3/3	4	B	HMWG	2	Amy Rule	Marietta
	El Grande SF/F	**3**	**A**	**SE**	**2**	**Rob Flowers**	**Strasburg**
14	JP Lost Cities	1	C	Junior SE	1	Jarett Weintraub	Vista CD
	Memoir; Disaster at Dieppe 1/1	-	-	*MP Game*	*4*	*Sam Edelston*	*Terrace 2*
	For The People D1/1	-	*B*	*Demo*	*1*	*Mark Herman*	*Terrace 1*
	Kanban: Auto Revolution D1/1	-	*B*	*Demo*	*1*	*Jason Levine*	*Terrace 6*
	Small World D1/1	-	*B*	*Demo*	*1*	*Madison Sites*	*Terrace 3*
	Ace of Aces H3/4	1	B	SwEl	2	Daniel Lawall	Hopewell
	Dominant Species H2/3	3	B	HSW	4	Dave Long	Kinderhook
	Mage Wars H3/4	1	B	HMWG	2	Tom Cannon	Lampeter
	Manifest Destiny F	**1**	**A**	**SE**	**4**	**Jeff Mullet**	**Kinderhook**
15	*Black Eagles Preview 1/1*	-	-	*Preview*	*2*	*John Poniske*	*Terrace 7*
	Call of the West P1/1	-	-	*Preview*	*2*	*Ben Knight*	*Terrace 3*
	Evolution H2/4	1	B	HMWG	2	Luke Warren	Marietta
	For The People R1/5	4	B	SE	4	Mark Herman	Lampeter
	Kanban: Auto Revolution H1/2	1	B	HMWG	3	Jason Levine	Limerock
	Small World H1/4	3	B	HWO	2	Madison Sites	Heritage
	Vegas Showdown H3/3	3	B	HMWG	2	Eric Freeman	Ballroom B
16	*C&C World War I P2/3*	-	-	*Preview*	*1*	*Will Townshend*	*Terrace 4*
	Designing Multi-Player Games	**-**	**-**	***Seminar***	**2**	***Dr. Lew Pulsipher***	***Hopewell***
	Battles of Am. Revolution R1/6	4	B	SE	4	Mark Miklos	Lampeter
	Galaxy Trucker H3/3	1	B	HMWG	2	David Finberg	Ballroom B
	Mage Wars H4/4	1	B	HMWG	2	Tom Cannon	Lampeter
	Sergeants Miniatures Game H3/4	1	B	HMWG	2	Rob Belli	Lampeter
	Speed Circuit H1/3	3	B	SwEl	4	Chris Long	Conestoga 3
	Le Havre SF	**3**	**A**	**SE**	**3**	**Kenneth Horan**	**Strasburg**
17	*Twilight Struggle D1/1*	-	*B*	*Demo*	*1*	*George Young*	*Terrace 1*
	Lords of Waterdeep H3/3	1	B	HMWG	2	Robert St. Pierre	Heritage
	Puerto Rico H1/3	4	B	HMW	2	Richard Shay	Marietta
	Ra H3/4	5	B	HMWG	2	Steve Scott	Ballroom B
18	*Navegador D1/1*	-	*B*	*Demo*	*1*	*Anni Foasberg*	*Terrace 3*
	Stockcar Championship Racing D1/3	-	*B*	*Demo*	*1*	*Michael Garton*	*Terrace 4*
	Air Baron H3/4	4	B	HMW	3	Max Jamelli	Limerock
	Galaxy H3/3	1	B	HMWG	2	Mark Mitchell	Cornwall
	Rail Baron H2/3	5	B	HSW	5	Chuck Foster	Wheatland
	Republic of Rome H2/2	1	B	HMWG	6	Frank McNally	Lampeter
	Twilight Imperium H2/2	1	A	HSW	5	Michael Buccheri	Wheatland
	History of the World SF	**6**	**A**	**SE**	**6**	**Don Del Grande**	**Lampeter**
	Wellington SF	**1**	**A**	**SE**	**5**	**Patrick Duffy**	**Wheatland**

Thursday's Dinner Special • 5-9 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
Pasta-Factory ~ Assorted Pastas & Sauces,
freshly-baked lasagna & bread sticks.

19	*Five Tribes D2/2*	-	*B*	*Demo*	*1*	*Jason Levine*	*Terrace 1*
	JP Trains, Planes & Automobiles	1	C	Junior SE	1	Paul Owen	Vista CD
	Monsters Menace America D1/2	-	*B*	*Demo*	*1*	*Mark Love*	*Terrace 5*
	Washington's War D1/1	-	*B*	*Demo*	*1*	*Keith Wixson*	*Terrace 4*
	Agricola H2/3	5	A	HMWG	3	Rob Murray	Heritage
	Brawling Battleship Steel H2/3	1	B	HMWG	3	Jarett Weintraub	Strasburg
	Here I Stand H2/2	5	B	HMWG	6	Justin Rice	Kinderhook
	Navegador H1/3	3	B	HMW	2	Anni Foasberg	Marietta

Thursday – August 6 (requires "ALL," "Week" or "Thursday" badge; "Centurion" shirt day)

	Event		Class	Format		GM	
	Stockcar Championship Racing H1/3	3	B	HSW	2	Michael Garton	Marietta
	Ticket to Ride H1/3	6	B	HMWG	2	Claire Brosius	Ballroom B
	Vegas Showdown SF	**3**	**A**	**SE**	**2**	**Eric Freeman**	**Wheatland**
20	*Convention: The WBC Edition P2/2*	-	-	*Preview*	*2*	*Bryan Collars*	*Terrace 6*
	Conquest of Paradise D1/1	-	*B*	*Demo*	*1*	*Kevin McPartland*	*Terrace 4*
	Dominion D1/1	-	*B*	*Demo*	*1*	*Nick Ferris*	*Terrace 3*
	Memoir '44 D1/1	-	*B*	*Demo*	*1*	*Sam Edelston*	*Terrace 2*
	Roll For the Galaxy D2/2	-	*B*	*Demo*	*1*	*Jason Levine*	*Terrace 1*
	Monsters Menace America H2/4	1	C	HMWG	2	Mark Love	Cornwall
	Star Wars; Queen's Gambit H3/3	3	A	SwEl	2	Buddy Sinigaglio	Conestoga 2
	Star Wars Minis H3/4	1	B	SwEl	4	Frank Sinigaglio	Conestoga 2
21	*Power Grid D1/1*	-	*B*	*Demo*	*1*	*Kevin Broh-Kahn*	*Terrace 1*
	Conquest of Paradise H1/3	3	B	HSW	3	Kevin McPartland	Conestoga 3
	Dominion R1/4	4	B	SE	2 [2]	Nick Ferris	Ballroom B
	Five Tribes H2/3	1	B	HMWG	2	Jason Levine	Marietta
	Memoir '44 Mulligan	3	B	SEM	2	Sam Edelston	Paradise
	Amun Re SF	**3**	**A**	**SE**	**2**	**Greg Thatcher**	**Limerock**
22	*Pro Golf D1/1*	-	*B*	*Demo*	*1*	*Rob Drozd*	*Terrace 2*
	RattleBones D3/3	-	*B*	*Demo*	*1*	*Andrew Drummond*	*Terrace 5*
	Ingenius H3/3	3	B	HMWG	< 1	Max DuBoff	Marietta
	Power Grid H2/3	5	B	HMWG	3	Kevin Broh-Kahn	Heritage
	Saint Petersburg SF	**4**	**A**	**SE**	**2**	**Amy Rule**	**Strasburg**
23	Gangsters H2/3	3	B	HSW	3	John Pack	Limerock
	Ivanhoe H3/3	3	B	HMWG	1	Brian Mongold	Wheatland
	Pirate's Cove H3/4	5	B	HMW	2	Jason Fisher	Marietta
	Pro Golf R1/2	1	B	SE	1 ↺	Bruce Monnin	Hopewell
	RattleBones R1/3	1	B	SE	< 1 ↺	Andrew Drummond	Ballroom B
	Roll For the Galaxy H2/4	1	B	HMWG	1	Jason Levine	Ballroom B
	Titan; The Arena H2/3	3	B	HMW	1	Greg Crowe	Paradise
	Yspahan H2/3	1	B	HMWG	1	Christopher Yaure	Cornwall
	Egizia F	**3**	**A**	**SE**	**2**	**Andrew Emerick**	**Laurel Grove**

No More Magic Box…

Gone are the days of waiting for the Magic Box to appear on the Front Desk of the Host signaling the rush to make reservations for the next WBC. As detailed starting on page 34, Seven Springs will commence taking reservations for 2016 shortly after WBC 2015 ends. The Group Code for reservations will appear on our website and in our next newsletter in plenty of time for everyone to secure the lodging of their choice. However, reservations will only be taken for stays of five or more days at first. Commencing Feb. 1, 2016, reservations will be taken for four or more days. On May 15, 2016, reservations will open for shorter durations.

There will be a one-day deposit required for each reservation. Reservations can be cancelled or transferred to another person up to 60 days prior to the event but there will be a $75 fee for any such cancellation or transfer thereafter. There is no fee for lengthening a reservation, but cancelling any portion of a reservation will result in forfeiture of the deposit. The hotel will rebate $10 per day for any stay of six days or longer in a standard hotel room (one rebate per room). Said rebate will not apply to suites, condos, chalets or cabins and will be applicable only to Sustaining or higher level members of the BPA. Consequently, you should be sure to pre-register at the Sustaining level or above by June 30, 2016 in order to secure this rebate. Walkon admissions or memberships received after this date will not be eligible for this rate reduction.

Those interested in the childcare provisions described on page 36 should be sure to indicate such to us at **CD@boardgamers.org**. While not a commitment, the facilities will not be booked if insufficient interest is expressed in advance.

Friday, August 7 (requires "ALL", "WEEK" or "Friday" badge; Wear your "Team" shirt day)

	Event	Class		Format		GM	
8-20	*Registration & Prizes*	-	-	*Sign-In*	*12*	*Charles Kibler*	*New Holland*
9-24	*Open Gaming & Library*	-	-	-	*15*	*Dan Hoffman*	*Showroom*
9	JR Blokus	1	C	Junior SE	1	Daniel Broh-Kahn	Vista CD
	Convention Director Workshop	-	-	***Seminar***	***1***	***Eric Engelmann***	***Hopewell***
	Empire of the Sun D1/1	-	B	*Demo*	*1*	*Mark Herman*	*Terrace 4*
	Evolution D2/2	-	B	*Demo*	*1*	*Luke Warren*	*Terrace 2*
	Victory in Europe D1/1	-	B	*Demo*	*1*	*Ron Draker*	*Terrace 1*
	Air Baron H4/4	4	B	HMW	3	Max Jamelli	Limerock
	Brass H3/3	3	B	HMWG	3	Ed Kendrick	Strasburg
	Carcassonne H2/4	3	B	HMWG	1	Jennifer Visocnik	Marietta
	Circus Maximus H2/2	5	B	HWO	4	John Jacoby	Conestoga 3
	Dune H3/3	4	A	HMWG	5	Brad Johnson	Wheatland
	Five Tribes H3/3	1	B	HMWG	2	Jason Levine	Ballroom B
	March Madness H3/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Memoir '44 R1/6	3	B	SE	2	Sam Edelston	Paradise
	Ra H4/4	5	B	HMWG	2	Steve Scott	Ballroom B
	Rail Baron H3/3	5	B	HSW	5	Chuck Foster	Wheatland
	Star Wars Minis H4/4	1	B	SwEl	4	Frank Sinigaglio	Conestoga 2
9-19	Superstar Baseball H3/3 FF	3	B	SwEl	1/game	Bill Beckman	Cornwall
	Twilight Struggle R1/6	4	B	Swiss	3	George Young	Lampeter
	Win, Place & Show H3/4	1	B	HWO	3	Jim Burnett	Wheatland
	Advanced Civilization F	**6**	**A**	**SE**	**8**	**Kevin Youells**	**Kinderhook**
	Global Mogul SF	**1**	**A**	**SE**	**3**	**Bill Crenshaw**	**Laurel Grove**
	Here I Stand SF	**5**	**A**	**SE**	**6**	**Justin Rice**	**Kinderhook**
	Thurn & Taxis QF/SF/F	**4**	**A**	**SE**	**2**	**Andy Latto**	**Heritage**
	Titan SF	**5**	**A**	**SE**	**8**	**Bruno Wolff**	**Lampeter**
	Twilight Imperium F	**1**	**A**	**SE**	**10**	**Michael Buccheri**	**Wheatland**
	Vegas Showdown F	**3**	**A**	**SE**	**2**	**Eric Freeman**	**Heritage**
10	*Vendors Area Opens*	-	-	*Sales*	*8*	*Vendors*	*Ballroom A*
	Banana Wars Preview 1/1	-	-	*Preview*	*2*	*John Poniske*	*Terrace 3*
	Kaiser's Pirates D2/2	-	B	*Demo*	*1*	*Tim Rogers*	*Terrace 1*
	Brawling Battleship Steel H3/3	1	B	HMWG	3	Jarett Weintraub	Lampeter
	Empire of the Sun R1/5	3	B	SE	4	Mark Herman	Lampeter
	Evolution H3/4	1	B	HMWG	2	Luke Warren	Marietta
	Victory in Europe R1/5	1	B	SwEl	3	Ron Draker	Lampeter
11	*Memoir; Forgotten Battle 1/1*	-	-	*MP Game*	*4*	*Sam Edelston*	*Terrace 2*
	If Gamers Ran the World	-	-	***Seminar***	***1***	***Nicky Palmer***	***Hopewell***
	JR Trans America	1	C	Junior SE	1	Daniel Broh-Kahn	Vista CD
	Atlantic Storm H4/4	4	B	HWO	2	Ben Knight	Ballroom B
	Princes of Florence H2/2	3	B	HMWG	2	Eric Brosius	Ballroom B
	Roll For the Galaxy H3/4	1	B	HMWG	1	Jason Levine	Ballroom B
12	Agricola H3/3	5	A	HMWG	3	Rob Murray	Heritage
	Splendor H2/3	1	B	HMWG	1	Sara Vanderwal	Marietta
	Amun Re F	**3**	**A**	**SE**	**2**	**Greg Thatcher**	**Laurel Grove**
	Automobile SF/F	**3**	**A**	**SE**	**3**	**Andrew Maly**	**Limerock**
	Castles of Burgundy SF/F	**3**	**A**	**SE**	**3**	**Barbara Flaxington**	**Strasburg**
	Star Wars; Queen's Gambit R2/5	**3**	**A**	**SE**	**2**	**Buddy Sinigaglio**	**Conestoga 2**
	Wellington F	**1**	**A**	**SE**	**5**	**Patrick Duffy**	**Wheatland**

