

World Boardgaming Championships

2019 Schedule & Program



July 20-28, 2019
Seven Springs, PA

www.boardgamers.org
info@boardgamers.org



DINING AT SEVEN SPRINGS

You will notice the mountain charms do not include city hustle/bustle and franchise eateries at every corner, but Seven Springs has a wide assortment of food and beverage outlets on property to suit every taste and budget and keep you primed for your next match. Explore a different choice each night.

Grab & Go: The “Grab & Go” station, located near the Grand Ballroom and open daily Sunday-Saturday, 11AM-7PM, features grilled and pre-made sandwiches, chips, snacks, assorted drinks, and more.

Seven Ten Bistro: This cool, hip little alcove located next to the bowling alley features eclectic food and an imaginative menu with items ranging from out-of-the-ordinary shared plates to cool twists on salads to mouth-watering sandwiches. Be sure to check out the Tator Tot Waffle sandwich! Open daily at 11AM.

Slopeside Restaurant: Open daily for breakfast, lunch, and dinner 7AM-9PM. Breakfast features their daily breakfast buffet at a special WBC rate of \$12.95 (*WBC breakfast special available July 22-28 only*). A Farm Table Soup & Salad bar is available daily for lunch and dinner at \$12.95. Dinner features a different dinner buffet daily, including their famous Friday night Seafood buffet and Saturday night regular Farm Table buffet (\$35.95 per person; **WBC SATURDAY SPECIAL NIGHT:** Buy one buffet dinner at regular price and get a second buffet dinner ½ off). Full menus are also available for all meals. Prices do not include tax or gratuity.

Timbers Restaurant: Open daily 4PM-10PM with regular menu plus daily specials.

Mountain Perk: Open daily in Center Lobby 7AM-9PM and Saturday July 20 - Saturday July 27 8AM-8PM in Ski Lodge. Coffee, drinks, and to-go pre-made sandwiches.

Pizza Place: Open Friday & Saturday 11AM-1AM and Sunday to Thursday 11AM-12AM. Pizza, salads, subs, wraps, drinks, etc.

Bavarian Lounge: Open daily 11AM until close (up to 1AM—dependent upon business levels). Drinks and sandwich/snack menu. Menu items available until 12:30AM daily.

First Tracks: Open Saturday July 20 2PM-9PM & July 21 - July 27 11AM-9PM. Wide variety of cafeteria style food and drink items.

Emo’s Pit: Open daily 10AM-4PM beginning on Sunday, July 21. Outdoor BBQ pit featuring hot dogs, hamburgers, pulled pork, hot sausage, kielbasa, etc. (located outside Ski Lodge).

Highlands Market: Open daily 7:30AM-8PM. Boutique country market serving freshly prepared sandwiches and salads and a wide selection of craft and domestic beers, grocery items, fresh meats, cheeses, breads, specialty items and local artisan products.

Helen’s Restaurant: Open Wednesday - Saturday 5PM-9PM & Sunday 2PM-6PM. Distinct, authentic culinary creations and fine dining in a rustic atmosphere.

Grille at Sporting Clays: Open Tuesday-Thursday, 11AM-5PM. Features appetizers, sandwiches, entrees and desserts in a classic mountaintop setting. Hours subject to change based on corporate events, please check daily.

Gingerbread Dreams: Open daily from 11AM-10PM. A bakery cafe offering local roasted coffee, loose-leaf tea, specialty waters and drinks, hand scooped ice cream, milkshakes and an amazing selection of house made pastries. Crepes and Coffee Brunch: Sunday 10am to noon.



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. We also sponsor e-mail tournaments throughout the year, but our *raison d'être* is WBC. We love boardgaming competition—from wargames and Eurogames to racing, sports, and rail games, and we make no apologies for it. It's what we do. And we 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

Convention Director: Ken Gutermuth

Assistant Convention Director: Charles Kibler

ACD-Webmaster & Publicity: Kaarin Engelmenn

Board Chairman: Andy Lewis

Treasurer: Bruno Passacantando

Secretary & Proof Reading: Bruce Monnin

Legal Consul: Ralph Gleanon

Incorporator: Scott Pfeiffer

Tech Support: Ken Whitesell

Library & Open Gaming Director: Keith Levy

Cover Art: Debbie Gutermuth

Seven Springs Map: Charles Kibler

Graphics: ckiblergrafix

Photography: Debbie Gutermuth

Projector Programming: Scott Buckwalter

Social Media Coordinator: Scott Nerney

Euro Schedule Coordinator: Eric Freeman

Mobile Scheduling Apps: Kevin Broh-Kahn, Michael Kieft, Michael Powers, & Craig Trader

Exclusive Show Vendor: Decision Games

Security: Ken Whitesell

Open Gaming Monitors: Dan Hoffman, Bill

Powers, Scott Buckwalter, & Joe Gasser

Juniors Room Monitors: Crystal Shipley,

Megan Byrd, and Lesley Coussis

AREA Ratings: Glenn Petroski

Team Event Handicapper: Stuart Tucker

Team Logos: Kaarin Engelmenn

Auction: Ken Gutermuth, Bruce Reiff, et al

Registration Staff: Charles & Judy Kibler,

Tara Greenwood, Ann & Bob Dowrick,

Chuck & Peggy Ledger

Sponsors: Matt Calkins, Tom Cannon, Jim Day, David des Jardins, Matt Evinger, Ken Gutermuth, Rick Northey, Joel Tamburo, J.R. Tracy, Connie Vogelmann, Chris Wildes

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2019 Vendors & Exhibitors

Hours: Thurs. through Sat., 10AM to 6PM

Academy Games, Big Board Games, Blue Panther Games, Canton Games, Compass Games, Decision Games, Foam Brain Games, Flying Pig Games, Gameaholics, Game Surplus, GMT Games, Harmony House Hobbies, Lock N' Load Publishing, MetaDreams, Multi-Man Publishing, Mystik Waboose, Rio Grande Games, and Worthington Publishing



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Welcome to the 21st World Board-gaming Championship. For a fourth year, we will enjoy a week of gaming and activities at the beautiful Seven Springs Mountain Resort. Whether you came to compete in the tournaments, try new games in Open Gaming, or accompany your gaming family, our goal is to make sure everyone enjoys themselves during their stay and make this a permanent part of your vacation plans in the future.

