

WBC Expands AUCTION STORE in 2007!



As a result of the WBC Auction Store's success last year, we've expanded the space available in 2007. Come shopping on Tues., July 31, in the Lancaster Showroom—where the Auction is located—beginning at 9:30 am, one-half hour before the Auction.

An Auction Store is like a flea market, except sellers do not need to supervise the selling because BPA runs the entire shebang. It in-

creases the number of items the BPA can sell, while providing a cost-effective and efficient way to sell lower-value items. Plus, it's possible to peruse the Store while the Auction is ongoing within earshot and bidding range. **IMPORTANT:** Review the details of both the Auction and Auction Store before deciding where to submit your items.

How does it work? Fill out a Seller Registration Form, which will be used to assign an anonymous number that will be used to track your sales. You will also need a Store Item Sheet for each Item or Lot you place in the store. (Both forms are available at www.boardgamers.org/wbc/auctionstore.htm.)

Instead of a minimum bid, you set the price you want for the item. You can set three different prices, with price changes at noon and 2 pm. Patient buyers benefit from lower prices at the end of the day. Sellers will increase the likelihood of selling their products as the day wears on and benefit from buyers who are willing to pay a higher price early to ensure they get the product they want. (Think of these as "Buy It Now" prices.) Of course, sellers are allowed to list just a single price for all three times.

Simply drop off your items during the Registration hours—8 to 10 pm on Mon., July 30 and 8 am to noon on Tues., July 31. (It is not possible to preregister items for the store.) Store hours are—9:30 am to 4 pm on Tues., Aug. 1. Sellers proceeds will be available in the same manner and time frame as those for the Auction.

What are the costs? To place an item in the Auction Store, sellers must pay a 25 cent, non-refundable fee. Further, they must pay from their proceeds a fee, based on the actual sales price, according to the schedule at the right. *No item will be accepted for the Auction Store with a price of more than \$30; such items must be sold in the Auction.* As you can see, it's much more cost effective to use the Store for lesser-value items, and it frees the Auction up for more valuable items.

Where will the store be located? The Store will be on one side of the Lancaster Showroom, next to the Auction. Both will run concurrently. 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.

What happens to items that don't sell? You must pick up any unsold items between 4 and 5:30 pm on Tuesday. The Store will not secure items after that and will treat any remaining items as abandoned.

Your co-operation is needed to make this work! Please do not enter the Store area with your own games or packages and remain quiet in order to not disturb the Auction. *Remember: Sale of items at WBC is strictly limited to licensed vendors and participants in the Auction and Auction Store. Displays or attempts to solicit sale of items outside the confines of the Auction and Auction Store are strictly prohibited and will be disbanded with immediate repeal of membership without refund.*

Fee Schedule	
Selling Price	Fee
\$0.00 - \$5.00	\$0.25
\$5.01 - \$10.00	\$0.50
\$10.01 - \$20.00	\$1.00
\$20.01 - \$30.00	\$2.00

Registration: 8 to 10 pm on Mon., July 30
8 am to noon on Tues., July 31

Sales: 10 am to 5 pm on Tues., July 31

Approximate Schedule:
Euros & Family—10 am to 12 pm
Wargames—12 to 3 pm
Collectibles—4 to 5 pm

Where: Lancaster Showroom, Lancaster Host



WHY AN AUCTION? BPA's Auction is a service for our members who want to sell or buy long-out-of-print games at what is perhaps the largest gathering of the players of those games on the planet. It is an alternative to the eBay route of shipping and sight-unseen purchases. What better place to acquire these games than at our annual reunion of friends in an entertaining auction without missing any tournaments?

STAFF: Bruce Reiff, Ken Gutermuth, Keith Hunsinger and the entire Columbus Area Boardgaming Society crew return for another splendid and entertaining afternoon of buying and selling boardgames.

SELLERS: Selling is limited to those wearing a current WBC badge. Since WBC is a boardgaming conference, Lots are limited to boardgames, boardgaming accessories, non-collectible card games, and specialized magazines pertaining to same. Sellers may submit as many items as they please. However, due to time restrictions, Auction sales will be limited to the first 550 Lots submitted and accepted. A list of Registered Lots will posted to www.boardgamers.org/wbc/auctionlots.htm.

COSTS: To submit a Lot for sale at the auction, the seller must pay a non-refundable registration fee of \$1. In addition, there is a fee of 15% on all sales.