Friday's Lunch Special • 11-2 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)

Peppers ~ Made-to-order Steak or Chicken Burritos

13	*Hunters D1/1*	-	B	*Demo*	*1*	*Gregory M. Smith*	*Terrace 3*
	Kaiser's Pirates H1/3	1	B	HMWG	2	Tim Rogers	Lampeter
	Merchant of Venus H3/3	4	B	HMWG	3	Richard Irving	Marietta
	Paydirt Draft NFC	-	B	Draft	1	Harry Flawd	Hopewell

Friday, August 7 (requires "ALL", "WEEK" or "Friday" badge; Wear your "Team" shirt day)

	Event		Class	Format		GM	
13 ***con't***	Ticket to Ride H2/3	6	B	HMWG	2	Claire Brosius	Ballroom B
	Britannia SF	**4**	**A**	**SE**	**5**	**James Jordan**	**Lampeter**
	Dominion R2/4 QF	**4**	**A**	**SE**	**2 [2]**	**Nick Ferris**	**Marietta**
14	*Lords of Baseball P1/1*	-	-	*Preview*	*2*	*Max Jamelli*	*Terrace 5*
	Using Kickstarter	**-**	**-**	***Seminar***	***1***	***Jeff Billings***	***Hopewell***
	JR Formula Motor Racing	1	C	Junior SE	1	Adam Wojtaszczyk	Vista CD
	Catan; Cities & Knights D1/1	-	*B*	*Demo*	*1*	*Christopher Gnech*	*Terrace 7*
	Race For the Galaxy D1/1	-	*B*	*Demo*	*1*	*Rob Renaud*	*Terrace 1*
	Stockcar Championship Racing D2/3	-	*B*	*Demo*	*1*	*Michael Garton*	*Terrace 4*
	Hunters R1/1	1	B	SE	3	Gregory M. Smith	Conestoga 3
	Paydirt H2/2 NFC	3	B	HMSE	2	Harry Flawd	Cornwall
15	*Lincoln's War P1/1*	-	-	*Preview*	*2*	*John Poniske*	*Terrace 2*
	Catan; Cities & Knights H2/3	3	B	HMWG	3	Christopher Gnech	Wheatland
	Conquest of Paradise H2/3	3	B	HSW	3	Kevin McPartland	Lampeter
	Evolution H4/4	1	B	HMWG	2	Luke Warren	Marietta
	Power Grid H3/3	5	B	HMWG	3	Kevin Broh-Kahn	Heritage
	Race For the Galaxy H3/4	1	B	HMWG	1	Rob Renaud	Paradise
	Stockcar Championship Racing H2/3	3	B	HSW	2	Michael Garton	Marietta
	Stone Age H3/3	6	B	HWO	2	Peter Staab	Ballroom B
	Five Tribes SF	**1**	**A**	**HMWG**	**2**	**Jason Levine**	**Limerock**
	Le Havre F	**3**	**A**	**SE**	**3**	**Kenneth Horan**	**Laurel Grove**
16	*Enemy In Sight D1/1*	-	*B*	*Demo*	*1*	*Matt Evinger*	*Terrace 6*
	C&C World War I P3/3	-	-	*Preview*	*1*	*Richard Borg*	*Terrace 3*
	Kaiser's Pirates H2/3	1	B	HMWG	2	Tim Rogers	Lampeter
	Race For the Galaxy H4/4	1	B	HMWG	1	Rob Renaud	Paradise
	Sergeants Miniatures Game H4/4	1	B	HMWG	2	Rob Belli	Lampeter
	Atlantic Storm SF/F	**4**	**A**	**SE**	**2**	**Ben Knight**	**Ballroom B**
	Bitter Woods SF/F	**4**	**A**	**SE**	**6**	**Tom Gregorio**	**Conestoga 1**
	Galaxy SF/F	**1**	**A**	**SE**	**2**	**Mark Mitchell**	**Strasburg**
	Rail Baron SF	**5**	**A**	**SE**	**5**	**Chuck Foster**	**Wheatland**
17	*Battle Cry D1/1*	-	*B*	*Demo*	*1*	*Peter Stein*	*Terrace 4*
	Castles of Mad King Ludwig D1/1	-	*B*	*Demo*	*1*	*John Corrado*	*Terrace 1*
	Conflict of Heroes D1/1	-	*B*	*Demo*	*1*	*Uwe Eickert*	*Terrace 3*
	Diplomacy D1/1	-	*B*	*Demo*	*1*	*Thomas Haver*	*Terrace 6*
	Ace of Aces H4/4	1	B	SwEl	2	Daniel Lawall	Hopewell
	Alhambra H2/2	4	B	HMW	2	Debbie Gutermuth	Marietta
	Enemy In Sight H2/3	3	B	HWO	3	Matt Evinger	Limerock
	Kanban: Auto Revolution H2/2	1	B	HMWG	3	Jason Levine	Ballroom B
	Small World H2/4	3	B	HWO	2	Madison Sites	Ballroom B
	Speed Circuit H2/3	3	B	SwEl	4	Chris Long	Conestoga 3
	Ra SF/F	**5**	**A**	**SE**	**2**	**Steve Scott**	**Ballroom B**

Friday's Dinner Special • 5-9 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
Dutch Country Pig ~ Hand-carved slow roasted Pig, BBQ Beef Brisket or Fried Chicken, with mashed potatoes, slaw & a biscuit

18	*Vendors Area Closes*	-	-	*Sales*	*8*	*Vendors*	*Ballroom A*
	JR Carcassonne	1	C	Junior SE	1	Rich Shipley	Vista CD
	Battleline D1/1	-	*B*	*Demo*	*1*	*Sean McCulloch*	*Terrace 4*
	Castles of Mad King Ludwig H1/3	1	B	HMWG	2	John Corrado	Paradise
	Conflict of Heroes Mulligan	1	B	SEM	2	Uwe Eickert	Conestoga 2
	Ra; The Dice Game H3/4	3	C	HSW	1	Scott Buckwalter	Heritage
	Galaxy Trucker SF	**1**	**A**	**SE**	**2**	**David Finberg**	**Strasburg**
	Napoleonic Wars SF	**5**	**A**	**SE**	**6**	**Gareth Williams**	**Lampeter**
	Republic of Rome F	**1**	**A**	**SE**	**6**	**Frank McNally**	**Lampeter**
	Saint Petersburg F	**4**	**A**	**SE**	**2**	**Amy Rule**	**Laurel Grove**

Friday, August 7 (requires "ALL", "WEEK" or "Friday" badge; Wear your "Team" shirt day)

	Event		Class	Format		GM	
19	*Monsters Menace America D2/2*	-	*B*	*Demo*	*1*	*Mark Love*	*Terrace 5*
	Storm Over Dien Bien Phu D1/1	-	*B*	*Demo*	*1*	*Andrew Maly*	*Terrace 2*
	Adel Verpflichtet H3/4	1	C	HSW	2 [2]	Gregory Crowe	Wheatland
	Battleline R1/4	1	B	SwEl	2/1	Sean McCulloch	Marietta
	Diplomacy R1/3	3	B	Swiss	4	Thomas Haver	Kinderhook
	Kaiser's Pirates H3/3	1	B	HMWG	2	Tim Rogers	Lampeter
	March Madness H4/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Medici H3/3	1	C	HMW	1	Jeff Cornett	Ballroom B
	War of the Ring R1/5	3	B	SE	5	Kevin Wojtaszczyk	Lampeter
	Ace of Aces F	**1**	**A**	**SE**	**1**	**Daniel Lawall**	**Hopewell**
	Alhambra SF/F	**4**	**A**	**SE**	**2**	**Debbie Gutermuth**	**Marietta**
	Sergeants Miniatures Game QF	**1**	**A**	**SE**	**2**	**Rob Belli**	**Lampeter**
20	Concordia H2/3	1	B	HMW	2	Craig Reece	Heritage
	Dominant Species H3/3	3	B	HSW	4	Dave Long	Lampeter
	Leaping Lemmings H3/3	1	B	HSW	2	Rick Young	Ballroom B
	Monsters Menace America H3/4	1	C	HMWG	2	Mark Love	Limerock
	Puerto Rico H2/3	4	B	HMW	2	Richard Shay	Ballroom B
	Storm Over Dien Bien Phu Mulligan	1	B	SEM	3	Andrew Maly	Conestoga 2
	Temporum H2/2	1	C	HWO	1	Jeremy Billones	Paradise
	Agricola SF	**5**	**A**	**SE**	**3**	**Rob Murray**	**Laurel Grove**
	Five Tribes F	**1**	**A**	**HMWG**	**2**	**Jason Levine**	**Limerock**
	Lords of Waterdeep SF/F	**1**	**A**	**SE**	**2**	**Robert St. Pierre**	**Strasburg**
	Medici SF/F	**1**	**A**	**SE**	**1**	**Jeff Cornett**	**Ballroom B**
21	*Settlers of Catan D1/1*	-	*B*	*Demo*	*1*	*Rich Shipley*	*Terrace 1*
	Carcassonne H3/4	3	B	HMWG	1	Jennifer Visocnik	Marietta
	Fire in the Lake H2/2	1	A	HMWG	4	Eric Guttag	Conestoga 3
	Robo Rally H3/3	5	B	HWO	3	Marc Houde	Wheatland
	Ingenius SF/F	**3**	**A**	**SE**	**<1**	**Max DuBoff**	**Marietta**
	Ivanhoe SF/F	**3**	**A**	**SE**	**1**	**Brian Mongold**	**Marietta**
	Race For the Galaxy SF/F	**1**	**A**	**SE**	**1**	**Rob Renaud**	**Marietta**
	Temporum SF/F	**1**	**A**	**SE**	**1**	**Jeremy Billones**	**Paradise**
22	*B-17 After Action Meeting*	*6*	*A*	*Meeting*	*1*	*Dave Terry*	*Hopewell*
	Cinque Terre SOG	-	*B*	*SOG*	*2*	*Marcy Morelli*	*Terrace 3*
	Acquire H3/3	3	B	SwEl	2	Cliff Ackman	Paradise
	House Divided Mulligan	1	B	SEM	3	Terry Coleman	Conestoga 2
	Navegador H2/3	3	B	HMW	2	Anni Foasberg	Heritage
	Princes of Florence SF	**3**	**A**	**SE**	**2**	**Eric Brosius**	**Limerock**
23	Liar's Dice R1/3	3	C	SE	<1	Jason Levine	Ballroom B
	Global Mogul F	**1**	**A**	**SE**	**3**	**Bill Crenshaw**	**Strasburg**

More PBeM GMs Needed!

The only limit to having more PBeM tournaments is GM's willing to run them. BPA PBeM Tournaments offer year-round competitive play for selected games, including ***Advanced Civilization, Amun Re, Bitter Woods, Breakout Normandy, For the People, Gettysburg '88, Here I Stand, Manifest Destiny, March Madness, Napoleonic Wars, Paths of Glory, Pro Golf, Speed Circuit, Stone Age, Twilight Struggle, Victory in the Pacific, War at Sea, Washington's War, and Wilderness War.***

Visit the BPA PBEM Tournament page at *abovethefields.com/top_pbem/* for more information.

See you next year in Seven Springs, PA on July 23-31, 2016!