This year is shaping up to be another great year for WBC as memberships during the pre-registration period reached 1481 members, up 5% from last year. We have had 228 new members join in 2019.

Seven Springs continues to improve the facilities as Festival was remodeled and is now called Winterberry and the Laurel room was the first meeting room to undergo renovations. Seven Springs also has additional improvements planned that I am sure our group will enjoy. Plan on attending one of the two Seven Spring Update Seminars, Monday and Thursday at 11AM in Snow-

flake Forum, to learn of the changes made and those in the planning stages.

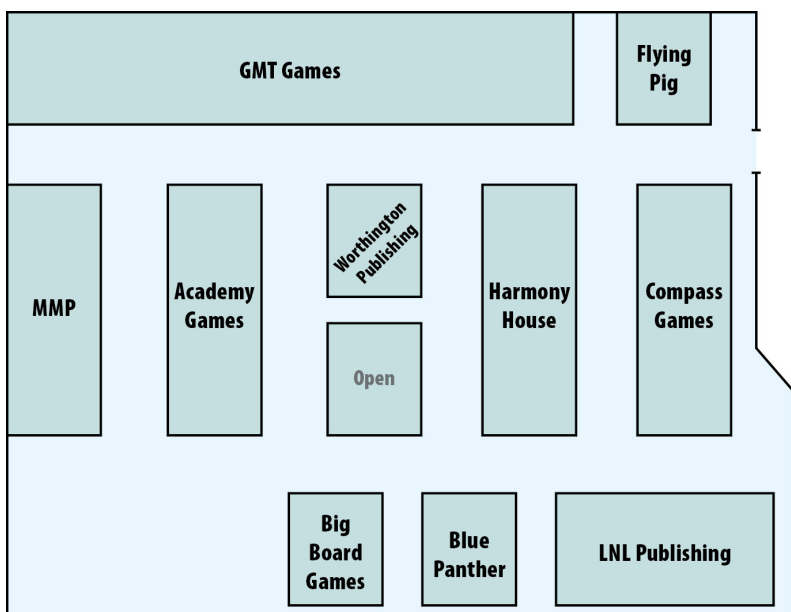
In my third year, I have taken over the website updates which have allowed more timely postings. There are still some of the historical pages that need updating and they are on the list to complete. The Open Gaming library is continuing to receive a facelift as we work to secure some of the hot new games for the library. In doing this, we will not be stocking a large amount of games in the library to support the WBC tournaments. So, if you are participating in tournaments and have a copy of the game, please bring it.

With more people arriving earlier and leaving early Sunday morning, I have decided to move the WBC After Action Meeting to Saturday, July 27 at 8AM.

As you are reading this, you have arrived at Seven Springs for another great week of gaming. So, thanks for attending—but most of all, **Have Fun**, enjoy the gaming, renew friendships, welcome the first-time attendees, and help us continue the tradition of the WBC.

Ken Gutermuth

VENDOR LAYOUT (Timberstone)





2020 RESERVATIONS: Do not attempt to reserve a hotel room for 2020 while at WBC. Seven Springs will not accept hotel reservations before January 15, 2020. At that time, reservations will again be limited to those reserving stays of five days or more with shorter duration stays opening later on a space available basis. A non-refundable deposit of 50% of the total lodging cost per room (or 25% of total lodging cost per condo) will be required. Reservations cancelled 60 days or more in advance of arrival date will forfeit one night of the advance deposit amount. Reservations cancelled within 60 days of arrival date will forfeit the entire deposit. Reservations cannot be transferred to another party. Any cancelled room will be returned to availability and subject to be claimed by the next party on the waiting list. This BPA policy is to prevent early sellouts by those reserving rooms on speculation.

You can make reservations before 2020 if you reserve a multi-bedroom condominium, chalet, or cabin. Not only will you enjoy kitchen and living areas, but you will make WBC more accessible to more gamers by opening more hotel rooms. That is good news for everyone since nothing is more essential at a gaming convention than fellow gamers.

PARKING: Seven Springs is blessed with ample free parking, but exercising considerate behavior in its use will make this facility better for all concerned, so:

- If staying at the Hotel, unload your bags by the main entrance on Main St and follow the road back to the Lower Lot on Tennis Court Road in front of the hotel tower.
- If staying in the condos, stop just long enough to get your keys and directions to your condo from the front desk in the hotel lobby. Parking is available in front of your condo.
- Park in front of the chalets only if staying in a chalet.

- Those bringing many games would be well advised to proceed to the right of the hotel on Ski View Ave and park in the upper lot, using your car as a games cache close to the meeting rooms of the Convention Center.

Entrance to the Convention Center and Main Lodge for those staying in the hotel is best accomplished from inside the hotel directly from the third and fourth floors. Those staying off property should park in the Upper Lot and enter the Convention Center directly from the lot.

BADGES: WBC now allows use of any badge holder. You may provide your own (including past year's official WBC pouch badge holders) or select any of numerous styles provided including deluxe pouch holders, magnetic, clip-on, or the free pin variety. Those opting to receive the deluxe pouch or magnetic holders will be charged \$2. **FAIR WARNING:** Magnetic badges do not fare well with seatbelts, credit cards, room keys, pacemakers, or backpack interactions. Those opting for the clip holder will be charged \$1. 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: Do not take library games out of the Exhibit Hall. WBC doesn't have many restrictions, obeying the few rules we do have allows us to continue to offer you Library services with a minimum of fuss.

SCHEDULE: We offer many online scheduling resources at boardgamers.org to enhance your convention experience. Seven Springs has free wireless internet connections in the lobby 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 boardgamers.org/wbc19/schedule.htm.

A color version of this program is also available online for those who prefer



an electronic version instead of a printed copy. Failing that, a visit to the Open Gaming focal point in Exhibit Hall 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 late 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*.



FOOD/BEVERAGES: Seven Springs prohibits outside food and beverage in the meeting rooms, but the hotel offers a wide variety of menu options, ranging from fast food to fine dining. You'll find daily lunch and dinner all you can eat buffets at Slopeside Restaurant in the Main Lodge. There is also light fare throughout the day at numerous locations, including breakfast sandwiches. See the Dining choices on the inside front 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. Note that Seven Springs is blessed with many outdoor decks and balconies, but please respect the property by using an ash tray which smokers can request from the front desk.