REGISTRATION: All items must be registered in advance. Send a check covering the Registration Fee for all Lots you will submit plus a list of the items therein, minimum bid and a one-word description of the condition, as defined on the Lot Form, to BPA, 1541 Redfield Rd, Bel Air, MD 21015. PayPal payments are subject to a 10% handling fee. All pre-

registrations must be received no later than July 21. Lot information may be submitted via e-mail to auction@boardgamers.org.

A completed Lot Form must accompany each item or group of items to be sold when the items are submitted. You may combine as many items into a single Lot as you like. *Any item or group of items without a Lot Form will not be accepted.* Item descriptions must be accurate. Any Lot submitted with a misleading description will subject it—plus all of a seller's other Lots—to rejection.



To avoid damaging items, use Painter's tape (available at registration) to attach Lot Forms to items. Lot Forms may be downloaded from www.boardgamers.org/wbc/auction.htm and should be completed before arrival. All Lots must be submitted in person to Lancaster Showroom

in Lancaster Host during posted Registration hours (see above). Mailed or shipped items will NOT be accepted.

MINIMUM BIDS: Low value items should be sold as a group in one Lot or in the Auction Store to minimize fees and save time. The staff reserves the right to reject any Lot for any reason, including unrealistic Minimums. Any Lot received without a Minimum Bid will be offered for \$1 Minimum Bid.

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



LIABILITY: BPA will exercise reasonable care in safeguarding your items but assumes no responsibility for lost, stolen or damaged goods. Unsold Lots should be claimed from the New Holland registration desk by showing badge and identification number no later than 5:30 pm on Tuesday. Lots left beyond that time will be secured to the best of our ability and claimed only at the convenience of the convention staff. Items left unclaimed by 12 pm on Sunday become the sole property of BPA.



BUYERS: Bidding is limited to those with a current WBC badge. Every bidder needs an official Bid number. They are \$1 each and will be available 10 minutes prior to (and during) the auction from the Auction staff in Lancaster Showroom. Return them to the auction cashier in the same condition for a full refund.

ITEM DESCRIPTION: Lots offered for sale will be defined by the seller as being in one of the physical condition categories described below. Familiarize yourself with these terms so as to better judge the condition of what is being offered.

- *Shrink:* Still in the original shrink wrap
- *Mint/Unpunched:* Item is unpunched, unplayed and complete.
- *Punched/Complete:* Item is punched and seller verifies completeness.
- *As Is:* Item is punched and seller has no idea as to completeness.
- *Defective:* Item has a declared flaw such as water damage or missing pieces.

A brief description of the item describing any extra bonus features such as sorting trays, variant pieces, etc., should be provided for any item which includes them.

CAVEAT EMPTOR! (BUYER BEWARE): We do our best to accurately describe items up for bid, but we are not responsible for mis-

takes or missing components. We will try to validate the condition of all items sold, but by accepting a Bid number, prospective buyers agree to hold BPA and its auction staff harmless in the event of disputed merchandise. All sales are final!

CASH ONLY: In God we trust, all others pay cash. When you win 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 com-

plete their purchases promptly in the view of our cashier will forfeit their Bid number immediately without refund.

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

BIDDING: 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—they'll be bidding against each other anyway so why shouldn't you?

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



Since BPA exists solely on the basis of its members' willingness to give of themselves for the greater good and their voluntary efforts to support the boardgaming hobby, the Board of Directors has chosen to honor that spirit of volunteerism by singling out those who have done the most to improve the World Boardgaming Championships.

Winners of the Hobby Service Awards are the sort of people who volunteer for whatever job needs doing whenever it must be done. They find ways to make the Boardgame Players Association and the World Boardgaming Championships a success.

The seventh recipient of the WBC's Hobby Service Award, presented at the Sunday morning Armistice meeting in Lancaster on Aug. 5, was Keith Wixson. He received an engraved book clock keepsake.



Past Winners

Stuart Tucker
Kathy Stroh
Steve Okonski
Vince Meconi
Mark McLaughlin
Ken Whitesell
Keith Wixson

Keith owes his selection to his long and quality service as a GM of BPA card-driven wargame events; in particular *Wilderness War* and *We The People* in both live and e-mail venues. Keith has also been a prime mover in the WAM conventions. He is recognized most for providing special prizes in the form of replicas of colonial period weaponry. We salute Keith for his service to the hobby and being a symbol of the volunteerism that drives the BPA. BPA applauds Keith's efforts—and those of previous recipients—and the shining example they provide for the spirit of volunteerism that drives WBC.