Saturday, August 8 (requires "ALL", "WEEK" or "Saturday" badge; "Game Club" shirt day)

	Event		Class	Format		GM	
8-23	*Registration & Prizes*	-	-	*Sign-In*	*15*	*Charles Kibler*	*New Holland*
9-24	*Open Gaming & Library*	-	-	-	*15*	*Dan Hoffman*	*Showroom*
9	JR Can't Stop	1	C	Junior SE	1	James & Tom Parauda	Vista CD
	Stockcar Championship Racing D3/3	-	*B*	*Demo*	*1*	*Michael Garton*	*Terrace 4*
	Battle Cry R1/4	1	B	SwEl	4/1	Peter Stein	Paradise
	Castles of Mad King Ludwig H2/3	1	B	HMWG	2	John Corrado	Paradise
	Concordia H3/3	1	B	HMW	2	Craig Reece	Cornwall
	Conquest of Paradise H3/3	3	B	HSW	3	Kevin McPartland	Conestoga 3
	Lost Cities H3/4	3	B	HMW	1	Ivan Lawson	Marietta
	Monsters Menace America H4/4	1	C	HMWG	2	Mark Love	Strasburg
	Puerto Rico H3/3	4	B	HMW	2	Richard Shay	Heritage
	Roll For the Galaxy H4/4	1	B	HMWG	1	Jason Levine	Kinderhook
	Settlers of Catan R1/5	6	B	SwEl	2	Rich Shipley	Ballroom B
	Small World H3/4	3	B	HWO	2	Madison Sites	Ballroom B
	Storm Over Dien Bien Phu R1/5	1	B	SE	3	Andrew Maly	Lampeter
	Washington's War R1/7	6	B	SwEl	3	Keith Wixson	Lampeter
	Air Baron SF/F	**4**	**A**	**SE**	**3**	**Max Jamelli**	**Limerock**
	Dune F	**4**	**A**	**SE**	**8**	**Brad Johnson**	**Wheatland**
	Fire in the Lake SF	**1**	**A**	**SE**	**6**	**Eric Guttag**	**Conestoga 2**
	Gettysburg SF/F	**3**	**A**	**SE**	**4**	**Vince Meconi**	**Conestoga 1**
	Great Campaigns F	**1**	**A**	**SE**	**5**	**Ed Beach**	**Laurel Grove**
	Here I Stand F	**5**	**A**	**SE**	**10**	**Justin Rice**	**Wheatland**
	Merchant of Venus SF/F	**4**	**A**	**SE**	**3**	**Richard Irving**	**Conestoga 2**
	Panzerblitz SF/F	**3**	**A**	**SE**	**3**	**Rick Northey**	**Conestoga 1**
	Russian Campaign SF/F	**4**	**A**	**SE**	**5**	**Gary Dickson**	**Conestoga 1**
	Squad Leader SF/F	**3**	**A**	**SE**	**4**	**Peter Pollard**	**Conestoga 1**
	Stone Age QF/SF/F	**6**	**A**	**SE**	**2**	**Peter Staab**	**Wheatland**
	Titan F	**5**	**A**	**SE**	**8**	**Bruno Wolff**	**Lampeter**
10	*Vendors Area Opens*	-	-	*Sales*	*8*	*Vendors*	*Ballroom A*
	Memoir; Cadets of Saumur 1/1	-	-	*MP Game*	*4*	*Sam Edelston*	*Terrace 2*
	House Divided D1/1	-	*B*	*Demo*	*1*	*Terry Coleman*	*Terrace 1*
	Conflict of Heroes R1/5	1	B	SE	2	Uwe Eickert	Lampeter
	Diplomacy R2/3	3	B	Swiss	4	Thomas Haver	Kinderhook
	Stockcar Championship Racing H3/3	3	B	HSW	2	Michael Garton	Marietta
	Age of Renaissance F	**3**	**A**	**HMWG**	**6**	**Winton Lemoine**	**Lampeter**
	Kaiser's Pirates SF/F	**1**	**A**	**SE**	**2/4**	**Tim Rogers**	**Lampeter**
	Mage Wars R2/4	**1**	**A**	**SE**	**3/2**	**Tom Cannon**	**Lampeter**
	Waterloo SF/F	**4**	**A**	**SE**	**4**	**Martin Musella**	**Conestoga 1**
11	JR Apples to Apples	1	C	Junior SE	1	Joanna Melton	Vista CD
	Carcassonne H4/4	3	B	HMWG	1	Jennifer Visocnik	Heritage
	Castles of Mad King Ludwig H3/3	1	B	HMWG	2	John Corrado	Paradise
	House Divided R1/5	1	B	SE	3	Terry Coleman	Lampeter
	Concordia SF/F	**1**	**A**	**SE**	**2**	**Craig Reece**	**Cornwall**
	Evolution SF/F	**1**	**A**	**SE**	**2**	**Luke Warren**	**Marietta**
	Power Grid SF	**5**	**A**	**SE**	**3**	**Kevin Broh-Kahn**	**Strasburg**
12	Kremlin H4/4	3	B	HMWG	3	Steve Cuccaro	Limerock
	Ra; The Dice Game H4/4	3	C	HSW	1	Scott Buckwalter	Heritage
	Speed Circuit H3/3	3	B	SwEl	4	Chris Long	Conestoga 3
	Brawling Battleship Steel F	**1**	**A**	**SE**	**3**	**Jarett Weintraub**	**Conestoga 2**
	Conquest of Paradise SF/F	**3**	**A**	**SE**	**3**	**Kevin McPartland**	**Conestoga 2**
	Dominant Species SF/F	**3**	**A**	**SE**	**4**	**Dave Long**	**Lampeter**
	History of the World F	**6**	**A**	**SE**	**6**	**Don Del Grande**	**Wheatland**

Saturday's Lunch Special • 11-2 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)

Peppers ~ Made-to-order Steak or Chicken Burritos

Saturday, August 8 (requires "ALL", "WEEK" or "Saturday" badge; "Game Club" shirt day)

	Event		Class	Format		GM	
13	*Care & Feeding of a Game Group*	-	-	*Seminar*	*1*	*Jay Fox*	*Hopewell*
	Hope City P1/2	-	-	*Preview*	*2*	*Rob Mattox*	*Terrace 7*
	Navegador H3/3	3	B	HMW	2	Anni Foasberg	Marietta
	Small World H4/4	3	B	HWO	2	Madison Sites	Ballroom B
	Dominion SF/F	**4**	**A**	**SE**	**2 [2]**	**Nick Ferris**	**Cornwall**
	Star Wars Minis R2/4	**1**	**B**	**SE**	**4**	**Frank Sinigaglio**	**Conestoga 2**
14	*Memoir; Firefight at Neffe 1/1*	-	-	*MP Game*	*4*	*Sam Edelston*	*Terrace 2*
	JR Ticket to Ride	1	C	Junior SE	1	Matt Beach	Vista CD
	Gangsters H3/3	3	B	HSW	3	John Pack	Wheatland
	Titan; The Arena H3/3	3	B	HMW	1	Greg Crowe	Paradise
	Afrika Korps SF/F	**3**	**A**	**SE**	**4**	**Jonathan Lockwood**	**Conestoga 1**
	Brass SF/F	**3**	**A**	**SE**	**3**	**Ed Kendrick**	**Strasburg**
	Princes of Florence F	**3**	**A**	**SE**	**2**	**Eric Brosius**	**Wheatland**
	Sergeants Miniatures Game SF/F	**1**	**A**	**SE**	**2**	**Rob Belli**	**Lampeter**
15	*East India Company D2/2*	-	-	*Preview*	*2*	*Paul Owen*	*Terrace 4*
	Catan; Cities & Knights H3/3	3	B	HMWG	3	Christopher Gnech	Wheatland
	Ticket to Ride H3/3	6	B	HMWG	2	Claire Brosius	Ballroom B
	Kanban: Auto Revolution SF/F	**1**	**A**	**SE**	**3**	**Jason Levine**	**Limerock**
	Puerto Rico QF	**4**	**A**	**SE**	**2**	**Richard Shay**	**Marietta**
	Ra; The Dice Game QF/SF/F	**3**	**A**	**SE**	**1**	**Scott Buckwalter**	**Heritage**
16	*Euphrat & Tigris D1/1*	-	*B*	*Demo*	*1*	*Craig Moffitt*	*Terrace 1*
	Win, Place & Show H4/4	1	B	HWO	3	Jim Burnett	Cornwall
	Titan; The Arena SF/F	**3**	**A**	**SE**	**1**	**Greg Crowe**	**Heritage**
17	*Game Design: The Dopamin Hook*	-	-	*Seminar*	*1*	*Uwe Eickert*	*Hopewell*
	Naval War D1/1	-	*B*	*Demo*	*1*	*James Kramer*	*Terrace 6*
	Euphrat & Tigris H2/2	2	B	HSW	2	Craig Moffitt	Paradise
	Acquire SF/F	**3**	**A**	**SE**	**2**	**Cliff Ackman**	**Paradise**
	Gangsters SF/F	**3**	**A**	**SE**	**3**	**John Pack**	**Wheatland**
	Navegador SF/F	**3**	**A**	**SE**	**2**	**Anni Foasberg**	**Ballroom B**
	Rail Baron F	**5**	**A**	**SE**	**5**	**Chuck Foster**	**Wheatland**
	Robo Rally SF	**5**	**A**	**SE**	**3**	**Marc Houde**	**Ballroom B**
	Russian Railroads SF/F	**1**	**A**	**SE**	**2**	**Tom DeMarco**	**Ballroom B**
	Stockcar Championship Racing F	**3**	**A**	**SE**	**3**	**Michael Garton**	**Marietta**

Saturday's Dinner Special • 5-9 PM

Ballroom Foyer & Main Lobby (see also Chef's Marketplace on back cover)
Dutch Country Pig ~ Hand-carved slow roasted Pig, BBQ Beef Brisket or Fried Chicken, with mashed potatoes, slaw & a biscuit

18	*Vendors Area Closes*	-	-	*Sales*	*8*	*Vendors*	*Ballroom A*
	Yspahan D2/2	-	*B*	*Demo*	*1*	*Christopher Yaure*	*Terrace 1*
	Lost Cities H4/4	3	B	HMW	1	Ivan Lawson	Heritage
	Naval War R1/2	1	B	SE	3	James Kramer	Lampeter
	Catan; Cities & Knights SF/F	**3**	**A**	**SE**	**3**	**Christopher Gnech**	**Wheatland**
	Fire in the Lake F	**1**	**A**	**SE**	**6**	**Eric Guttag**	**Lampeter**
	Galaxy Trucker F	**1**	**A**	**SE**	**2**	**David Finberg**	**Ballroom B**
	Kremlin F	**3**	**A**	**SE**	**3**	**Steve Cuccaro**	**Limerock**
	Napoleonic Wars F	**5**	**A**	**SE**	**6**	**Gareth Williams**	**Lampeter**
	Small World SF/F	**3**	**A**	**SE**	**2**	**Madison Sites**	**Ballroom B**
	Wooden Ships & Iron Men SF/F	**3**	**A**	**SE**	**2**	**Tim Hitchings**	**Conestoga 1**

Help us determine next year's Sportsmanship and Hobby Service Award winners. If you noticed anyone going "above and beyond" to make this year's WBC a more pleasant experience for you or others, tell us about it! Send us the details at *CD@Boardgamers.org*. You could be nominating next year's winner! **Reward good behavior... report it.**

Saturday, August 8 (requires "ALL", "WEEK" or "Saturday" badge; "Game Club" shirt day)

	Event		Class	Format		GM	
19	JP Slapshot	1	C	Junior SE	1	Mark Yoshikawa	Vista CD
	Wits & Wagers Team Game 1/1	-	-	*MP Game*	*2*	*Luke Warren*	*Hopewell*
	Attack Sub D1/1	-	*B*	*Demo*	*1*	*Steven Caler*	*Terrace 1*
	Diplomacy R3/3	3	B	Swiss	4	Thomas Haver	Kinderhook
	Yspahan H3/3	1	B	HMWG	1	Christopher Yaure	Paradise
	Britannia F	**4**	**A**	**SE**	**5**	**James Jordan**	**Lampeter**
	Circus Maximus F	**5**	**A**	**SE**	**4**	**John Jacoby**	**Conestoga 3**
	Euphrat & Tigris SF/F	**2**	**A**	**SE**	**2**	**Craig Moffitt**	**Paradise**
	Win, Place & Show F	**1**	**A**	**SE**	**3**	**Jim Burnett**	**Cornwall**
20	*Memoir; D-Day Landings 1/1*	-	-	*MP Game*	*4*	*Sam Edelston*	*Terrace 1-4*
	Splendor H3/3	1	B	HMWG	1	Sara Vanderwal	Marietta
	War Stories R1/4	1	C	Swiss	1	Dirk Knemeyer	Conestoga 2
	Agricola F	**5**	**A**	**SE**	**3**	**Rob Murray**	**Laurel Grove**
	Football Strategy F	**2**	**A**	**SE**	**2**	**Bert Schoose**	**Laurel Grove**
	Leaping Lemmings SF/F	**1**	**A**	**SE**	**2**	**Rick Young**	**Strasburg**
	Lost Cities R2/6	**3**	**A**	**SC**	**1**	**Ivan Lawson**	**Heritage**
21	Facts in Five	3	C	Swiss	2	John Corrado	Hopewell
	Pirate's Cove H4/4	5	B	HMW	2	Jason Fisher	Marietta
	Power Grid F	**5**	**A**	**SE**	**3**	**Kevin Broh-Kahn**	**Laurel Grove**
22	**Carcassonne SF/F**	**3**	**A**	**SE**	**1**	**Jennifer Visocnik**	**Limerock**
23	*World At War R1/1*	*6*	*A*	*Meeting*	*1*	*Randy Scheers*	*Hopewell*
	Slapshot R1/3	4	C	SE	1	Sean McCulloch	Ballroom B
	Roll For the Galaxy SF	**1**	**A**	**SE**	**1**	**Jason Levine**	**Wheatland**

Sunday, August 9 (requires "ALL", "WEEK" or "Sunday" badge)