MEMBERSHIP: WBC is owned and operated by the Boardgame Players Association (BPA). Sustaining membership provides free admission to all of WBC. Elite level Tribune membership also confers free admission, a free souvenir hat or shirt, and a \$30 gift card. Multi-day General Admission to WBC grants membership in the BPA, which is required for participation in Play-By-email (PBEM) tournaments. Those who attended the convention via a one-day Guest Pass are not BPA members and not entitled to play in our PBEM tournaments. For details on membership terms and conditions, see boardgamers.org/about_terms.html. Note that membership does entitle you to use all the Resort's numerous attractions. Payment of daily activity fees direct to the Resort are required for specific activities.



LAURELS: Our Caesar and Consul Awards use a scoring mechanism called Laurels. Players earn laurels for placing in the top six places of any tournament. For each event, laurels are calculated by multiplying the plaque 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.

REGISTRATION: Pre-registration is inherent in BPA membership and is non-refundable. It discounts admission and speeds check-in. Pre-registration ended June 15th. On-site registration commences Friday, July 19th from 7 PM to 9 PM, and then runs daily from 8 AM to 8 PM in Stag Pass, beginning Saturday, July 20th. Registration will remain open until 10 PM on Saturday July 27th for prize distribution, so drop by to claim plaques before departure. Badges are not dispensed until the day they are valid. Registration is required for Open Gaming. Children 12 and under who participate in Junior Room activities



are admitted free to the Juniors Program if accompanied by a paying adult.

Name	
Town, State	
<div> <div>2</div> <div>3</div> </div> <div>0 (19)</div>	<div>1</div> <div>Badge No.</div>
<div>2019</div> <div>WBC</div>	<div>Your Picture Here</div>
<div>4</div> <div>Tuesday - Sunday</div>	

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 and Vendor Rooms. 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: Open Gaming begins at 9AM on Saturday July 20th in the Exhibit Hall. The Game Library will be available in Open Gaming starting at 12PM on July 20th. Open Gaming Tables may only be used while actively playing a game. Games may not be left unattended whether setup or not. This is not a display area. Unauthorized 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 that tournament. Any player who disagrees with a GM has the right to request a ruling by majority opinion of the GM and the 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 get a spot in the event. Air travelers are not expected to bring games but that works only if those of us who drive do bring games to play. You may play without a game if sufficient copies are provided by others. *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 late night events that play until conclusion (*Can't Stop*, *King of Tokyo*, *Las Vegas*, *Liar's Dice*, *Pro Golf*, and *Slapshot*). All continuing events resume the next day in the same room unless indicated otherwise in the program. 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 only 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 schedule 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 and realize that doing so disqualifies you from any prize/laurel considerations you would have otherwise won. For example, a player may not decline advancement to a 5-player Final and still claim sixth place.



BEHAVIOR: It is prohibited for bystanders to comment, give information to any player, or distract a player. Those who do so may be ejected without refund.



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 the Kiosk

Display along the hallway opposite the Pizza Place on the 4th level of the Main Lodge 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.



PRIZES: Century tournament winners earn a shield plaque and option to acquire a Centurion shirt. Players finishing in second

though 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 oak/6th). Winners of Trial and Junior events receive a rectangular plaque. To claim a prize, bring your badge to Stag Pass before departure. *Before any prize can be awarded, the GM must submit all tournament paperwork.*

Some publishers and GM's offer additional non-cash prizes for their events. (See each event's Preview page at boardgamers.org/wbc19/previews_2019.html). Any laurelist who earns a plaque in a GMT event receives merchandise credits, ranging from \$5 to \$20. The amount increases with the Prize Level of the event.

EVENT REPORTS: Full Event Reports for all tournaments are available online at boardgamers.org/wbc_reports_eventreports.html. They document all players who fin-

ished in first through sixth place (Laurelists), winners from previous years, and more. There is no longer a printed yearbook but prior year yearbooks are available for purchase in Stag Pass while supplies last.

TEAMS: The Team Tournament requires each team to have four pre-registered members, each with a specified event, by July 1st. Teams and games may not be registered or 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 not previously won.* Official scoring takes place after the convention.

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 Fox Den and Timberstone are open between 10 AM and 6 PM from Thursday through Saturday (see our list of vendors online and on page 1). Prior to that, consignment sales are available in the Exhibit Hall-Grand Ballroom entrance from Decision Games, which serves as WBC's exclusive vendor early in the week. *Sale of items at WBC is limited to licensed vendors.*

BPA ANNUAL MEETING: We invite all members to attend our annual membership meeting on Tuesday, July 23rd at 3 PM in the Grand Ballroom—prior to the collectibles portion of the Auction. We present our top annual awards at this time and announce our new Board members for the upcoming year.

ARMISTICE MEETING: The 8 AM Saturday morning After Action Meeting in the



Snowflake Forum allows members to discuss the conference just ended and pose questions for the future in more detail than is available during the Annual Meeting.

HOW TO READ THE SCHEDULE: The schedule that starts on page 9 is a chronological listing of events by order of appearance. Demonstrations, Junior events, Open Gaming, Seminars, and all manner of non-tournament events, such as meetings, are listed in italics. **All Finals or advanced rounds requiring prior qualification are listed in bold.** Junior events are also highlighted by a “JR” symbol.

When more than one event starts at the same time, junior events are listed first, followed by non-tournament events and then tournaments—both in alphabetical order.

DAYS: Abbreviations for days are Mo: Monday, Tu: Tuesday, We: Wednesday, Th: Thursday, Fr: Friday, Sa: Saturday, Su: Sunday. “FFr”, “FSa”, or “FSu” indicates the events that occur on the First Friday (July 19), First Saturday (July 20), or First Sunday (July 21).

TIME: 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 late night events) 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 who wish to enter an event in an advanced round must have the permission of the GM.

QUARTER/SEMI/FINAL: Play is restricted to players who have qualified for these rounds. For “SF/F”, the Final immediately follows the semifinal. Players who fail to appear for advanced rounds forfeit claim on prizes or laurels which will 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 all subsequent rounds, the Class is A;

C: Coached—green Kiosks; game will be taught during play.