Nominees are selected by the conference director. The Board votes according to what they determine constitutes the most valuable contribution by ranking each nominee from 12 (strongest) to 1 (weakest). We will add one new person each year.

BPA PBEM Tournaments and Mini-Conventions

Can't wait until August 5, 2008, to do it all over again? You don't have to! Yes, WBC 2008 returns to Lancaster again next summer, but you can scratch that gaming itch sooner at play-by-e-mail tournaments and any of these fine BPA gaming mini-cons. They offer outstanding competition, the opportunity to earn Laurels and a chance to improve your gaming performance—not to mention, time out to have fun! Get more details about any of this gaming—as well as past results—at www.boardgamers.org.

PBEM Tournaments

Year-round events for selected games, including *March Madness*, *Russian Campaign*, *Twilight Struggle*, *Victory in the Pacific*, and *Wilderness War*.

www.abovethefields.com/top_pbem/

Oct. 19-21, 2007 • **Waterloo V**
Days Hotel, Timonium, MD

Napoleonic Wars in a format of revolving three-player games.

Nov. 9-12, 2007 • **Euroquest V**
Days Hotel, Timonium, MD

Tournaments for popular Euro games, open gaming, plus a wild-card event and the hot new Euro title from Essen.

Jan. 24-27, 2008
Winter Activation Meeting (WAM) VI
Days Hotel, Timonium, MD

Four days of two-player card-driven wargames: *Paths of Glory*, *Twilight Struggle*, and more.

March 28-30, 2008 • **Enlightenment XI**
Days Hotel, Timonium, MD
Four rounds of dedicated play of *Age of Renaissance* and *Manifest Destiny*.

Aug. 2-5, 2008 • **WBC Pre-Cons**
Lancaster Host Resort, Lancaster, PA
So many games, so little time. WBC offers a few events for early play without distractions, from wargames to Euros.



All Boardgame Players Association (BPA) members of record as of June 1, 2007, are hereby notified of their right to vote for up to three members to serve on the BPA Board of Directors. Any BPA member may run for election as a Director. These individuals give their time without recompense to ensure that WBC continues on an even keel, representing all interests fairly.

All members have a vested interest in the operation of BPA which can be exercised through their vote for members to serve on the Board in rotating three-year terms. You may vote for up to three candidates, but only once per candidate. No votes will be taken during the convention. This election will be completed by mail and e-mail by July 15, so that the newly-elected Board may convene to conduct business during WBC. The three candidates receiving the most votes will be elected.

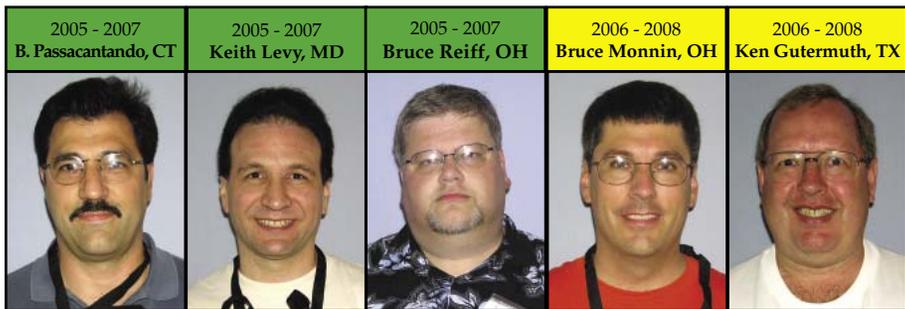
Note that all paying attendees of WBC—other than one-day guests—are BPA members with voting rights. You are invited to submit a facsimile of the ballot at right by mail to: BPA, 1541 Redfield Rd., Bel Air, MD 21015-5739 for delivery no later than July 15, 2007. The ballot includes a brief statement by each nominee.

Please note that you must print your name AND sign your paper ballot. Alternately, you may e-mail your vote(s) to election@boardgamers.org from an e-mail address on file with BPA as your official e-mail address.