	Event		Class	Format		GM	
7	*Christian Religious Services*	-	-	*Meeting*	*1*	*Keith Hunsinger*	*Showroom*
8	*Armistice After Action*	-	-	*Meeting*	*1*	*Don Greenwood*	*Showroom*
8-14	*Registration & Prizes*	-	-	*Sign-In*	*6*	*Charles Kibler*	*New Holland*
9	*Trans America D1/1*	-	*B*	*Demo*	*1*	*Dave Bohnenberger*	*Terrace 1*
	Attack Sub R1/6	2	B	SwEl	1	Steven Caler	Lampeter
	Adel Verpflichtet H4/4	1	C	HSW	2 [2]	John Pack	Wheatland
	Enemy In Sight H3/3	3	B	HWO	3	Matt Evinger	Lampeter
	Auction F	**2**	**A**	**SE**	**1**	**Bruce Reiff**	**Strasburg**
	March Madness SF/F	**2**	**A**	**SE**	**1**	**Terry Coleman**	**Cornwall**
	Monsters Menace America SF/F	**1**	**A**	**SE**	**2**	**Mark Love**	**Strasburg**
	Paydirt F	**3**	**A**	**SE**	**2**	**Harry Flawd**	**Cornwall**
	Pirate's Cove SF/F	**5**	**A**	**SE**	**2**	**Jason Fisher**	**Marietta**
	Puerto Rico SF/F	**4**	**A**	**SE**	**2**	**Richard Shay**	**Marietta**
	Robo Rally F	**5**	**A**	**SE**	**4**	**Marc Houde**	**Ballroom B**
	Roll For the Galaxy F	**1**	**A**	**SE**	**1**	**Jason Levine**	**Wheatland**
	Speed Circuit F	**3**	**A**	**SE**	**4**	**Chris Long**	**Conestoga 3**
	Splendor SF/F	**1**	**A**	**SE**	**1**	**Sara Vanderwal**	**Marietta**
	Superstar Baseball QF/SF/F	**3**	**A**	**SE**	**1/game**	**Bill Beckman**	**Cornwall**
	Ticket to Ride QF/SF/F	**6**	**A**	**SE**	**2**	**Claire Brosius**	**Ballroom B**
	Wilderness War F	**3**	**A**	**SE**	**4**	**Keith Wixson**	**Lampeter**
	Yspahan SF/F	**1**	**A**	**SE**	**1**	**Christopher Yaure**	**Paradise**
10	*Vendors Area Opens*	-	-	*Sales*	*8*	*Vendors*	*Ballroom A*
	Hope City P2/2	-	-	*Preview*	*2*	*Rob Mattox*	*Terrace 7*
	Trans America R1/3	1	B	SE	1	Dave Bohnenberger	Paradise
	Castles of Mad King Ludwig SF/F	**1**	**A**	**SE**	**2**	**John Corrado**	**Marietta**
11	**Adel Verpflichtet SF/F**	**1**	**A**	**SE**	**2 [2]**	**John Pack**	**Wheatland**
12	**Enemy In Sight F**	**3**	**A**	**SE**	**3**	**Matt Evinger**	**Lampeter**

ALPHABETICAL TOURNAMENT LISTING: Class A events have a red code box, Class B events have a yellow code box. Class C events have a green code box. All demonstrations are in Paradise Terrace at the designated table (T).

7WS 7 WONDERS – GM: Nick Ferris; SwEl; Class B; 🎖 4; Demo: Th10 (T7); two continuous 1-hour rounds of 4-player games advance up to 50 to SE. Th13 @ Ballroom B.

775 1775 – GM: Larry Lingle; SwEl; Class B; 🎖 1; Demo: pcSa13 (T4); Rd 1/5 pcSa14 @ Marietta. Three continuous swiss rounds advance four to SE.

8XX 18XX – GM: Tom McCorry; HSW; Class B; 🎖 6; Demo: pcSa9 (T5); four 6-hour heats @ Limerock/Strasburg pcSa10, pcSa18, pcSu9, pcSu17. SF/F Mo9 @ Strasburg.

989 1989: DAWN OF FREEDOM – GM: Henry Richardson; Swiss; Class B; 🎖 3; Demo: Tu18 (T1); four continuous 3-hour rounds @ Ballroom A. We9.

AOA ACE OF ACES – GM: Dan Lawall; Free Form SwEl; Class B; 🎖 1; Demo: Mo16 (T2); four 2-hour "circus" heats @ Hopewell Mo17, We22, Th14 & Fr17 supplement free form scheduling for Round Robin Final Fr19 @ Hopewell.

ACQ ACQUIRE – GM: Cliff Ackman; SwEl; Class B; 🎖 3; Demo: Mo11 (T3); three 2-hour heats Mo12, Tu18 & Fr22; advance 16 to SF/F: Sa17. @ Paradise.

ADV ADEL VERPFLICHTET – GM: John Pack; HSW; Class C; Demo: Th10 (T4); 🎖 1; four 2-hour heats of two games Mo13 @ Ballroom B; Th13, Fr19 & Su9 @ Wheatland advance 25 to SF/F Su11. @ Wheatland.

ACV ADVANCED CIVILIZATION – GM: Kevin Youells; HSW; Class B; Demo: Mo17 & Tu17 (T6); 🎖 6; two 8-hour heats pcSu9 & We9 advance 8 to Fr9 Final. @ Kinderhook.

AFK AFRIKA KORPS – GM: Jon Lockwood; Free Form SwEl; Class B; 🎖 ; Demo: Tu22 (T2); Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa14 @ Conestoga 1.

AOR AGE OF RENAISSANCE – GM: Winton Lemoine; HMWG; Class A; 🎖 3; two 6-hour heats pcSa13 @ Kinderhook & We10 @ Lampeter advance 6 to Sa10 Final @ Lampeter.

AGR AGRICOLA – GM: Rob Murray; HMWG; Class A; 🎖 5; three 3-hour heats We15, Th19 & Fr12 @ Heritage advance 16 to Fr20 SF @ Laurel Grove & Sa20 Final @ Laurel Grove.

ABN AIR BARON – GM: Max Jamelli; HMW; Class B; 🎖 4; Demo: Mo19 (T4); four 3-hour heats Mo20, Tu18, Th18, & Fr9 advance 25 to Sa9 SF/F. @ Limerock.

ALH ALHAMBRA – GM: Debbie Gutermuth; HMW; Class B; 🎖 4; Demo: We17 (T1); two 2-hour heats We18 & Fr17 advance 25 to Fr19 SF/F. @ Marietta.

AMR AMUN RE – GM: Greg Thatcher; HMWG; Class B; 🎖 3; Demo: We10 (T1); three 2-hour heats Mo19 & We13 @ Paradise, Th11 @ Ballroom B advance 16 to SF Th21 @ Limerick & Final Fr12 @ Laurel Grove.

ACS ATLANTIC STORM – GM: Ben Knight; HWO; Class B; 🎖 4; Demo: We18 (T4); four 2-hour heats Tu18, We19, Th9 & Fr11 advance winners to Fr16 SF/F. @ Ballroom B.

ATS ATTACK SUB – GM: Steve Caler; SwEl; Class B; 🎖 2; Demo: Sa19 (T1); three 1-hour swiss rounds begin Su9 and advance 8 to SE. @ Lampeter.

AUC AUCTION – GM: Bruce Reiff; HWO; Class B; 🎖 2; Demo: Tu17 (T7); three 1-hour heats pcSu23 (Paradise), Tu18 & We15 (Strasburg) advance winners to We16 SF & Su9 Final @ Strasburg.

AUT AUTOMOBILE – GM: Andrew Maly; HMWG; Class B; 🎖 3; Demo: We10 (T6); two 3-hour heats Tu18 (Wheatland) & We11 (Limerock) advance 16 to Fr12 SF/F. @ Limerock.

A&A AXIS & ALLIES – GM: Joe Powell; SwEl; Class A; 🎖 3; three continuous 4-hour swiss rounds advance 4 to SF/F. pcSa13. @ Marietta.

B17 B-17 – GM: Dave Terry; Swiss; Class A; 🎖 6; three 3-hour continuous rounds Th9 @ Paradise. After Action Meeting with Awards Fr22 @ Hopewell.

BCY BATTLE CRY – GM: Peter Stein; SwEl; Class B; 🎖 1; Demo: Fr17 (T4); three continuous 1-hour games advance 8 to SE. Sa9 @ Paradise.

BAT BATTLELINE – GM: Sean McCulloch; SwEl; Class B; 🎖 1; Demo: Fr18 (T4); three continuous 1-hour games advance 12 to SE. Fr19 @ Marietta.

BAR BATTLES OF THE AMERICAN REVLUTION – GM: Mark Miklos; SEM; Class B; 🎖 4; Demo: Th11 (T2); Th13 Mulligan round advances winners to Rd 2 Th19. Continuous SE play commences Th16. @ Lampeter.

BWD BITTER WOODS – GM: Tom Gregorio; Free Form SwEl; Class B; 🎖 4; Demo: Mo10 (T2); Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Fr16 @ Conestoga 1.

BRS BRASS – GM: GM: Ed Kendrick; HMWG; Class B; 🎖 3; Demo: Tu20 (T7); three 3-hour heats Tu21& We20 @ Limerick & Fr9 @ Strasburg advance 16 to SF/F Sa14 @ Strasburg.

BBS BRAWLIN' BATTLESHIPS STEEL – GM: Jarett Weintraub; HMWG; Class B; 🎖 1; Demo: We14 (T2); three 3-hour heats We15 @ Lampeter, Th19 @ Strasburg & Fr10 @ Lampeter advance 6 to Sa12 Final @ Conestoga 2.

BKN BREAKOUT NORMANDY – GM: Nels Thompson; SEM; Class B; 🎖 4; Demo: Tu14 (T1); Tu18 Mulligan round advances winners to Rd 2 We14. Continuous SE play commences We9. @ Lampeter.

BRI BRITANNIA – GM: James Jordan; HSW; Class B; 🎖 4; Demo: Tu17 (T5); three 5-hour heats Tu18, We12 & Th10 advance 12/16 to Fr13 SF & Sa19 Final @ Lampeter.

CNS CAN'T STOP – GM: Mary Ellen Powers; SE; Class C; 🎖 3; Continuous half-hour rounds until completion We23 @ Ballroom B.

COB CASTLES OF BURGUNDY – GM: Barbara Flaxington; HMWG; Class B; 🎖 3; Demo: We20 (T5); two 3-hour heats Mo22 (Wheatland) & We22 (Heritage) advance 16 to Fr12 SF/F. @ Strasburg.

C&K CATAN; CITIES & KNIGHTS – GM: Chris Gnech; HMWG; Class B; 🎖 3; Demo: Fr14 (T7); three 2-hour heats We20 (Paradise), Fr15 & Sa15 @ Wheatland advance 16 to Sa18 SF/F @ Wheatland.

CAR CARCASSONNE – GM: Jennifer Visocnik; HMWG; Class B; 🎖 3; Demo: We13 (T1); four 1-hour heats of 4-player games We14 @ Ballroom B, Fr9 & Fr21 (Marietta) & Sa11 @ Heritage advance 16 to Sa22 SF/F @ Limerock.

CMK CASTLES OF MAD KING LUDWIG – GM: John Corrado; HMWG; Class B; 🎖 1; Demo: Fr17 (T1); three 2-hour heats Fr18, Sa9 & Sa11(Paradise) advance 8/12/16 to Su10 SF/F @ Marietta.

CMS CIRCUS MAXIMUS – GM: Jake Jacoby; HWO; Class B; 🎖 5; Demo: We9 (T1); two 4-hour heats Tu18 @ Conestoga 1 & Fr9 @ Conestoga 3 advance winners to Sa19 Final @ Conestoga 3.

CBC COMBAT COMMANDER – GM: Bryan Collars; SwEl; Class B; 🎖 5; Demo: Tu18 (T2); four continuous 3-hour rounds We9 advance four to SE. @ Conestoga 2.

CCA COMMANDS & COLORS: ANCIENTS – GM: Andy Lewis; SwEl; Class A; 🎖 3; three continuous 1-hour rounds advance 16 to second Round Robin play. Th9 @ Conestoga 2..

CCN COMMANDS & COLORS: NAPOLEONICS – GM: Chuck Stapp; SEM; Class A; 🎖 1; We9 Mulligan Round advances winners to We13 Round 2. Continuous 2-hour SE play starts We11. All rounds in Ballroom A.

CNC CONCORDIA – GM: Craig Reece; HMW; Class B; 🎖 1; Demo: We12 (T4); three 2-hour heats We13 & Fr20 (Heritage), & Sa9 (Cornwall) advance 16/25 to Sa11 SF/Final @ Cornwall.

COH CONFLICT OF HEROES – GM: Uwe Eickert; SEM; Class B; 🎖 1; Demo: Fr17 (T3); Mulligan Round Fr18 @ Conestoga 2 advances winners to Round 2 Sa12. Consecutive 2-hour rounds of SE play start Sa10 @ Lampeter.

CQP CONQUEST OF PARADISE – GM: Kevin McPartland; HSW; Class B; 🎖 3; Demo: Th20 (T4); three 3-hour heats Th21 @ Conestoga 3, Fr15 @ Lampeter; Sa9 @ Conestoga 3; advance 16 to SF/F Sa12 @ Conestoga 2.

DIP DIPLOMACY – GM: Thomas Haver; Swiss; Class B; 🎖 3; Demo: Fr17 (T6); three 4-hour rounds Fr19, Sa10 & Sa19 @ Kinderhook.

DSP DOMINANT SPECIES – GM: Dave Long; HSW; Class B; 🎖 3; Demo: Tu18 (T5); three 4-hour heats Tu19 @ Lampeter, Th14 @ Kinderhook, & Fr20 @ Lampeter advance to Sa12 SF/F @ Lampeter.

DOM DOMINION – GM: Nick Ferris; SE; Class B; 🎖 4; Demo: Th20 (T3); two-game, 2-hour round Th21 @ Ballroom B advances to QF Fr13 @ Marietta and SF/F Sa13 @ Cornwall.

DUN DUNE – GM: Brad Johnson; HMWG; Class A; 🎖 4; three 5-hour heats We13 @ Ballroom A, Th13 & Fr9 @ Wheatland advance 6 to Sa9 Final @ Wheatland.

EGZ EGIZIA – GM: Andrew Emerick; HMWG; Class B; 🎖 3; Demo: We17 (T3); two 2-hour heats Tu22 & We18 @ Wheatland advance 16 to We20 SF @ Wheatland & Th23 Final @ Laurel Grove.

ELC ELCHFEST – GM: Alex Bell; SE; Class B; 🎖 1; Demo: Tu21 (T1); six continuous half-hour rounds of best 2-out-of-3 dexterity matches Tu22 @ Paradise.