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

DEMO/PREVIEW: All teaching sessions take place in the Exhibit Annex at the listed Table #. For B Class Events, anyone new to a game must attend. For C Class Events, attending a scheduled demo is optional but recommended because it places less stress on the GM and the event while offering more detailed instruction. If no one arrives for a demo within 15 minutes of the scheduled starting time, the demo is cancelled. Previews also use the demo area. Previews are demos without a corresponding event; designers showing their upcoming games either as an adjunct to anticipated Kickstarter campaigns or extended playtesting opportunities. Doing so in the Demo area allows us to relieve pressure on the Open Gaming Area while benefitting everyone with scheduled opportunities to gather players without tying up tables trolling for interest.



FORMAT: Check the Event Preview at boardgamers.org/wbc19/previews_2019.html 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 tiebreakers 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 tiebreakers 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.

DE: Double Elimination—play until you lose two games.

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; only winners 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 3^{rds} = 2.67 and beats two 2^{nds} and two 4^{ths} = 3);

- 8) and high dice roll.

HSW: Heats Single Win—enter any number of preliminary heats; qualifiers advance to SE round; first tiebreaker is win in first heat entered. The second tiebreaker is Most Wins. 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.

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

CONTINUOUS: If "C" appears after the hours in the Length column, the event continues immediately into the next round upon the completion of a round. The only interruption is at midnight, when rounds are continued the following morning at 9 AM (exception: designated late night events). The GM 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 floor plan of Seven Springs—is located on pages 22-23. Continuous round Events start again the next day in the same room unless listed elsewhere in the schedule. All Ski Lodge games still in progress must move to Seasons on Sunday.



First Friday, July 19 (FFr)

Time	Event	Class	Format	Duration	Location
19-21	Registration	--	--	2	Stag Pass

First Saturday, July 20 (FSa) ... Requires "ALL" or "First Saturday" badge

Time	Event	Class	Format	Duration	Location
8-20	Registration	--	--	12	Stag Pass
9	Open Gaming	--	--	15	Exhibit Hall
9	Egizia D1/1	--	--	1	Exhibit Annex 1
9	San Juan D1/1	--	--	1	Fox Den
9	1776 R1/7	B	SwEl	6FF	Exhibit Annex
9	Auction H1/4	B	HWO	2	Wintergreen
9	Bitter Woods R1/7	B	SwEl	6FF	Winterberry
9	Gettysburg R1/7	B	SwEl	6FF	Winterberry
9	Panzerblitz R1/7	C	SwEl	6FF	Winterberry
9	Wooden Ships & Iron Men R1/8	B	SwEl	6FF	Winterberry
10	18xx D1/1	--	--	1	Exhibit Annex 7
10	Small World D1/1	--	--	1	Exhibit Annex 1
10	Afrika Korps R1/7	B	SwEl	6FF	Winterberry
10	Egizia H1/3	B	HMW	2	Foggy Goggle Front
10	San Juan R1/1	B	SwEl	4C	Fox Den
11	Thunder Alley D1/1	B	--	1	Exhibit Annex 1
11	18xx H1/4	B	HMW	6	Alpine
12	Open Gaming Library Available	--	--	6	Exhibit Hall
12	Agricola H1/3	A	HMW	3	Seasons
12	Small World H1/3	B	HMW	2	Grand Ballroom
12	The Russian Campaign R1/7	A	SwEl	5FF	Winterberry
13	Scythe D1/1	--	--	1	Exhibit Annex 7
13	Thunder Alley H1/3	B	HWO	3	Foggy Goggle Front
14	7 Wonders H1/3	B	HMW	2	Seasons
14	Hannibal: Rome vs Carthage R1/5	A	SW	5C	Maple
14	Paths of Glory R1M	A	SEM	7C	Foggy Goggle Rear
15	Churchill D1/1	--	--	1	Exhibit Annex 7
15	Agricola H2/3	A	HMW	3	Seasons
15	Scythe H1/3	B	HMW	2	Grand Ballroom
15	Small World H2/3	B	HMW	2	Grand Ballroom
16	 Juniors Meet and Greet	--	Seminar	2	Hemlock
16	Evolution D1/1	--	--	1	Exhibit Annex 1
16	Age of Renaissance H1/2	B	HMW	6	Alpine
16	Egizia H2/3	B	HMW	2	Foggy Goggle Front
17	7 Wonders D1/1	--	--	1	Exhibit Annex 1
17	Box Cars D1/1	--	--	1	Exhibit Annex 2
17	Five Tribes D1/3	--	--	1	Exhibit Annex 3
17	Monsters Menace America D1/3	--	--	1	Exhibit Annex 7
17	The Napoleonic Wars H1/4	B	HMW	6	Rathskeller
18	Battle Cry D1/1	--	--	1	Exhibit Annex 2
18	Dominion D1/1	--	--	1	Exhibit Annex 3
18	Victory in the Pacific D1/1	--	--	1	Exhibit Annex 1



Time	Event	Class	Format	Duration	Location
18	18xx H2/4	B	HMW	6	Alpine
18	7 Wonders H2/3	B	HMW	2	Seasons
18	Box Cars H1/3	B	HMW	5	Wintergreen
18	Churchill H1/2	B	HMW	4	Rathskeller
18	Evolution H1/3	B	HMW	2	Seasons
18	Five Tribes H1/3	B	HMW	2	Seasons
18	Monsters Menace America H1/4	C	HMW	2	Grand Ballroom
18	Thunder Alley H2/3	B	HWO	3	Foggy Goggle Front
19	<i>Great Western Trail D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
19	<i>Medici D1/2</i>	--	--	1	<i>Exhibit Annex 2</i>
20	<i>Voyages of Marco Polo D1/2</i>	--	--	1	<i>Exhibit Annex 1</i>
20	Battle Cry R1M	B	SEM	1	First Tracks Poolside
20	Dominion H1/3	B	HMW	1	Seasons
20	Medici H1/3	C	HMW	1	Wintergreen
21	Agricola H3/3	A	HMW	3	Seasons
21	Ra! H1/4	B	HWO	2	Grand Ballroom
21	Voyages of Marco Polo H1/3	B	HMW	2	Foggy Goggle Front
23	Las Vegas R1/3	C	SE	1C	Grand Ballroom