You will find an electronic ballot at www.boardgamers.org/election.htm. It takes just a moment to record your vote electronically. Take that moment and be part of the process that makes BPA an organization that is responsive to the needs of its members.

All members are invited to attend the Annual Meeting of the BPA at 3 pm on Tues., July 31, 2007, in the Lancaster Showroom at the Lancaster Host Resort in Lancaster, Pa. **NOTE: This time is different than previous years.** At that meeting, you will meet the new Board and may make inquiries and suggestions regarding the activities of your association. This is your chance to influence the decision-making process that drives WBC.

The Board would like to take this opportunity to publicly thank the three board members whose terms are up in 2007. They have contributed greatly to the success of this organization. We also appreciate the candidates who are on the ballot this year.



Mail this signed ballot or a facsimile to BPA, 1541 Redfield Rd., Bel Air, MD 21015-5739 or e-mail your votes to election@boardgamers.org for delivery no later than July 15, 2007. An electronic ballot is posted at www.boardgamers.org/election.htm. You may vote for up to three candidates, but no more than once for each candidate. Votes will be recorded in accordance with membership status. A member whose membership level is entitled to multiple votes should submit only one ballot—the vote(s) thereon will be weighted appropriately by election officials.

Printed Name _____
 Signature _____
 Date _____



Dan Dolan, Sr., NJ — I have decided to run again for the WBC BoD not because I think there is anything wrong with the way the current group is running things. In fact the opposite is true. I feel they are doing an excellent job. I am running to offer my services in continuing to make the WBC the best week of gaming there is. I don't run a major company or have any experience other than being a gamer, but I can and will do as much as I can to ensure WBC continues to be the convention we all know and enjoy.



Josh Githens, SC — It is time to rejuvenate our Board of Directors, and I feel as though I am the one that can accomplish that. Adding the perspective of the constantly growing young adult segment of the WBC is an invaluable asset for the board to have. I bring five years of Toys "R" Us Management, Human Resources, and Event Coordination, as well as my Guest Service training from Disney Corporation. I look forward to serving the WBC and perpetuating the convention well into the future for the continued enjoyment of the ever increasing board gaming community.



Keith Levy, MD — I have three years of experience as a BPA Board member. I helped form and run Euro Quest, our largest mini-con, and the Sampler Showcase while serving as hotel liason for most of our mini-cons. My goals are to act on behalf of our members, increase WBC attendance, and make gaming a mainstream hobby. I have over 10 years experience as a Convention Director and GM and am President and Founder of Games Club of Maryland. I am enthusiastic, dedicated, loyal, hard working, motivated, dependable, a team player, honest, and trustworthy.



Tom McCorry, VA — I'm seeking this position to give back to my hobby and the friends I enjoy it with every year. I bring a broad gaming interest to the board (from *ASL* to *Eurogaming*) that is similar to the diverse tastes of the BPA membership. Managing a business unit in a Fortune 50 company allows me to travel to many conventions and gaming groups and see what others are playing. My priorities are to maintain excellence in the WBC and mini-cons, continue to support volunteer GMs who are the backbone of the organization, and ensure the stability of the BPA.



John Pack, CO — My emphasis is giving volunteer GMs and their events maximum support. As a board member from 2001-2004, I was instrumental in starting the pre-cons and providing the low-cost, ample space of Lancaster Host. Now I'd ensure that GMs can use the best format and most appropriate tie-breakers for their events and that votes affecting your favorite events are available. I believe the WBC's best asset is the huge variety of well-run tournaments. I love events from *Gangsters* (GM), *Krenlin*, *Puerto Rico*, *Ivanhoe*, and *Circus Maximus to Victory in the Pacific*.



Bruno Passacantando, CT — Three years of active Board service, plus nine as Treasurer. Recently, we dealt with the most significant change our organization has experienced: changing venue in a difficult economic climate. My approach remains the same: be an enabler, avoid extreme stances, provide a fair set of standards with which all of our members are expected to comply; avoid change for change's sake. I strongly support the youth initiative, the fine balance between Euros and wargames, and structured growth through grassroots efforts and targeted advertising.



Bruce Reiff, OH — My goals for the BPA/WBC are simple: work to keep it a place where gamers of all types can come and have a good time whether they come for the tournaments or open gaming. I also want the convention to be a friendly and enjoyable environment for our future—youth—so I want a strong Juniors program. I want to keep our convention director, Don Greenwood, around as long as possible. Finally, I want to make sure the convention remains financially viable.