ELG EL GRANDE – GM: Rob Flowers; HMWG; Class B; 🎖 3; Demo: We17 (T5); three 2-hour heats Tu18, We18 & Th9 @ Ballroom B advance 25 to SF/F Th13 @ Strasburg.

EPB EMPIRE BUILDER – GM: Bob Stribula; HMWG; Class B; 🎖 6; Demo: Tu17 (T1); three 4-hour heats Tu18, We9 & We13 advance to Th9 SF/F. @ Wheatland.

EOS EMPIRE OF THE SUN – GM: Mark Herman; SE; Class B; 🎖 3; Demo: Fr9 (T4); Continuous 4-hour rounds start Fr10 @ Lampeter.

EIS ENEMY IN SIGHT – GM: Matt Evinger; HWO; Class B; 🎖 3; Demo: Fr16 (T6); three 3-hour heats Mo15 @ Kinderhook, Fr17 @ Limerock & Su9 @ Lampeter advance winners to Su12 Final @ Lampeter.

E&T EUPHRAT & TIGRIS – GM: Craig Moffitt; HSW; Class B; 🎖 2; Demo: Sa16 (T1); two 2-hour heats Th13 @ Limerock & Sa17 @ Paradise advance 16 to Sa19 SF/F @ Paradise..

EVL EVOLUTION – GM: Luke Warren; HMWG; Class B; 🎖 1; Demo: Th10 & Fr9 (T2); four 2-hour heats Th11, Th15, Fr10 & Fr15 advance 16 to Sa11 SF/F. @ Marietta.

FI5 FACTS IN FIVE – GM: John Corrado; Swiss; Class C; 🎖 3; one 2-hour round of five word puzzles; Sa21 @Hopewell.

FIL FIRE IN THE LAKE – GM: Eric Guttag; HMWG; Class A; 🎖 1; two 4-hour heats Th9 & Fr21 (Conestoga 3) advance to Sa9 SF @ Conestoga 2 & Sa18 Final @ Lampeter.

5TR FIVE TRIBES – GM: Jason Levine; HMWG; Class B; 🎖 1; Demo: We15 & Th19 (T1); three 2-hour heats Th11 (Ballroom B), Th21 (Marietta), Fr9 (Ballroom B). Fr15 SF and Fr20 Final @ Limerock.

FBS FOOTBALL STRATEGY – GM: Bert Schoose; HMSE; Class B; 🎖 2; Demo: We17 (T2); two heats of continuous 2-hour rounds of SE begin Mo16 & We18 @ Cornwall. Final: Sa20 @ Laurel Grove.

FTP FOR THE PEOPLE – GM: Mark Herman; SE; Class B; 🎖 4; Demo: Th14 (T1); continuous 4-hour rounds start Th15 @ Lampeter.

FDE FORMULA DE – GM: Jason Levine; HMWG; Class C; 🎖 4; three 3-hour heats Mo20, Tu19 & We9 advance 10 to We19 Final. @ Ballroom A.

FMR FORMULA MOTOR RACING – GM: Chris LeFevre; HMW; Class B; 🎖 4; Demo: We15 (T6); three 2-hour heats Tu20 & We16 @ Ballroom B, & Th9 @ Wheatland advance 18 to Th12 SF/F @ Wheatland.

GXY GALAXY – GM: Mark Mitchell; HMWG; Class B; 🎖 1; Demo: Mo19 & We20 (T3); four 2-hour heats Mo20 (Cornwall), We21 (Ballroom A) & Th18 (Cornwall), advance to Fr16 SF/F @ Strasburg.

GXT GALAXY TRUCKER – GM: David Finberg; HMWG; Class B; 🎖 1; Demo: Tu20 (T1); three 2-hour heats Tu22 (Conestoga 1), We16 (Paradise), Th16 (Ballroom B) advance to Fr18 SF (Strasburg) and Sa18 Final (Ballroom B).

GSR GANGSTERS – GM: John Pack; HSW; Class B; 🎖 3; Demo: Mo20, Tu21 & We11 (T7); three 3-hour heats Mo22 (Marietta), Th23 (Limerock), Sa14 (Wheatland) advance 16 to Sa17 SF/F @ Wheatland.

GBG GETTYSBURG – GM: Vince Meconi; Free Form SwEl; Class A; 🎖 3; Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa9 @ Conestoga 1.

GBM GLOBAL MOGUL – GM: Bill Crenshaw; HMWG; Class B; 🎖 1; Demo: Tu17 (T2); three 3-hour heats Mo19, Tu19 & We12 @ Strasburg advance to Fr9 SF @ Laurel Grove and Final Fr23 @ Strasburg.

GCA GREAT CAMPAIGNS OF THE AMERICAN CIVIL WAR – GM: Ed Beach; SwEl; Class B; 🎖 1; Demo: We9 (T4); four continuous 3-hour rounds We11 @ Conestoga 3 advance 8 to QF/SF Th9 @ Laurel Grove and Final Sa9 @ Laurel Grove.

HOS HAMMER OF THE SCOTS – GM: Randall MacInnis; SwEl; Class B; 🎖 3; Demo: We19 (T3); three swiss continuous 3-hour rounds advance four to SE. Th9 @ Lampeter.

HRC HANNIBAL – GM: Stuart Tucker; Swiss; Class A; 🎖 6; five continuous 5-hour rounds start pcSa13 @ Paradise.

HIS HERE I STAND – GM: Justin Rice; HMWG; Class B; 🎖 5; Demo: Tu18 (T6); two 6-hour heats Tu19 (Lampeter) & Th19 (Kinderhook) advance 18 to Fr9 SF @ Kinderhook and Sa9 Final @ Wheatland.

HWD HISTORY OF THE WORLD – GM: Don Del Grande; HMWG; Class B; 🎖 6; Demo: We16 (T7); two 6-hour heats Tu18 & We18 @ Kinderhook advance 18 to Th18 SF @ Lampeter and Sa12 Final @ Wheatland.

AHD a HOUSE DIVIDED – GM: Terry Coleman; SEM; Class B; 🎖 1; Demo: Sa10 (T1); Fr22 Mulligan @ Conestoga 2 advances winners to Round 2 Sa14; continuous 3-hour rounds begin Sa11 @ Lampeter.

HNT the HUNTERS – GM: Gregory M. Smith; SE; Class B; 🎖 1; Demo: Fr13 (T3); one 3-hour round of three patrols Fr14 @ Conestoga 3.

ING INGENIUS – GM: Max DuBoff; HMWG; Class B; 🎖 3; Demo: Tu21 (T3); three 1-hour heats Tu22 & We22 (Ballroom A) & Th22 (Marietta) advance 16 to SF/F Fr21 @ Marietta.

IOV INNOVATION – GM: Robb Effinger; SEM; Class B; 🎖 1; Demo: Tu17 (T3); Mo14 Mulligan (Paradise) advances winners to We10 Round 2; consecutive 1-hour rounds begin We9 @ Ballroom A.

IVH IVANHOE – GM: Brian Mongold; HMWG; Class B; 🎖 3; Demo Tu22 (T4): three 2-hour heats Tu23 & We23 @ Marietta & Th23 @ Wheatland advance to Fr21 SF/F @ Marietta.

JUC JULIUS CAESAR – GM: Michael Sosa; SwEl; Class B; 🎖 3; Demo: We9 (T2); three 3-hour continuous rounds advance 4 to SE; We10 @ Lampeter.

KAR KANBAN: AUTOMOTIVE REVOLUTION: – GM: Jason Levine; HMWG; Class B; 🎖 1; Demo: Th14 (T6); two 3-hour heats Th15 (Limerock) & Fr17 (Ballroom B) advance to Sa15 SF/F @ Limerock.

KPR KAISER'S PIRATES – GM: Tim Rogers; HMWG; Class B; 🎖 1; Demo: We20 & Fr10 (T1); three 2-hour heats Fr13, Fr16 & Fr19 advance 16 to Sa10 SF/F. @ Lampeter.

KOT KING OF TOKYO – GM: Rob Olsson; SE; Class B; 🎖 1; Demo: Tu22 (T2); continuous half-hour rounds until conclusion Tu23 @ Ballroom B.

KFE KOENIG'S FORTRESS EUROPE – GM: Paul Koenig; SEM; Class A; 🎖 1; Tu18 Mulligan Round @ Heritage advances winners to We14 Rd 2; continuous 5-hour rounds start We9 @ Conestoga 1.

KRM KREMLIN – GM: Steve Cuccaro; HMWG; Class B; 🎖 3; Demo: We15 (T5); four 3-hour heats Mo10 (Limerock), Tu21 (Wheatland), We16 & Sa12 @ Limerock advance six to Sa18 Final @ Limerock.

LBY LABYRINTH – GM: Jeff Finkeldey; SEM; Class B; 🎖 1; Demo: We13 (T2); Mo18 Mulligan Round @ Marietta advances winners to Round 2 We16; continuous 2-hour rounds start We14 @ Lampeter.

LHV LE HAVRE – GM: Ken Horan; HMW; Class B; 🎖 3; Demo: Tu19 (T1); two 3-hour heats Tu21 (Marietta) & Th9 (Limerock) advance to Th16 SF (Strasburg) & Fr15 Final (Laurel Grove).

LLM LEAPING LEMMINGS – GM: Rick Young; HSW; Class B; 🎖 1; Demo: Tu18 (T7); three 2-hour heats Tu20, We20 & Fr20 @ Ballroom B advance to Sa20 SF/F @ Strasburg.

LID LIAR's DICE – GM: Jason Levine; SE; Class C; 🎖 3; continuous half-hour rounds until completion Fr23 @ Ballroom B.

LWD LORDS OF WATERDEEP – GM: Robert St Pierre; HMWG; Class B; 🎖 1; Demo: Tu21 & We10 (T4); three 2-hour heats Tu22 (Strasburg), We16 (Ballroom B), Th17 (Heritage) advance 16 to Fr20 SF/F @ Strasburg.

LST LOST CITIES – GM: Ivan Lawson; HMW; Class B; 🎖 3; Demo: We14 (T1); four 1-hour heats Tu23 (Ballroom A), We20 & Sa9 (Marietta), Sa18 (Heritage) advance 32 to continuous rounds of SE Sa20 @ Heritage.

MGW MAGE WARS – GM: Tom Cannon; HMWG; Class B; 🎖 1; Demo: Mo18, Tu15, We15 & We18 (T2); four 2-hour heats Th9, Th11, Th14 & Th16 advance 8 to continuous elimination rounds Sa10. @ Lampeter.

MFD MANIFEST DESTINY – GM: Jeff Mullet; HMW; Class B; 🎖 1; Demo: pcSu18 (T6); two 4-hour heats pcSu19(Wheatland), Th9 (Strasburg) advance five to Th14 Final @ Kinderhook.

MAN GM: Andy Lewis; SwEl; Class A; 🎖 1; four continuous 1-hour rounds advance 8 to SE, Mo13 @ Vista CD.

MMS MARCH MADNESS – GM: Terry Coleman; HMSE; Class B; 🎖 2; Demo: Tu18 (T4); four heats of continuous 1-hour rounds Tu20, We9, Fr9 & Fr19 advance 4 to Su9 SF/F. @ Cornwall.

MED MEDICI – GM: Jeff Cornett; HMW; Class C; 🎖 1; three 1-hour heats Mo9 (Wheatland), We14 & Fr 19 @ Ballroom B advance to Fr20 SF/F @ Ballroom B.

M44 MEMOIR 44 – GM: Sam Edelston; SEM; Class B; 🎖 3; Demo: Th20 (T2); Th21 Mulligan round advances winners to Round 2 Fr11; continuous 2-hour rounds start Fr9. @ Paradise.

MOV MERCHANT OF VENUS – GM: Richard Irving; HMWG; Class B; 🎖 4; Demo: Mo14 (T4); three 3-hour heats Mo16 (Paradise), We9 (Ballroom B) & Fr13 (Marietta) advance to Sa9 SF/F @ Conestoga 2.

MMA MONSTERS MENACE AMERICA – GM: Mark Love; HMWG; Class C; 🎖 1; Demo: Th19, Fr19 (T5); four 2-hour heats We20 (Strasburg), Th20 (Cornwall), Fr20 (Limerock), & Sa9 (Strasburg) advance 16 to Su9 SF/F @ Strasburg.

MMW MR MADISON'S WAR – GM: David Stiffler; SEM; Class B; 🎖 3; Demo: Tu18 (T3); Tu19 Mulligan Rd winners advance to We13 Rd 2; Rd 1 of continuous 4-hour rounds begins We9 @ Lampeter.

NW5 NAPOLEONIC WARS – GM: Gareth Williams; HMWG; Class B; 🎖 5; Demo: Th10 (T5); three 6-hour heats Mo18 (Wheatland), We18 & Th12 (Lampeter) advance to Fr18 SF & Sa18 Final @ Lampeter.

NVW NAVAL WAR – GM: James Kramer; SE; Class B; 🎖 1; Demo: Sa17 (T6); two continuous 3-hour rounds Sa18 @ Lampeter.

NVG NAVEGADOR – GM: Anni Foasberg; HMW; Class B; 🎖 3; Demo: Th18 (T3); three 2-hour heats Th19 (Marietta), Fr22 (Heritage) & Sa13 (Marietta) advance 16 to Sa17 SF/F @ Ballroom B.

PZB PANZERBLITZ – GM: Rick Northey; Free Form SwEl; Class B; 🎖 3; Demo: pcSa15 & Mo20 (T4); Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa9 @ Conestoga 1.

POG PATHS OF GLORY – GM: Peter Gurneau; SwEl; Class A; 🎖 6; three continuous 7-hour rounds advance 8 to SE; pcSa15 @ Cornwall.

PDT PAYDIRT – GM: Harry Flawd; HMSE; Class B; 🎖 3; Demo: We12 (T1); two heats of continuous 2-hour SE rounds preceded by Draft, AFC We13 & Fr13 @ Hopewell before play in Cornwall; Final Su9 @ Cornwall.