First Sunday, July 21 (FSu) ... Requires "ALL" or "First Sunday" badge

Time	Event	Class	Format	Duration	Location
8-20	<i>Registration</i>	--	--	12	<i>Stag Pass</i>
8	<i>Christian Worship Service</i>	--	--	1	<i>Snowflake</i>
9	<i>Open Gaming</i>	--	--	15	<i>Exhibit Hall</i>
9	7 Wonders Duel D1/1	--	--	1	<i>Exhibit Annex 3</i>
9	Advanced Civilization D1/1	--	--	1	<i>Exhibit Annex 1</i>
9	Robo Rally D1/1	--	--	1	<i>Exhibit Annex 5</i>
9	1776 R2/7	B	SwEl	6FF	Winterberry
9	18xx H3/4	B	HMW	6	Alpine
9	7 Wonders H3/3	B	HMW	2	Seasons
9	Afrika Korps R2/7	B	SwEl	4FF	Winterberry
9	Bitter Woods R2/7	B	SwEl	6FF	Winterberry
9	Gettysburg R2/7	B	SwEl	6FF	Winterberry
9	Monsters Menace America H2/4	C	HMW	2	Grand Ballroom
9	Panzerblitz R2/7	C	SwEl	6FF	Winterberry
9	Paths of Glory R1/6	A	SEM	7C	Foggy Goggle Rear
9	Scythe H2/3	B	HMW	2	Grand Ballroom
9	Squad Leader R2/6	B	SwEl	3FF	Winterberry
9	The Russian Campaign R2/7	A	SwEl	5FF	Winterberry
9	Victory in the Pacific R1/5	B	SwEl	5C	Foggy Goggle Front
9	Wooden Ships & Iron Men R2/8	B	SwEl	3FF	Winterberry
9	Agricola SF	A	HMW	3	Laurel
10	<i>Catholic Mass</i>	--	--	1	<i>Sunburst</i>
10	<i>Age of Renaissance D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
10	<i>Virgin Queen D1/1</i>	--	--	1	<i>Exhibit Annex 7</i>
10	Robo Rally H1/3	B	HWO	3	Grand Ballroom
10	Thunder Alley H3/3	B	HWO	3	Foggy Goggle Front
10	Waterloo R1/5	A	SwEl	8FF	Winterberry





Time	Event	Class	Format	Duration	Location
11	Gaia Project D1/1	--	--	1	Exhibit Annex 1
11	Advanced Civilization H1/2	B	HSW	8	Foggy Goggle Front
12	Catholic Mass	--	--	1	Sunburst
12	El Grande D1/1	--	--	1	Exhibit Annex 5
12	Vegas Showdown D1/1	--	--	1	Exhibit Annex 1
12	Box Cars H2/3	B	HMW	5	Wintergreen
12	Gaia Project H1/2	B	HMW	3	Grand Ballroom
12	Great Western Trail H1/3	B	HMW	3	Seasons
12	Virgin Queen H1/2	B	HMW	6	Rathskeller
12	7 Wonders QF	B	HMW	2	Seasons
13	The Shores of Tripoli	--	Demo	1	Exhibit Annex 3
13	1775: Age of Rebellion D1/1	--	--	1	Exhibit Annex 1
13	El Grande H1/3	B	HMW	2	Grand Ballroom
13	Star Wars Rebellion R1M	B	SEM	4	Winterberry
14	Gathering Storm	--	Seminar	1	Snowflake
14	Ace of Aces D1/1	--	--	1	Exhibit Annex 1
14	Castles of Burgundy D1/1	--	--	1	Exhibit Annex 2
14	1775: Age of Rebellion R1M	B	SEM	3	First Tracks Slopeside
14	7 Wonders SF	B	HMW	2	Seasons
14	Thunder Alley SF	B	HWO	3	Foggy Goggle Front
15	World at War	--	Seminar	1	Snowflake
15	The Barrack's Emperors	--	Seminar	1	Exhibit Annex 5
15	Auction D1/1	--	--	1	Exhibit Annex 1
15	Small World H3/3	B	HMW	2	Grand Ballroom
16	Mage Wars Arena D1/4	--	--	1	Exhibit Annex 3
16	7 Wonders Duel R1/3	B	SwEl	3	Seasons
16	Castles of Burgundy H1/3	B	HMW	3	Seasons
16	Football Strategy H1/2	B	HMSE	2	Chestnut
16	Paths of Glory R2/6	A	SEM	7C	Foggy Goggle Rear
16	Scythe H3/3	B	HMW	2	Grand Ballroom
16	Vegas Showdown H1/3	B	HMW	2	Grand Ballroom
17	Amun-Re D1/2	--	--	1	Exhibit Annex 3
17	Twilight Struggle D1/1	--	--	1	Exhibit Annex 2
17	18xx H4/4	B	HMW	6	Alpine
17	World at War R1/1	A	SE	12C	Winterberry
17	Thunder Alley F	B	HWO	3	Foggy Goggle Front
18	Air Baron D1/1	--	--	1	Exhibit Annex 1
18	Ace of Aces H1/4	B	SwEl	2FF	Sunburst
18	Amun-Re H1/3	B	HMW	2	Grand Ballroom
18	Battles of the American Revolution R1/5	B	SwEl	5	Winterberry
18	Dominion H2/3	B	HMW	1	Wintergreen
18	Virgin Queen H2/2	B	HMW	6	Rathskeller
18	War of the Ring R1M	B	SEM	4	First Tracks Center
19	Saint Petersburg D1/1	--	--	1	Exhibit Annex 3
19	Titan 2-Player D1/1	--	--	1	Exhibit Annex 6
19	Voyages of Marco Polo D2/2	--	--	1	Exhibit Annex 1
19	7 Wonders Duel R2/3	B	SwEl	1	Seasons
19	Air Baron H1/4	B	HMW	3	Grand Ballroom
19	Dominion H3/3	B	HMW	1	Wintergreen