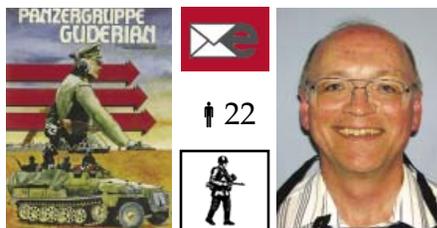
Harald Henning • CT



Stefan Mecay • TX



Tod Whitehurst • VA



John Popiden • CA



Doug James • NC



Andy Gardner • VA

Play-by-e-mail tournaments are the answer to many players' most common complaints—lack of time and inability to find skilled opposition. They keep our appetites whetted for face-to-face competition and allow interaction with those who can't travel to WBC. E-mail tournaments are counted the same as face-to-face action in BPA's prestigious Caesar competition, with Laurels based solely on size of the field and the average face-to-face playing time.

Entry in these tournaments is free to current BPA members. If you are not already a member, an associate membership costs only \$10 to cover the costs of this program. Players have no obligation to keep their memberships current once the tournament begins.

BPA does not run PBeM tournaments; rather, we provide support for hobbyists willing to host events. For example, it is possible to play *Twilight Struggle* and *Hannibal: Rome vs. Carthage*

entirely on-line at www.wargameroom.com. BPA also sponsors ACTS (acts.warhorsesim.com), which allows play of the many card-driven wargames free-of-charge with gamers around the world. Inexpensive programs exist for other games that allow you to dispense with boards and pieces. For information about running a PBeM tournament, contact the BPA PBeM coordinator Hank Burkhalter at ussChevalier@abovethefields.com or check out his webpage at www.abovethefields.com/top_pbem.

Our thanks to the following members who maintain PBeM websites: Matthew Burkins, Tom Cooper, John Coussis, Tom Gregorio, Mark Herman, Nick Markevich, Vincent Meconi, Bruce Monnin, John Pack, Bob Ryan, Bruno Sinigaglio, Bill Thomson, Keith Wixson, Ric Manns, Kevin Shewfelt, Paul Stoecker, Brian Youse, Jeff Lange, Darren Kilfara, Dave Dockter, Greg Stripes, Bryan Collars and Bill Crenshaw.

James Pei, VA
For the People • 7Dave Dockter, MN
Paths of Glory • 8Stefan Mecay, TX
Twilight Struggle • 9Nick Pei, CA
History of the World • 0

Defending champion *Nest of Spies*, a coalition of card-driven wargamers from four different states, held onto the title over a field of 78 four-member squads. They became the first team to successfully defend their title by replacing the absent Ron Fedin with Stefan Mecay who made his first WBC a memorable one by leading the team with nine points for winning *Twilight Struggle*. The team also got their usual seven points from James Pei who won *For The People* for the sixth straight time and eight points from Dave Dockter for winning *Paths of Glory*.

Scoring was up for the entire tournament, with the top eight teams scoring enough to have won the tournament in the leanest years and *Nest of Spies's* 24 points breaking the old record of 22 points held by 1994's Team Dixie. Finishing second with 18 points were the Baby Seals led by eight points each from George Young (*We The People*) and Ewan McNay (*Britannia*). Boarding Party took third with 16 points on the strength of nine points from Roy Gibson (*Atlantic Storm*) and seven from Mike Fitzgerald (*Hacienda*). One wonders how high they could have gone if teammate Ben Knight had even played in his team game.

The Moral Victory prize goes to CABS #3 squad, Pete's Angels, which rode eight points from long suffering Pete Stein's *Kremlin* victory to 19th place and single-handedly outscored the other three CABS teams—including the #1 ranked Manly Men which finished 25th.

The year's biggest over-achievers, were El Cupachabra who overcame 290-1 odds to finish ninth and became one of only three three-digit odds teams to break into the Top 25 with nine points from Brandon Bernard (*Air Baron*) and three from Bruce Bernard (*Vinci*). On the

other side of that coin, *We Ain't Dead Yet* (48-1) may actually be dead. They were one of 18 teams that failed to score a point. CABS #2 squad, Nate and the Boys (46-1), saved them the ignominy of being the top-ranked team to get shut out. Four teams showed depth with all four members scoring, led by Ye Olde Gaming Society and Central Florida Gamers with 14 points, Manly Men with eight and Team Euro with seven.