PRC PIRATE'S COVE – GM: Jason Fisher; HMW; Class B; 🎖 5; Demo: We14 (T3); four 2-hour heats We9, We15, Th23 & Sa21 advance 25 to SF/F Su9. @ Marietta.

PGD POWER GRID – GM: Kevin Broh-Kahn; HMWG; Class B; 🎖 5; Demo: Th21 (T1); three 3-hour heats Tu18 (Marietta), Th22 & Fr15 (Heritage), advance to Sa11 SF @ Strasburg & Sa21 Final @ Laurel Grove.

POF PRINCES OF FLORENCE – GM: Eric Brosius; HMWG; Class B; 🎖 3; Demo: We17 (T6); two 2-hour heats We22 (Wheatland) & Fr11 (Ballroom B) advance to Fr22 SF @ Limerock & Sa14 Final @ Wheatland.

PGF PRO GOLF – GM: Bruce Monnin; SE; Class B; 🎖 1; Demo: Th22 (T2); two continuous rounds till conclusion; Th23 @ Hopewell.

PRO PUERTO RICO – GM: Richard Shay; HMW; Class B; 🎖 4; Demo: Th9 (T3); three 2-hour heats Th17 (Marietta), Fr20 (Ballroom B) & Sa9 (Heritage) advance to Round 2 Sa15 (Marietta) & SF/F Su9 @ Marietta.

RA! RA – GM: Stephen Scott; HMWG; Class B; 🎖 5; Demo: Tu20 (T2); four 2-hour heats Mo21, Tu21, Th17 & Fr9 advance 25 to Fr17 SF/F. @ Ballroom B.

RDG RA; THE DICE GAME – GM: Scott Buckwalter; HSW; Class C; 🎖 ; four 1-hour heats We15 (Paradise), & Th9, Fr18 and Sa12 (Heritage) advance 64 to continuous elimination rounds Sa15 @ Heritage.

RFG RACE FOR THE GALAXY – GM: Rob Renaud; HMWG; Class B; 🎖 1; Demo: Fr14 (T1); four 1-hour heats We9, We10, Fr15 & Fr16 @ Paradise advance 16 to SF/F Fr21 @ Marietta.

RBN RAIL BARON – GM: Chuck Foster; HSW; Class A; 🎖 5; three 5-hour heats We18, Th18 & Fr9 advance to Fr16 SF & Sa17 Final. @ Wheatland.

RTT RATTLEBONES – GM: Andrew Drummond; SE; Class B; 🎖 1; Demo: Tu22, We22 & Th22 (T5); continuous sub1-hour rounds till completion. Th23. @ Ballroom B.

ROR REPUBLIC OF ROME – GM: Frank McNally; HMWG; Class B; 🎖 1; Demo: We17 (T7); two 6-hour heats We18 & Th18 advance six to Fr18 Final. @ Lampeter.

RRY ROBO RALLY – GM: Marc Houde; HWO; Class B; 🎖 5; Demo: We11 (T5); three 3-hour heats Mo11 (Ballroom B), We12 (Marietta) & Fr21 (Wheatland) advance winners to Sa17 SF & Su9 Final @ Ballroom B.

RGD ROLL FOR THE GALAXY – GM: Jason Levine; HMWG; Class B; 🎖 1; Demo: Mo17 & Th20 (T1); four 1-hour heats Mo18 (Ballroom A), Th23 & Fr11 (Ballroom B), Sa9 (Kinderhook) advance to Sa23 and Su9 SF/F @ Wheatland.

RBS RUSSIA BESIEGED – GM: Rob Beyma; SEM; Class B; Demo: We17 (T4); WE19 Mulligan Round (Conestoga 3) winners advance to Rd 2 Th14. Continuous 5-hour rounds of SE begin Th9 @ Lampeter.

TRC RUSSIAN CAMPAIGN – GM: Gary Dickson; Free Form SwEl; Class A; 🎖 4; Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa9 @ Conestoga 1.

RRR RUSSIAN RAILROADS – GM: Tom DeMarco; HMW; Class B; 🎖 1; Demo: Mo17 & We13 (T3); two 2-hour heats Mo18 (Vista CD) and We16 (Marietta) advance 16 to Sa17 SF/F @ Ballroom B..

SPG SAINT PETERSBURG – GM: Amy Rule; HMWG; Class B; 🎖 4; Demo: We10 (T3); three 2-hour heats Mo15 & We11 (Ballroom B), Th13 (Marietta), advance 16 to Th22 SF (Strasburg) & Fr18 Final @ Laurel Grove.

SJN SAN JUAN – GM: Lexi Shea; SwEl; Class B; 🎖 4; Demo: pcSu18 (T3); four continuous 1-hour rounds advance 8; Mo9 @ Ballroom A.

SFR SANTA FE RAILS – GM: Rob Kircher; HMWG; Class B; 🎖 1; Demo: Tu19 (T3); three 2-hour heats Mo20 (Vista CD), Tu20 & We18 (Paradise) advances 16 to Th9 SF/F @ Cornwall.

SKG SEKIGAHARA – GM: Matt Calkins; Swiss; Class B; 🎖 4; Demo: Mo9 (T4); five continuous 3-hour rounds; Mo10 @ Ballroom A.

SGM SERGEANTS MINIATURES GAME – GM: Rob Belli; HMWG; Class B; 🎖 1; Demo: We16 (T3); four 2-hour heats We18, Th12, Th16 & Fr16 advance to Fr19 QF and Sa14 SF/F @ Lampeter.

SET SETTLERS OF CATAN – GM: Rich Shipley; SwEl; Class B; 🎖 6; Demo: Fr21 (T1); three continuous 2-hour rounds Sa9 advance 16; @ Ballroom B.

SLS SLAPSHOT – GM: Sean McCulloch; SE; Class C; 🎖 4; Continuous 1-hour rounds till completion; Sa23 @ Ballroom B.

SMW SMALL WORLD – GM: Madison Sites; HWO; Class B; 🎖 3; Demo: Th14 (T3); four 2-hour heats Th15 (Heritage), Fr17, Sa9 & Sa13 (Ballroom B) advance winners to Sa18 SF/F @ Ballroom B.

SCT SPEED CIRCUIT – GM: Chris Long; SwEl; Class B; 🎖 3; Demo: Th13 (T2); three 4-hour heats Th16, Fr17, & Sa12 advance 12 to Su9 Final. @ Conestoga 3.

SPD SPLENDOR – GM: Duncan McGregor; HMWG; Class B; 🎖 1; Demo: We20 (T4); three 1-hour heats We21, Fr12 & Sa20 advance to Su9 SF/F @ Marietta.

SQL SQUAD LEADER – GM: Pete Pollard; Free Form SwEl; Class B; 🎖 3; Demo: Tu20 (T3); Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa9 @ Conestoga 1.

SWM STAR WARS MINIS – GM: Frank Sinigaglio; SwEl; Class C; 🎖 1; four 4-hour heats Tu20, We21, Th20 & Fr9 adnace eight to Single Elimination Sa13. @ Conestoga 2.

QGB STAR WARS; QUEEN'S GAMBIT – GM: Buddy Sinigaglio; SwEl; Class A; 🎖 3; three 2-hour heats Tu21 (Conestoga 3), We21 & Th20 (Conestoga 2) advance 16 to continuous elimination rounds Fr12 @ Conestoga 2.

SCC STOCK CAR CHAMPIONSHIP RACING – GM: Michael Garton; HSW; Class B; 🎖 3; Demo: Th18, Fr14 & Sa9 (T4), three 2-hour heats Th19, Fr15 & Sa10 advance to Sa17 Final @ Marietta.

STA STONE AGE – GM: Peter Staab; HWO; Class B; 🎖 6; Demo: We14 (T4); three 2-hour heats Mo17 (Ballroom B), Th9 (Marietta) & Fr15 (Ballroom B) advance to continuous elimination rounds Sa9 @ Wheatland.

SOD STORM OVER DIEN BIEN PHU – GM: Andrew Maly; SEM; Class B; 🎖 1; Demo: Fr19 (T2); Fr20 (Conestoga 2) Mulligan Rd winners advance to Rd 2 Sa12. Consecutive 3-hour rounds of Single Elimination begin Sa9 @ Lampeter.

SSB SUPERSTAR BASEBALL – GM: Bill Beckman; SwEl; Class B; 🎖 3; Demo: Tu21 (T2); Tu22 Draft @ Hopewell for three daily heats held We9-19, Th9-19 & Fr9-19 @ Cornwall for Su9 SF/F @ Cornwall.

TMP TEMPORUM – GM: Jeremy Billones; HWO; Class C; 🎖 1; Demo: Mo19 (T1); two 1-hour heats Mo20 (Marietta) & Fr20 (Paradise) advance winners to Fr21 SF/Final @ Paradise.

AGE THROUGH THE AGES – GM: Randy Buehler; HMWG; Class B; 🎖 6; Demo: pcSu10 (T7); three 5-hour heats pcSu12, pcSu18 & Mo10 advance 16 to Mo17 SF & Tu10 Final. @ Wheatland.

T&T THURN & TAXIS – GM: Andy Latto; HWO; Class B; 🎖 4; Demo: Mo22 (T4); three 2-hour heats Mo23 & Tu18 (Ballroom A), & Th11 (Heritage) advance to Fr9 QF/SF/F @ Heritage.

TTR TICKET TO RIDE – GM: Claire Brosius; HMWG; Class B; 🎖 6; Demo: We19 (T5); three 2-hour heats Th19, Fr13 & Sa15 advance to continuous rounds of SE Su9. @ Ballroom B.

TIM TIGERS IN THE MIST – GM: Ray Freeman; Swiss; Class B; 🎖 1; Demo: Tu22 (T3); four continuous 5-hour rounds We9 @ Lampeter.

TTN TITAN – GM: Bruno Wolff; SwEl; Class B; 🎖 5; Demo: Tu20 (T4); nine heats Tu21 & daily We & Th @ 9, 13,17, & 21 advance 16 to SF Fr9 & Final Sa9. @ Lampeter.

TT2 TITAN 2-PLAYER – GM: Rich Atwater; SE; Class B; 🎖 3; Demo: Tu19 (T4); continuous 3-hour rounds Tu20. @ Lampeter.

TTA TITAN; THE ARENA – GM: Greg Crowe; HMW; Class B; 🎖 3; Demo: We16 (T1); three 1-hour heats We17 (Marietta), Th23 & Sa14 (Paradise) advance 25 to Sa16 SF/F @ Heritage.

TAM TRANS AMERICA – GM: David Bohnenberger; SE; Class B; 🎖 1; Demo: Su9 (T1); three continuous 1-hour rounds; Su10 @ Paradise.

TWI TWILIGHT IMPERIUM – GM: Michael Buccheri; HSW; Class A; 🎖 1; two 5-hour heats Th9 (Kinderhook) & Th18 (Wheatland) advance eight to Fr9 Final @ Wheatland.

TWS TWILIGHT STRUGGLE – GM: George Young; Swiss; Class B; 🎖 4; Demo: Th17 (T1); six continuous 3-hour rounds; Fr9 @ Lampeter.

TZK TZOLK'IN – GM: Chris Yaure; HMWG; Class B; 🎖 3; Demo: Tu19 (T6); three 2-hour heats Tu20 (Ballroom A), We9 & We20 (Heritage) advance 16 to Th9 SF/F (Wheatland).

UNP UNION PACIFIC – GM: Max Jamelli; SwEl; Class A; 🎖 1; three continuous 90-minute rounds advance eight; Mo14 @ Ballroom B.

UPF UP FRONT – GM: Jim Burnett; SwEl; Class A; 🎖 3; five continuous 2-hour rounds advance eight; Th9 @ Lampeter.

VSD VEGAS SHOWDOWN – GM: Eric Freeman; HMWG; Class B; 🎖 3; Demo: Tu21 (T6); three 2-hour heats Mo15 & We11 (Wheatland), & Th15 (Ballroom B) advance to Th19 SF (Wheatland) & Fr9 Final @ Heritage.

VIE VICTORY IN EUROPE – GM: Ron Draker; SwEl; Class B; 🎖 1; Demo: Fr9 (T1); Fr10 three continuous 3-hour rounds advance four to SF/F. @ Lampeter.

VIP VICTORY IN THE PACIFIC – GM: Charles Drozd; SwEl; Class A; 🎖 6; five continuous 5-hour rounds advance eight; pcSu9 @ Marietta.

VGQ VIRGIN QUEEN – GM: Ed Beach; HMWG; Class B; 🎖 5; Demo: pcSu10 (T5); two 5-hour heats pcSu12 (Wheatland) & pcSu18 (Kinderhook) advance 18 to Mo9 SF & Mo18 Final @ Kinderhook.

WAS WAR AT SEA – GM: Vince Meconi; SwEl; Class A; 🎖 4; five continuous 2-hour rounds advance eight; Th9 @ Lampeter.

WOR WAR OF THE RING – GM: Kevin Wojtaszczyk; SEM; Class A; 🎖 3; Mo9 Mulligan Round (Cornwall) winners advance to Round 2 Sa9; continuous 5-hour rounds start Fr19 @ Lampeter.

WAR WAR STORIES – GM: Dirk Knemeyer; Swiss; Class C; 🎖 1; Continuous rounds Sa20 @ Conestoga 2.

WOG WARRIORS OF GOD – GM: Bruce Monnin; SEM; Class B; 🎖 3; Demo: Mo9 (T1); pcSu19 Mulligan Round winners advance to Round 2 Mo14; continuous 4-hour rounds start Mo10. @ Marietta.