Time	Event	Class	Format	Duration	Location
20	<i>Ivanhoe D1/3</i>	--	--	1	<i>Exhibit Annex 3</i>
20	7 Wonders Duel R3/3	B	SwEl	1	Seasons
20	Adel Verpflichtet H1/3	C	HMW	2	Seasons
20	Auction H2/4	B	HWO	2	Wintergreen
20	Saint Petersburg H1/3	B	HMW	2	Wintergreen
20	Terraforming Mars H1/3	B	HWO	4	Seasons
20	Titan 2-Player R1/6	B	SE	3C	First Tracks Poolside
20	Voyages of Marco Polo H2/3	B	HMW	2	Foggy Goggle Front
20	Small World SF	B	HMW	2	Grand Ballroom
21	Ivanhoe H1/3	B	HMW	2	Grand Ballroom
21	Win, Place, & Show H1/4	B	HWO	3	Foggy Goggle Front
21	7 Wonders Duel QF	B	SwEl	1	Seasons
22	Egizia H3/3	B	HMW	2	Foggy Goggle Front
22	Medici H2/3	C	HMW	1	Wintergreen
22	7 Wonders Duel SF	B	SwEl	1	Seasons
22	Small World F	B	HMW	2	Grand Ballroom
23	7 Wonders Duel F	B	SwEl	1	Seasons
Monday, July 22 (Mo) ... Requires "ALL" or "Monday" badge; Be a Fan! Wear your "Sports Jersey" day					
Time	Event	Class	Format	Duration	Location
8-20	<i>Registration</i>	--	--	12	<i>Stag Pass</i>
9	<i>Open Gaming</i>	--	--	15	<i>Exhibit Hall</i>
9	 <i>Catan Juniors</i>	C	Jr SE	2	Hemlock
9	<i>Amun-Re D2/2</i>	--	--	1	<i>Exhibit Annex 1</i>
9	<i>Innovation D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
9	<i>New Frontiers D1/1</i>	--	--	1	<i>Exhibit Annex 4</i>
9	<i>Splendor D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
9	<i>Ticket to Ride D1/1</i>	--	--	1	<i>Exhibit Annex 5</i>
9	1776 R3/7	B	SwEl	6FF	Winterberry
9	Afrika Korps R3/7	B	SwEl	4FF	Winterberry
9	Age of Renaissance H2/2	B	HMW	6	Alpine
9	Air Baron H2/4	B	HMW	3	Alpine
9	Battles of the American Revolution R2/5	B	SwEl	5	Winterberry
9	Bitter Woods R3/7	B	SwEl	6FF	Winterberry
9	Box Cars H3/3	B	HMW	5	Wintergreen
9	Churchill H2/2	B	HMW	4	Rathskeller
9	Gettysburg R3/7	B	SwEl	6FF	Winterberry
9	Kremlin H1/4	B	HMW	3	Alpine
9	Panzerblitz R3/7	C	SwEl	6FF	Winterberry
9	Race for the Galaxy H1/4	B	HMW	2	Foggy Goggle Front
9	Squad Leader R2/6	B	SwEl	3FF	Winterberry
9	The Russian Campaign R3/7	A	SwEl	5FF	Winterberry
9	Through the Ages H1/2	A	HMW	5	Wintergreen
9	Twilight Struggle R1/5	B	SW	3C	Maple
9	Wooden Ships & Iron Men R3/8	B	SwEl	3FF	Winterberry
9	18xx SF	B	HMW	6	Alpine
9	7 Wonders F	B	HMW	2	Laurel
9	Scythe SF	B	HMW	2	Alpine
9	Virgin Queen SF	B	HMW	6	Rathskeller

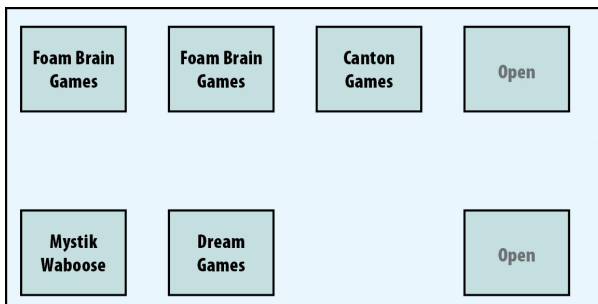


Time	Event	Class	Format	Duration	Location
10	<i>Enemy in Sight D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
10	<i>Mage Wars Arena D2/4</i>	--	--	1	<i>Exhibit Annex 1</i>
10	<i>Terraforming Mars D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
10	<i>1775: Age of Rebellion R1/4</i>	B	SEM	3C	First Tracks Slopeside
10	<i>Amun-Re H2/3</i>	B	HMW	2	First Tracks Center
10	<i>Innovation R1/5</i>	B	SwEl	1C	Fox Den
10	<i>Metacheckers H1/4</i>	C	HWO	2	Chestnut
10	<i>New Frontiers H1/2</i>	B	HMW	2	Seasons
10	<i>Waterloo R2/5</i>	A	SwEl	8FF	Winterberry
11	 <i>Ra: The Dice Game Juniors</i>	C	Jr SE	2	<i>Hemlock</i>
11	<i>The Barrack's Emperors</i>	--	Seminar	1	<i>Exhibit Annex 5</i>
11	<i>Acquire D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
11	<i>Race for the Galaxy H2/4</i>	B	HMW	2	<i>Foggy Goggle Front</i>
12	<i>Auction/Auction Store Check-in</i>	--	--	10	<i>Grand Ballroom</i>
12	<i>Sekigahara D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
12	<i>Acquire H1/3</i>	B	HMW	2	Seasons
12	<i>El Grande H2/3</i>	B	HMW	2	Alpine
12	<i>New Frontiers H2/2</i>	B	HMW	2	Seasons
12	<i>Scythe F</i>	B	HMW	2	Alpine
13	<i>Seven Springs Update</i>	--	Seminar	1	<i>Snowflake</i>
13	<i>Empire Builder D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
13	1775: Age of Rebellion R2/4	B	SEM	3C	First Tracks Slopeside
13	<i>Circus Maximus H1/4</i>	B	HWO	3	<i>Foggy Goggle Front</i>
13	<i>Manoeuvre R1/1</i>	A	SwEl	4C	<i>First Tracks Center</i>
13	<i>Sekigahara R1/3</i>	B	SwEl	3C	<i>Foggy Goggle Front</i>
13	<i>Time of Crisis H1/3</i>	A	HMW	4	<i>First Tracks Poolside</i>
14	 <i>Las Vegas Juniors</i>	C	Jr SE	2	<i>Hemlock</i>
14	<i>Five Tribes D2/3</i>	--	--	1	<i>Exhibit Annex 1</i>
14	<i>Merchant of Venus D1/1</i>	--	--	1	<i>Exhibit Annex 4</i>
14	<i>Race for the Galaxy D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
14	<i>Stone Age D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
14	<i>Splendor H1/3</i>	B	HMW	1	Seasons
14	<i>Through the Ages H2/2</i>	A	HMW	5	Wintergreen
14	<i>Tin Goose H1/3</i>	B	HMW	3	<i>Foggy Goggle Front</i>
15	<i>Empire Builder H1/3</i>	B	HMW	4	Wintergreen
15	<i>Five Tribes H2/3</i>	B	HMW	2	Seasons
15	<i>Saint Petersburg H2/3</i>	B	HMW	2	Seasons
15	<i>Stone Age H1/3</i>	B	HMW	2	Seasons
16	<i>Combat Commander D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
16	<i>Russian Railroads D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
16	<i>The Napoleonic Wars D1/2</i>	--	--	1	<i>Exhibit Annex 1</i>
16	<i>Battles of the American Revolution R3/5</i>	B	SwEl	5	Winterberry
16	<i>Merchant of Venus H1/3</i>	B	HMW	3	Alpine
17	<i>Monsters Menace America D2/3</i>	--	--	1	<i>Exhibit Annex 2</i>
17	<i>Pirate's Cove D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
17	<i>Republic of Rome D1/2</i>	--	--	1	<i>Exhibit Annex 7</i>
17	<i>Superstar Baseball D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
17	<i>Ace of Aces H2/4</i>	B	SwEl	2FF	Sunburst
17	<i>Russian Railroads H1/2</i>	B	HMW	2	Seasons
17	<i>Ticket to Ride H1/4</i>	B	HMW	2	Seasons