For 2007, four players may pre-register as a team by specifying a team name, team members, and a team game for each member. Any aspect of a team may change prior to July 21. No changes may be submitted after that time.

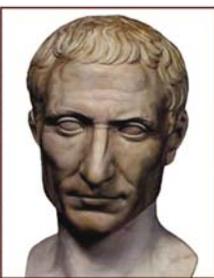
Team members who finish well in their chosen event score points for their team. (It is possible to get points without winning a plaque.) All Team Points are awarded automatically when the GM turns in the Winner's Claim for an event.

A Self-Service Scoring system keeps on-lookers updated as the convention proceeds. All Team members, whether scoring or not, should post their point totals on the kiosk Standings Board near Ballroom Foyer as soon as possible. (See page 5 for the Points Schedule.) **In 2007, a bonus point will be awarded to anyone who earns team points in an event that they have previously not won.** The team that gains the most points is the winner. The total number of entrants in each team's events is the tie-breaker. Each member of the winning team receives a Team plaque. Official scoring takes place after the convention.

Odds-maker and Happy Handicapper Stuart Tucker will put together the book on the Team Tournament. Check the Tote Board at www.boardgamers.org/wbc/teamtour.htm.



CAESAR



Jeff Mullet, a Cabbie with a penchant for the occasional “manly” game, rode his dominance of *Age of Renaissance* to the title of Caesar in 2006 by topping all eligible

players with 166 Laurels in the 2006 season. In all, Jeff banked 95 Laurels with the Renaissance trading game—5 for a sixth at the e-mail tournament, a whopping 60 for winning the Enlightenment mini-con tournament and another 30 for winning the event at WBC.

Finishing second was Jeff Cornett, a mere 22 Laurels behind, with 134—all earned at WBC. Mullet, thus, owes his overall BPA title to his well-travelled presence at Euro Quest, Enlightenment, and Block Party mini-cons, plus his e-mail campaigns. Jeff Cornett’s near miss was made less painful by handily winning the Consul Award for most Laurels at WBC.

Rounding out the top six BPA competitors for 2006 were Chris Byrd, Don Greenwood, Thomas Browne and Ewan McNay, in order. Eight of last year’s Top 25 players managed to repeat in 2006, led by Chris Byrd who rose from seventh to third. Greenwood, Browne, Tom Drueding, Ed Menzel, Bruce Reiff, Bill Crenshaw and Marvin Birnbaum all managed to retain Top 25 status another year also, while 17 new faces graced the leader board.



Past Caesars		
2002	Marvin Birnbaum, NY	146
2003	Nick Benedict, CA	113
2004	James Pei, VA	293
2005	Arthur Field, SC	224
2006	Jeff Mullet, OH	166

Jeff Cornett, FL	M. Birnbaum, CT	D. Greenwood, MD	Thomas Browne, PA	Ewan McNay, CT
 134	 129	 123	 121	 116
- The 2006 Caesar Line of Succession -				



We turned to Roman history for inspiration in creating our twin leader honors to keep one top honor always up for grabs at WBC. Should our Caesar winner also dominate WBC, as happened in 2005 with Arthur Field, no Consul award is given and Caesar rules alone. Once you strip away the points for e-mail tournaments, mini-cons, and Pre-Cons you get a very different picture of who was king of the roost for those six days in August.

In 2006, the top seven players in the Consul standings did not score (or lose) a Laurel outside of WBC and four of the top six Caesar candidates are nowhere to be seen in the race for Consul.

Jeff Cornett, who came in second-place in the race for Caesar based solely on his 134 Laurels earned at WBC, was elevated to Consul. This achievement came as a result of his wins in WBC tournaments of *Battle Cry*, *Euphrates and Tigris*, *Medici*, and *Slapshot* and second-place finishes in *Napoleon* and two-player *Titan*.

Wins in *Britannia* and *Tyranno Ex*, along with second-place finishes in *Age of Renais-*

sance and *War at Sea* and a fifth-place finish in *Oltre Mare*’s inaugural year gave Ewan McNay not only a place in the top-five of the Caesar Line of Succession but second-place in the Consul Line of Succession.