WWR WASHINGTON'S WAR – GM: Keith Wixson; SwEl; Class B; 🎖 3; Demo: Th19 (T4); four continuous 2-hour rounds advance 8; Sa9 @ Lampeter.

WAT WATERLOO – GM: Martin Musella; Free Form SwEl; Class A; 🎖 4; Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa10 @ Conestoga 1.

WLL WELLINGTON – GM: Patrick Duffy; HSW; Class B; 🎖 1; Demo: Mo11 (T5); two 5-hour heats Mo13 (Limerock) & We12 (Lampeter) advance to Th18 SF & Fr12 Final @ Wheatland.

WNW WILDERNESS WAR – GM: Keith Wixson; SEM; Class B; 🎖 3; Demo: Tu17 (T4); Tu19 Mulligan Round winners advance to Round 2 We13; continuous 4-hour rounds start We9. @ Lampeter. Final Su9 if needed.

WPS WIN, PLACE & SHOW – GM: Jim Burnett; HWO; Class B; 🎖 1; Demo: Tu22 (T1); four 3-hour heats pcSu19 (Paradise) Tu23 (Cornwall), Fr9 (Wheatland) & Sa16 (Cornwall) advance winners to Sa19 Final @ Cornwall.

WSM WOODEN SHIPS & IRON MEN – GM: Tim Hitchings; Free Form SwEl; Class B; 🎖 3; Demo: We10 (T2); Grognard Pre-Con begins pcSa10 @ Heritage; moves to Conestoga 1 We9. SF/F: Sa18 @ Conestoga 1.

WAW WORLD AT WAR – GM: Randy Scheers; other; Class A; 🎖 6; one 5-day game Tu18 @ Lampeter. Scoring aftermath Sa23 @ Hopewell.

YSP YSPAHAN – GM: Chris Yaure; HMWG; Class B; 🎖 1; Demo: Mo21 & Sa18 (T1); three 1-hour heats Mo22 (Paradise), Th23 (Cornwall), & Sa19 Paradise advance 16 to Su9 SF/F @ Paradise.

Juniors Event Schedule

JR WBC offers events exclusively for kids 12 and under in the Vistas CD room. 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 Vistas CD to complete a consent form.

Day	Time	Prize	Event	GM
Tuesday	9 AM	1	Montgolfiere	John Poniske
	11 AM	1	Sushi Go	Scott Saccenti
	2 PM	1	Settlers of Catan	Tim Mossman
	6 PM	1	King of Tokyo	Eric Freeman
Wednesday	9 AM	1	Love Letters	Lyman Moquin
	11 AM	1	Ingenious	Joe Yaure
	2 PM	1	Guillotine	Ray Stakenas
	6 PM	1	HeroScape	Frank Sinigaglio
Thursday	9 AM	1	Igloo Pop	Jason Levine
	11 AM	1	Fill The Barn	Charlie Hoopes
	2 PM	1	Lost Cities	Jarett Weintraub
	7 PM	1	Trains, Planes & Automobiles	Paul Owen
Friday	9 AM	1	Blokus	Daniel Broh-Kahn
	11 AM	1	Trans America	Daniel Broh-Kahn
	2 PM	1	Formula Motor Racing	Adam Wojtaszczyk
	6 PM	1	Carcassonne	Rich Shipley
Saturday	9 AM	1	Can't Stop	James & Tom Parauda
	11 AM	1	Apples to Apples	Joanna Melton
	2 PM	1	Ticket to Ride	Matt Beach
	7 PM	1	Slapshot	Mark Yoshikawa

WBC at Seven Springs July 23rd-31st 2016

There're big doings ahead for WBC in 2016. After a decade in Lancaster, we are pulling up stakes and moving our tent to spiffy new digs in the picturesque mountains of western Pennsylvania. Here is the advance scoop on what you can expect to find there.

Date: In response to many requests to widen the gap to the school year, we've moved our date up to the last nine days of July. Two whole weekends and the week betwixt them will become Valhalla for boardgamers.

Accommodations: 414 guestrooms backed by overflow accommodations in nearby chalets and condos plus a neighboring Hidden Valley property offering a somewhat lower room rate will provide a surplus of high quality lodging. This is a huge improvement over our past roomblocks that we've consistently quickly sold out. The much larger inventory of available rooms in the facility, as well as the greater variety of nearby lodging choices, is a big step forward. The annual rush for reservations on site should be a thing of the past. Explore for yourself the many lodging options at http://www.7springs.com/. However, our special rates will not be posted until August, 2015 so do not attempt to make a reservation until we post the relevant information on our website in mid-August, 2015. Those attempting to register early will find the rates much higher outside our roomblock—if available at all—and not eligible for any rebate.

To confirm or correct, as the case may be, some of the speculation that has arisen we offer the following clarifications, but all such information should be considered secondary to what you will eventually get on the resort's website once it is prepared for our group. BPA does not book guestrooms and will not act as a reservationist; do not expect further information from us but refer to the resort's website once it has been updated for our group in mid-August.

Due to BPA subsidies, the base rate for a standard hotel room will be $129 per day. To obtain this rate, maid service will be limited to every second day, although fresh towels and such will be available. We figured you'd appreciate the lower rate over having your bed made every day. However, there is a class of 66 rooms called Junior Suites that—among other differences—come with a refrigerator. The rate for these will be $139 per day. Other rooms do not contain refrigerators. A limited number of mini-fridges can be rented for $40 per stay. If you're staying for six days in a standard hotel room, we're going to **rebate** $10 per day and since the taxes are 2% less at Seven Springs, your final hotel cost will actually be less than a corresponding stay at the Lancaster Host!

There is no cooking allowed of any kind in guest rooms so microwaves and hotplates are forbidden. Blown fuses can ensue and guests causing such issues can be evicted without refund. Those wishing such amenities should inquire about the chalets or condos that come equipped with full kitchens.

The availability of condos, cabins and chalets for larger groups is an exciting aspect of Seven Springs which we expect will aid our intended evolution of WBC into a full summer vacation destination. Clubs and families will do well to seek out these special accommodations. Details pertaining to cost, size,

and amenities should be worked out with a reservationist. However, be aware that all of these options will put you further away from the gaming meeting space, and except for the chalets, are *not* within convenient walking distance. While the resort provides shuttle service anywhere on property, it is not instantaneous and those selecting condos or cabins would be well advised to have a car available. There are numerous budget lodging options within a 15-mile drive. There is a laundromat on site. Some condos also have laundry facilities.

Reservations for WBC 2016 at Seven Springs will open in mid-August, 2015. However, reservations will only be taken for stays of five or more days. Commencing February 1st, 2016 reservations will be taken for four or more days. On May 15th, 2016 reservations will open for shorter durations.

This restriction is intended to prevent early sellouts denying rooms to those wishing longer stays. There will be a one-day deposit required for each reservation. Reservations can be cancelled or transferred to another person up to 60 days prior to the event but there will be a $75 fee for any such cancellation or transfer thereafter. There is no fee for lengthening any reservation, but canceling any portion of a reservation will result in forfeiture of the deposit.

Shuttles: Anybody who has taken a shuttle from an airport into the adjoining city knows how expensive it can be for a relatively short trip. So, how much would it be for the 70 miles to Seven Springs from the Pittsburgh airport? Try $20 (round trip). There will be three trips per day. If and when these fill up, we will add more to the schedule. If you prefer the train, your options are limited. The closest stop is Connellsville some 30 minutes away with limited service, but Seven Springs will provide shuttle service for $10 roundtrip. In both instances, you must call at least 24 hours ahead, have a reservation at Seven Springs, be pre-registered and make a non-refundable payment in advance.

Renovations: This property has been recently renovated, and like Disneyland, is in an almost constant state of rebirth. The AC unit in two of the main gaming areas we'll use is brand new and different parts of the resort are renovated every year.

Access: Despite the greater number of rooms, you will find yourself closer to the meeting space. This is a 10-floor hotel serviced by five elevators in the tower section alone. No more jokes about being farther away on property than those staying elsewhere. Disabled access is also greatly improved.

Parking: Parking is plentiful and free—and while it may not be close to your room, it will be closer to the meeting space for those who use their car trunks as a game cache.

Meeting Space: Overall, the space is somewhat larger than we have been using, although it tends to be more spread out with a second building similar to the Expo Center in distance from the hotel. Navigating the site will be like seeing the Lancaster Host for the first time or akin to finding your classes during your freshman year. In short, lots of individual rooms as opposed to one large concrete hall. Much of it sports a panoramic view of the countryside.

There will be more space for vendors, open gaming and dedicated tournament and seminar rooms. Best of all, the table inventory is a big improvement in terms of number, type and quality. We'll even be able to have our own "monster gaming" room with prolonged setup of multi-table games.

Smoke Free Facility: The resort, specifically the hotel rooms, cabins, chalets, hallways, lobbies, meeting rooms, lounges and dining areas are "smoke free". Smokers may request ashtrays at checkin by contacting the

front desk staff for use on the hotel lodging room balconies only.

Alcohol Policy: The resort, like all establishments with a liquor license, does not allow alcohol in meeting spaces unless purchased from the resort.

Food Service: 7 Springs has 12 different restaurants on site, ranging from fast food to fine dining—some of it within steps of the gaming areas.

Somerset is really the closest place to get groceries (12 miles). There is a small market at the Trent House Inn, about 3 miles away, but is limited to basic items like milk and bread. The Signatures Retail Shop on property carries a few basic items.

Amenities: This is a resort with lots to entertain the non-gamer in your family. Among the attractions are an outstanding golf course, Zip-line canopy tours, alpine slides, mountain biking, rock climbing, Segway tours, paintball, disc golf, bowling, horse riding, spas, and sporting clays as well as indoor and outdoor pools. Suffice to say that those of us who have visited the place suddenly found ourselves with more attentive family members. Whether that's a good thing or not for your personal family situation, I leave to your discretion.

Activity Pass: 1 day, rate to be determined in spring, 2016. A three-day midweek pass (do not have to be consecutive days) is $99. An activity pass allows unlimited use of Alpine Slide, Alpine Tower, Bowling, Disc Golf, Euro Bungy, Hydrobikes, Miniature Golf, Paddleboats, Rock Wall, Scenic Chairlift Rides and Summer Tubing.

Kid's Camp: For children aged 5 to 10. Camp may include fishing, paddle boating, scavenger hunts, team games, swimming and crafts. Lunch and snacks are included.

Daycare: Children walking age through 5 years-old can enjoy fun with toys, crafts, songs, games and movies in a supervised playroom while mom and dad enjoy their boadgames. Open daily from 9 AM to 4 PM. Lunch and snacks provided.

Cost for both of the above children's programs is $30 for Half day; $45 for full day. Reservations are required. **NOTE:** Use of the Kid's Camp and Daycare facilities will depend on an indication of interest by the membership. If you anticipate using these facilities please notify us ASAP at CD@Boardgamers.org so that we can gauge interest in time to book these services.

Weather: Even the climate is attractive with mountain breezes dispensing with all but the worst summer heat and humidity. Weather varies from year to year and cannot be guaranteed, but over time this location has proven to be 8 degrees cooler than Lancaster per day in July with nightly temperatures in the 60s. My stays there have featured pleasant nights with open balcony doors.

Campsites: For the budget conscious, there are nearby RV parks and campsites.

So, what's the downside?

One Word: as in real estate, it is all about *location*. Obviously, if you were commuting to Lancaster Host, this is not as convenient for you. But more than that, it is *off* the beaten path. If you're used to getting off property for a meal, you'll find there is little nearby to choose from and there are no free breakfasts such as the Host provides. Even a sortie to

the local Wal Mart to stock up on munchies will be a trip. On the other hand, those who fly should not feel the need to rent a car. We will be subsidizing shuttles to/from the Pittsburgh airport, so as long as you plan ahead, pre-register, and make the necessary shuttle reservations with the resort you should be able to dispense with the expense of a rental car. However, you *will* need to be flexible with arrivals and departures as the shuttles will only be operating at peak times.

Your Membership Fee

It should be no surprise that admission fees will increase to pay for all of this, although the amount will vary and in some General Admission cases will actually decrease. Please consider the following:

1. Our per diem base fee of $10 per day for our lowest pre-reg rate has remained unchanged for 17 years. Think back to what a dollar purchased in 1998 and compare that to what it buys today. Most will agree an increase is long overdue. The rate for a Sustaining Membership for WBC in 2016 will be $100.

2. Out of that $100 we will be paying rebates and subsidies that can go over $70 per head in some instances. Despite the increase in fees, even less funds will make it into the BPA's coffers after we've paid the bills.

To minimize the disruption of the move and encourage everyone to give our new home a try we are budgeting our very first year in the red. I'd like to lay out for you now a simple, and admittedly worst case scenario, of how your increased WBC admission fee is going to be spent in 2016.

I'll start with the assumption that you enjoy our biggest discount by joining during the Annual December Membership Drive. $100 will buy you NINE days admission for $11.11 a day—still the best bargain in gaming. No more Pre-Con separate fees. No event fees. No ribbons. No parking costs.

To get that $129 room rate, we've subsidized you with a five-figure purchase that, depending on attendance, will probably amount to between $7-$15 per head… let's call it $10 for the sake of simplicity—and in the process we've saved you $10 plus taxes *per day*. We're now down to $90 remaining from your admission fee.

Moreover, to offer you a room rate equal to what you would have had at the Lancaster Host, if you book a regular room at Seven Springs for six days (not a condo, cabin, chalet or suite) *and* are a pre-registered Sustaining or Tribune member of the BPA, you will receive a $60 credit on your hotel bill. That leaves us all of $30 with which to pay salaries, insurance, prizes, advertising, printing and the myriad other expenses of running such an enterprise right down to the Paypal fees that save most of you the price of a postage stamp but cost us many times that. You want the convenience, but you don't want to pay for it. Well, sooner or later the bills come due.