Time	Event	Class	Format	Duration	Location
17	18xx F	B	HMW	6	Laurel
17	Age of Renaissance F	B	HMW	6	Alpine
17	Dominion QF	B	HMW	1	Foggy Goggle Front
18	 King of Tokyo Juniors	C	Jr SE	2	Hemlock
18	Metacheckers: Battlefield	--	Demo	2	Exhibit Annex 5
18	Mage Wars Arena D3/4	--	--	1	Exhibit Annex 1
18	Orleans D1/1	--	--	1	Exhibit Annex 3
18	Wooden Ships & Iron Men D1/1	--	--	1	Exhibit Annex 4
18	Formula De H1/3	C	HMW	3	First Tracks Center
18	History of the World H1/2	B	HMW	6	Rathskeller
18	Monsters Menace America H3/4	C	HMW	2	Alpine
18	Republic of Rome H1/3	B	HMW	6	Alpine
18	The Napoleonic Wars H2/4	B	HMW	6	Rathskeller
18	Dominion SF	B	HMW	1	Foggy Goggle Front
18	Virgin Queen F	B	HMW	6	Laurel
19	March Madness H1/4	B	HMSE	5	Chestnut
19	Pirate's Cove H1/3	C	HMWG	2	Alpine
19	Santa Fe Rails H1/3	B	HMW	2	Fox Den
19	Terraforming Mars H2/3	B	HWO	4	Seasons
19	Voyages of Marco Polo H3/3	B	HMW	2	Fox Den
19	New Frontiers SF	B	HMW	2	Laurel
19	Through the Ages SF	A	HMW	5	Wintergreen
20	Metacheckers: Soccer	--	Demo	2	Exhibit Annex 5
20	Squad Leader D1/1	--	--	1	Exhibit Annex 2
20	Galaxy Trucker H1/3	B	HMW	2	First Tracks Center
21	Carcassonne D1/1	--	--	1	Exhibit Annex 1
21	Ingenious D1/2	--	--	1	Exhibit Annex 2
21	Superstar Baseball Draft	B	SwEl	2FF	Sunburst
21	Orleans H1/3	B	HMW	2	Seasons
21	New Frontiers F	B	HMW	2	Laurel
22	Ra! D1/1	--	--	1	Exhibit Annex 2
22	Carcassonne H1/3	B	HMW	1	Wintergreen
23	Ingenious H1/3	B	HMW	1	Foggy Goggle Front
23	Ra! H2/4	B	HWO	2	Wintergreen
23	Thurn & Taxis H1/3	B	HWO	2	Seasons
23	Vegas Showdown H2/3	B	HMW	2	Alpine

VENDOR LAYOUT (Fox Den)





Tuesday, July 23 (Tu) ... Requires "ALL" or "Tuesday" badge; Wear your "Hawaiian" Shirt Day!