Ed Menzel also used two victories to propel him to the Consul Line of Succession. He won *Gettysburg* and *Victory in the Pacific*, while taking third in *War at Sea*. Roy Gibson scored 100 Laurels, with wins in *Atlantic Storm* and *Settlers of Catan*.

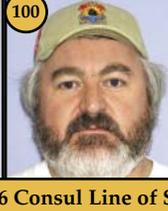
Anne Norton, who won two inaugural tournaments—*Cleopatra* and *The Society of Architects*’ and *Thurn & Taxis*—became the first woman to qualify for either the Caesar or Consul lines of succession. Karl Henning whipped his way to the list with a win in *Circus Maximus*, second-place finish in *Adel Verpflichtet*, and third-place finishes in *Carcassonne* and *Queen’s Gambit*. Other top performers were Rich Meyer, Bruce Reiff, and Melvin Casselberry.

Boardgamers are just one niche of the game universe and within that niche are many sub-niches. Laurels serve to give us all a common language whether we play ASL or *Puerto Rico*. The common denominator of Laurels earned in BPA competition is all part and parcel of that magic “focus” that sets the WBC apart from other gaming conventions.

Laurels provide a metagame competition beyond individual events. Even those of us who are not in one of the lines of succession can benefit from a look back at our own personal best and give ourselves a mark to shoot for while having a good WBC—whether that be measured in the enjoyment of the moment or chances at wood.



Past Consuls		
2004	Devin Flawd, PA	111
2005	None	-
2006	Jeff Cornett, FL	134

Ewan McNay, CT	Ed Menzel, CA	Roy Gibson, MD	Anne Norton, NJ	Karl Henning, CT
 116	 106	 100	 90	 86
- The 2006 Consul Line of Succession -				



WBC exists as a result of the efforts of dedicated volunteers serving as GMs. They keep their motives pure by refusing remuneration and are some of the first dues-paying members. Every year we select one GM to single out as WBC's GM of the Year. This GM is awarded a free room for the five days of WBC. Using the current selection process, which includes criteria such as firmness and fairness, player comments and complaints, length and quality of service, and bonus services that are above and beyond the call of duty, GMs may score a maximum of 96 points and a minimum of 12.

We are pleased to award the Best GM honor for 2006 to Don Chappell with a score of 77, based on two 1sts, a 2nd, two 3rds, two 4ths and a 9th. Overall, scores ranged from Don's 77 to a low of 28. Every nominee scored at least as high as 5th and as low as 9th with the Board splitting its votes in a wide cross section based on the importance each member gave the various categories.

Don won the award as the longtime GM of *We The People*, which has been a steady favorite anchoring the Saturday card-driven wargame schedule. The Arlington, TX native stood out in a field of fine GMs, in part, by hosting a novice division in a Class C event for new players and helping them along in the competition while limiting his own play largely to that of eliminator or facilitator. Only after having gained the experience of playing amongst themselves were the newbies ushered into the shark pool. Don also added to his event by offering numerous supplementary prizes of period books out of his own pocket.

The Board's eight 1st votes were split among the top five nominees. Finish-

ing second in the voting was Tom McCorry who garnered a score of 67 for hosting WBC's largest tournament, *Ticket To Ride*, as well as one of its most impressive new offerings, *Caylus*. Tom also impressed the voters with a classy Table ID and seating system which helped him administer his large heats quickly.

Finishing in a tie for third with 61 points each were a pair of relative newcomers to WBC's GM ranks, suggesting that experience may be over-rated. Ivan Lawson (*Lost Cities*) in his second year and Barry Shutt (*Air Baron*) in his first, both brought well-honed skills of preparation and attention to detail to tame large events quickly and efficiently—proving that GMing is not rocket science and can be handled in stride by well organized preparation.

Rounding out the top half of our nominees were Vince Meconi (*War At Sea* and *Gettysburg*) who also chaired one of our GM 101 seminars with a score of 58 and Keith Wixson (*Wilderness War*) with a score of 57.

Well done all. Our sincere thanks to you and all others like you who try to make WBC a little more special every year.

If you encounter an exemplary GM that you would like to recommend for consideration as GM of the Year, provide feedback about his or her performance to the registration desk, via e-mail to cd@boardgamers.org or via mail to 1541 Redfield Rd, Bel Air, MD 21015. Do not leave GM evaluations with the kiosk.