But we're still not done! If you fly to Seven Springs via Pittsburgh and avail yourself of the shuttle service, we're on the hook for subsidizing part of that as well.

When we started this process, I was not optimistic about finding a better location while remaining in the mid-Atlantic region with both the necessary space and improved amenities at a price that would not be considered prohibitive to many. However, I now find myself in the rare atmosphere of optimism regarding our future venue. In fact, I haven't been this downright giddy since the year we sent Reiff home without any wood. I hope you'll join us in 2016 to experience the next evolution of WBC—where boardgamers come first.

2016 Membership Prices

Since many members renew their memberships before departing WBC, we hereby announce the 2016 membership plans which have undergone fundamental change coinciding with next year's change in venue.

Our convention daily rates have always been the lowest anywhere by a considerable margin—even before considering the extras we don't charge for event fees, ribbons or parking. We have maintained a $10/day base pre-reg rate since our inception. I needn't tell you how much less a 2016 dollar buys than its predecessor did in 1998. We are way past due for an increase. The Seven Springs upgrades and subsidies mean we can no longer eat cost increases without endangering future WBCs. Remember that we are refunding up to $20 *per day* in room costs so any increase less than that is actually an overall decrease in price so far as our bottom line is concerned.

A basic premise of this fee structure is the end of the Pre-Con concept. Henceforth, WBC will be nine days in length with no separate fees for the opening weekend. A Sustaining membership will cover admission for the entire nine days. For those attending the whole show, this will come to a daily rate of $11.11 or an increase of $1.11 per day.

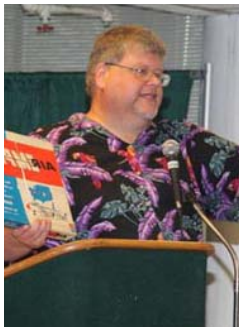
While many, primarily those residing nearby, will protest they do not have time for a longer stay, the prolonged length of the conference is seen as an attraction by those whose travel costs become more reasonable when seen through the prism of a nine-day stay as opposed to shorter durations. Those not interested in the complete show can still buy incremental daily admission instead. When we surveyed the membership on the duration question, the response was predictably diverse. The choice was to either shorten the convention (which many were adamantly against) or do more to encourage early participation. We chose the later because—after all—it is called the *World* Boardgaming Championships. The distant traveller deserves more consideration given that local members already enjoy inherent advantages due to their proximity. While trying to welcome all in our big tent approach, when forced to choose between nine-day members and one-day guests, it is obvious who deserves more consideration. By eliminating Pre-Cons, we no longer need to discourage early arrival by those not participating in the opening events and shuttle service from the airport becomes more viable by concentrating arrival times.

Elite Tribune memberships will still be offered but no longer have any Pre-Con significance. Instead, they **alone will offer the free premiums** of mailed Yearbook, Hat or Shirt and carry the distinction of special mention in the Yearbook. In addition, each Tribune will receive a $20 Gift card from Seven Springs for use in their various shops and restaurants.

Membership Type	If paid by Dec 31	if paid by 3/31	if paid between 4/1 & 6/30	If paid after 6/30
Sustaining	$100	$110	$120	$130
General	NA*	NA*	$20 per day	$30 per day
Tribune	$150	$150	$150	NA

* General memberships are not offered until the Schedule of Events is released in May

As an example of the savings created by these Membership fees, consider that the $50 increase of a Tribune membership over the course of nine days of WBC saves $90 (subsidized room rate) plus $90 rebate = $180 plus taxes plus a $20 gift card plus potentially hundreds more in savings for not having to rent a car if one uses the shuttle. That's $200+ in savings for the cost of a $50 membership fee increase. Your particular savings will differ depending on choice of lodging, length of stay, roommates, etc.



Auction & Auction Store Check-in: 6 to 10 PM on Monday, Aug. 3
NEW: Minimum of 5 lots (Auction) and 10 (Auction Store) per seller
Pre-registered items only; WBC badge required
Auction Store: 9 AM to 3 PM on Tuesday, August 4 with price changes at Noon and 2 PM
Auction: 10 AM to 5 PM on Tuesday, August 4
***Approximate** Schedule:*
Euros & Family Games - 10 AM to Noon
Wargames - Noon to 3 PM
BPA Annual Meeting - 3 PM
Collectibles - 4 to 5 PM
Where: Lampeter Hall, Lancaster Host

BPA's Auction and Auction Store are services for our members who want to sell or buy long-out-of-print games. The Store will be on the right side of Lampeter Hall, 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. *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, non-refundable, 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.*

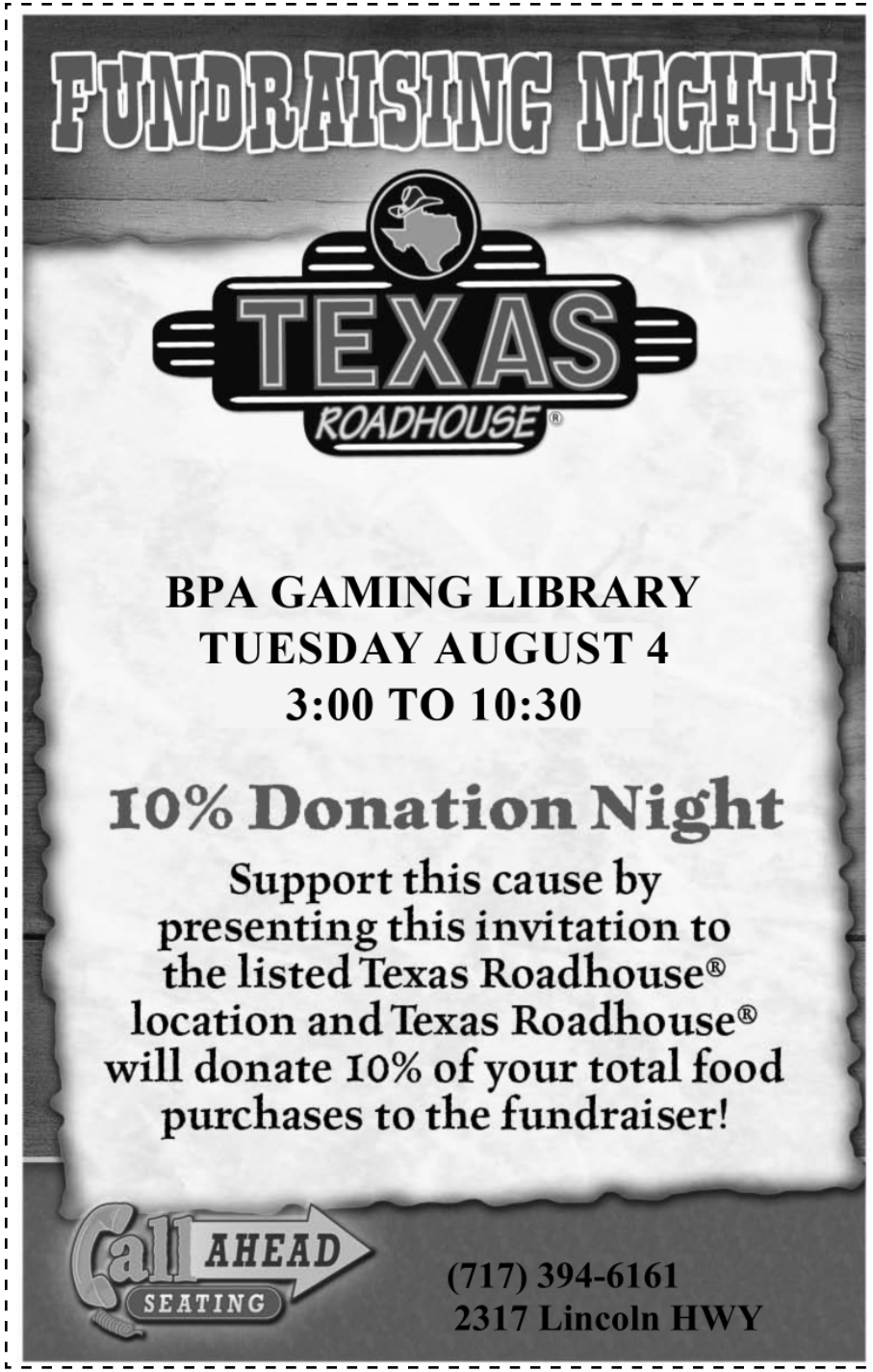
CAVEAT EMPTOR! (BUYER BEWARE): We do our best to accurately describe items up for bid, but we are not responsible for mistakes or missing components. Buyers agree to hold BPA and its auction staff harmless in the event of disputed merchandise. All sales are final!

CASH ONLY: 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: 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*.

UNSOLD ITEMS: Sellers must pick up any unsold items between 4 and 5:30 PM on Tuesday. After that, unsold items will be in New Holland. If unclaimed by 12 PM, Sunday, August 9th, those items become the property of BPA. Each *unsold* Auction Store lot will be charged a $.25 handling fee deducted from the seller's proceeds.

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 dime. Payouts by check will be available from New Holland 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.


FUNDRAISING NIGHT!
TEXAS
ROADHOUSE
BPA GAMING LIBRARY
TUESDAY AUGUST 4
3:00 TO 10:30
10% Donation Night
Support this cause by presenting this invitation to the listed Texas Roadhouse® location and Texas Roadhouse® will donate 10% of your total food purchases to the fundraiser!
Call AHEAD SEATING
(717) 394-6161
2317 Lincoln HWY

WBC Seminars, Meetings & Discussions

Youth Boardgaming League
Tu13 • Hopewell • Dr. Greg Thatcher
Learn about the new non-profit organization developing critical thinking and communications skills in California school systems with a rapidly growing enrichment program via gaming.

WWI: Historical Perspectives
Tu15 • Hopewell • Roy Pettis
Current perspectives about the origin, execution, and impacts of The Great War. A short overview of where the war was in August 1915 (100 years before WBC 2015), and a review of five issues wherein the historical consensus has shifted over time.

BPA Annual Meeting
Tu15 • Conestoga 2 • Don Greenwood
Election results, Service Award and Q&A about the upcoming change of venue.

Teaching Boardgames
Tu17 • Hopewell • Greg Schmittgens
A veteran WBCer gives his tips on how to teach games of all types, with a combination of What to Do and What Not to Do.

Using Kick Starter
We12, Fr14 • Hopewell • Jeff Billings
Prototyping, Video, Advertizing and Social Marketing discussions by a veteran of the process. A project outline and budget worksheet handout will help you get your product realized.

Ethics in Gaming, Part 9
We15 • Hopewell • Joel Tamburo
The continuing discussion of the role ethics should play in our games. Is it helpful advice or self serving harassment?

Game Trademark & Copyright Law
Th12 • Hopewell • Anthony M. Verna III
A partner at a NYC law firm discusses trademark & copyright law as it pertains to intellectual property concerns of boardgame creators.

Designing Multi-Player Games
Th16 • Hopewell • Dr Lew Pulsipher
The designer of *Britannia* and a teacher of game design at the university level makes his annual interactive discussion of conflict simulation games for more than two players.

Convention Director Workshop
Fr9 • Hopewell • Eric Engelmann
Sharing practices for venue selection, marketing, tournament design, registration practices, open gaming options, meals and lodging, auctions and flea markets, vendor selection and management, games library management, volunteer management, awards, shirts and swag, etc.

If Gamers Ran the World…
Fr11 • Hopewell • Nicky Palmer
Lifelong gamer and a past member of Parliament, Nicky Palmer returns to WBC from across the pond to entertain us with his views of the world stage … terrorism, ISIS and politics in general at a time when Americans' opinion of their government has never been lower. If our leaders were gamers would we all be better off?

B17 After Action
Fr22 • Hopewell • David Terry
The dean of WBC GMs hosts the 24th *B17* Awards presentation including the annual prize table bling.

Care & Feeding of a Game Group
Sa13 • Hopewell • Jay Fox
The black and gold mini-army/hockey-team of the Jay's Basement group discuss their history and share tips for building a weekly game group. Goals, branding, diversity, social media and free donuts…

Game Design: The Dopamin Hook
Sa17 • Hopewell • Uwe Eickert
Identify the action or Game Play mechanic that hooks players into wanting to play it over and over again.

Wits & Wagers Team Game
Sa19 • Hopewell • Luke Warren
Northstar's annual team trivia/wagering contest is always an SRO event. Don't be late!

World At War After Action
Sa23 • Hopewell • Randy Scheers
What do you do after playing one game for five straight days? Why, you meet to vote on who won, of course.

Christian Religious Service
Su7 • Showroom • Rev Keith Hunsinger
The voice of *Slapshot* addresses the more spiritual needs of his flock.

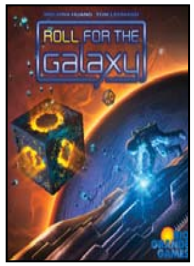
Armistice After Action & Awards
Su8 • Showroom • Don Greenwood
The 25th annual Avaloncon/WBC wrapup presents 2014 Special Awards and gives the membership a chance to interact with the Board of Directors about whatever is on their minds.

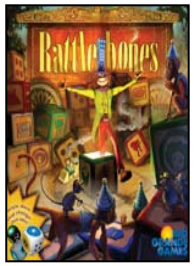
RIO GRANDE GAMES

Try our newest additions to the BPA Game Library…

Cafe Jay 2015

Cafe Jay returns to the World Boardgaming Championships in 2015.
Take a moment to relax with us in the Ballroom Foyer.
It is THE place to learn all the hot new games from Europe.
Try your hand at our three new events…





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 Pastries in the Morning
Selection of Candy and Snacks
Nachos & Cheese, Soft Pretzels
Assorted Beverages
Freshly Brewed Coffee