If you are a GM or have considered becoming one, attend one of our GM101 Seminars on Tuesday. (See page 86 for details.) All GMs are asked to review the GM guidelines posted at www.boardgamers.org/gmguide.htm.



Past Winners

1991 – Russ Gifford, NE – ASL
 1992 – Jim Burnett, TN – WPS
 1993 – Glenn Petroski, WI – VIP
 1994 – John Ellmann, MD – MMS
 1995 – Ken Lee, PA – GCA
 1996 – David Terry, MD – B-17
 1997 – Will Wible, VA – ROR
 1998 – Bruce Monnin, OH – WAS
 1999 – Bruno Wolff, WI – TTN
 2000 – Vince Meconi, DE – WAS
 2001 – David Terry, MD – B17
 2002 – John Jacoby, VA – CMS
 2003 – Chuck Foster, TX – EPB
 2004 – John Coussis, IL – ACS
 2005 – John Sharp, FL – VIP
 2006 – Don Chappell, TX – WTP



Shooting himself in the foot by pointing out an opponent's error and arguing that he should be allowed to change it since the next player has yet to move won Phil Barcafer the third and final leg in the BPA Triple Crown, the Sportsmanship Award. He will be honored at this year's Armistice meeting in the Lancaster Showroom Sunday at 8 a.m.

Coupled with the Caesar for prowess on the game-board and our GM of the Year which honors those who sacrifice their time to make the events possible, the Sportsmanship winner completes our virtual Hall of Fame. It reminds us that there is no fun to be had with these games without an affable and enjoyable opponent with which to cross vicarious swords.

While some get caught up in the quest for "wood," our Sportsman of the Year always subscribes to a higher standard...a shining example of sportsmanship that we should all aspire to. These folks are the ones that make it all bearable for our GMs and contribute most to the "club" atmosphere of the convention. Their shining example contributes to the remarkable esprit de corps and camaraderie for which the WBC has always been noted by those in the know. For winning, Phil receives a free stay at WBC this summer.

The 2006 Sportsmanship voting by the membership was the heaviest ever recorded with no less than 14 of the nominees recording double digit vote support. Rounding out the top six finalists were John Weber, Steve Likevich, Rob Flowers, Greg Schmittgens and Mike Kaye in that order.

We believe the Sportsmanship Award is our most important plaque. GMs nominate players who demonstrate outstanding sportsmanship in their respective tournaments to

be part of the pool of players eligible for the award. Players may also be nominated by other players in a tournament. If you encounter an example of outstanding sportsmanship that you would like to recognize, provide details to cd@boardgamers.org or via mail to 1541 Redfield Rd, Bel Air, MD 21015.

Everyone has a different sense of what constitutes sportsmanship. Keep in mind that the object of a tournament is to win. When so many nominees are selected because they do not put their own best interests ahead of helping others, it puts mere mortals on the horns of a dilemma. Just how much are we expected to help our opponents in a tournament? And does that make me a bad person if I fail to correct an opponent's error rather than take advantage of it? This is especially true in a multi-player

game where perhaps not all the players are so charitable. Is this allowable table talk or kibitzing? The answer will depend on what players expect from a tournament experience—for some the "game is the thing" and anything that makes for a tense and enjoyable finish is laudable.

Nominations will not be accepted for individuals who concede a victory to allow a beaten opponent to continue in their place. While a player who allows another to play on in "his" place may have good intentions, doing so is

contrary to the purpose of a tournament. A player who concedes a won game is circumventing the rules of the event by dispensing byes in a non-random, unearned manner and is actually committing an unsportsmanlike act in the eyes of many. Such a kindness bestowed upon one player is grossly unfair to all the other participants of the event who had to win their right to advance and tarnishes the event as a true test of skill.



Past Winners

Chuck Stapp, NJ – 1992
 Tiger Von Pagel, FL – 1993
 Rob Kilroy, PA – 1994
 Ian Lange, AE – 1995
 Jim Matt, MI – 1996
 Ed Connery, NJ – 1997
 Frank Sinigaglio, NJ – 1999
 Robert Sacks, NY – 2000
 Bret Hildebran, OH – 2001
 Kaarin Engelmann, VA – 2002
 James Jordan, MD – 2003
 Steve Okonski, MD – 2004
 Bruno Sinigaglio, AK – 2005
 Phil Barcafer, PA – 2006



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