Time	Event	Class	Format	Duration	Location
8-20	Registration	--	--	12	Stag Pass
9	Auction/Auction Store	--	--	9	Grand Ballroom
9	Open Gaming	--	--	15	Exhibit Hall
9	 Metacheckers Juniors	C	Jr SE	2	Hemlock
9	Mega Civilization	--	Demo	12	Foggy Goggle Front
9	Gettysburg D1/1	--	--	1	Exhibit Annex 1
9	Titan D1/1	--	--	1	Exhibit Annex 6
9	1776 R4/7	B	SwEl	6FF	Winterberry
9	Afrika Korps R4/7	B	SwEl	4FF	Winterberry
9	Bitter Woods R4/7	B	SwEl	6FF	Winterberry
9	Gettysburg R4/7	B	SwEl	6FF	Winterberry
9	Panzerblitz R4/7	C	SwEl	6FF	Winterberry
9	Squad Leader R3/6	B	SwEl	3FF	Winterberry
9	The Russian Campaign R4/7	A	SwEl	5FF	Winterberry
9	Wooden Ships & Iron Men R4/8	B	SwEl	3FF	Winterberry
9	Victory in the Pacific F	B	SwEl	5	Laurel
10	Fall of Siam	--	Demo	1	Foggy Goggle Front
10	Waterloo R3/5	A	SwEl	8FF	Winterberry
10	Through the Ages F	A	HMW	5	Laurel
11	 Sushi Go! Juniors	C	Jr SE	2	Hemlock
12	1776 D1/1	--	--	1	Exhibit Annex 3
12	878 Vikings D1/2	--	--	1	Exhibit Annex 5
12	Bitter Woods D1/1	--	--	1	Exhibit Annex 2
12	Ivanhoe D2/3	--	--	1	Exhibit Annex 7
12	Santa Fe Rails D1/1	--	--	1	Exhibit Annex 1
13	Battles of the American Revolution D1/1	--	--	1	Exhibit Annex 1
14	Intro to Wargaming (featuring Lawrence)	--	Seminar	1	Exhibit Annex 6
15	BPA Annual Meeting	--	Meeting	1	Grand Ballroom
16	 Wits & Wagers Family Juniors	C	Jr SE	2	Fox Den
16	Atlantic Storm D1/3	--	--	1	Exhibit Annex 1
16	Brass D1/1	--	--	1	Exhibit Annex 2
16	For the People D1/1	--	--	1	Exhibit Annex 4
16	Mr. Madison's War D1/1	--	--	1	Exhibit Annex 5
16	Thurn & Taxis D1/1	--	--	1	Exhibit Annex 3
17	Afrika Korps D1/1	--	--	4	Exhibit Annex 6
17	Automobile D1/1	--	--	1	Exhibit Annex 3
17	Breakout Normandy D1/1	--	--	1	Exhibit Annex 6
17	Command & Colors: Napoleonic D1/1	--	--	1	Exhibit Annex 4
17	Here I Stand D1/1	--	--	1	Exhibit Annex 7
17	Lords of Waterdeep D1/1	--	--	1	Exhibit Annex 5
17	Power Grid D1/1	--	--	1	Exhibit Annex 1
17	SpaceCorp D1/1	--	--	1	Exhibit Annex 4
17	Tin Goose D1/1	--	--	1	Exhibit Annex 2
18	 Facts in Five Family Juniors	C	Jr SE	2	Snowflake
18	March Madness D1/1	--	--	1	Exhibit Annex 1
18	Terra Mystica D1/1	--	--	1	Exhibit Annex 5
18	Ace of Aces H3/4	B	SwEl	2FF	Sunburst




Time	Event	Class	Format	Duration	Location
18	Acquire H2/3	B	HMW	2	Seasons
18	Air Baron H3/4	B	HMW	3	Grand Ballroom
18	Atlantic Storm H1/4	B	HWO	2	Grand Ballroom
18	Auction H3/4	B	HWO	2	Wintergreen
18	Automobile H1/2	B	HMW	3	Wintergreen
18	Breakout Normandy R1M	B	SEM	5	First Tracks Slopeside
18	Circus Maximus H2/4	B	HWO	3	Foggy Goggle Front
18	El Grande H3/3	B	HMW	2	Grand Ballroom
18	For the People R1M	B	SEM	6	Foggy Goggle Rear
18	Mr. Madison's War R1M	B	SEM	4	First Tracks Poolside
18	Russian Railroads H2/2	B	HMW	2	Seasons
18	SpaceCorp H1/2	B	HMW	3	Fox Den
18	Star Wars Miniatures H1/4	B	HMW	3	Winterberry
18	Thurn & Taxis H2/3	B	HWO	2	Seasons
18	Time of Crisis H2/3	A	HMW	4	Grand Ballroom
18	Titan H1/9	B	HMW	4	First Tracks Center
18	Box Cars SF	B	HMW	5	Wintergreen
19	<i>Galaxy Trucker D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
19	<i>Ra: The Dice Game D1/2</i>	--	--	1	<i>Exhibit Annex 2</i>
19	<i>Underwater Cities D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
19	Here I Stand H1/2	B	HMW	6	Rathskeller
19	March Madness H2/4	B	HMSE	5	Chestnut
19	Star Wars Queen's Gambit H1/4	A	HMW	3	Winterberry
20	<i>Mage Wars Arena D4/4</i>	--	--	1	<i>Exhibit Annex 2</i>
20	<i>Wilderness War D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
20	Formula Motor Racing H1/3	B	HMW	2	Grand Ballroom
20	Santa Fe Rails H2/3	B	HMW	2	Seasons
20	Superstar Baseball R1/3	B	SwEl	24FF	Snowflake
20	Terra Mystica H1/2	B	HMW	3	Grand Ballroom
20	Underwater Cities H1/2	B	HMW	3	Seasons
20	Egizia SF	B	HMW	2	Laurel
21	<i>Alhambra D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
21	<i>Ingenious D2/2</i>	--	--	1	<i>Exhibit Annex 2</i>
21	Brass H1/3	B	HMW	3	Alpine
21	Galaxy Trucker H2/3	B	HMW	2	First Tracks Center
21	Kremlin H2/4	B	HMW	3	Alpine
21	Leaping Lemmings H1/3	C	HSW	2	Seasons
21	Tin Goose H2/3	B	HMW	3	Foggy Goggle Front
22	<i>King of Tokyo D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
22	<i>Win, Place, & Show D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
22	Alhambra H1/3	B	HMW	2	Wintergreen
22	Ingenious H2/3	B	HMW	1	Seasons
22	Lords of Waterdeep H1/3	B	HMW	2	Foggy Goggle Front
22	Ra! H3/4	B	HWO	2	Grand Ballroom
22	Dominion F	B	HMW	1	Laurel
22	Egizia F	B	HMW	2	Laurel
23	Ivanhoe H2/3	B	HMW	2	Grand Ballroom
23	King of Tokyo R1/3	B	SE	1	Grand Ballroom
23	Win, Place, & Show H2/4	B	HWO	3	Foggy Goggle Front



Wednesday, July 24 (We) ... Requires "ALL" or "Wednesday" badge; Wear your "WBC Legion" Shirt Day!

Time	Event	Class	Format	Duration	Location
8-20	Registration	--	--	12	Stag Pass
9	Open Gaming	--	--	15	Exhibit Hall
9	 Augustus Juniors	C	Jr SE	2	Hemlock
9	878 Vikings D2/2	--	--	1	Exhibit Annex 1
9	Circus Maximus D1/1	--	--	1	Exhibit Annex 3
9	Great Campaigns of the ACW D1/1	--	--	1	Exhibit Annex 5
9	1776 R5/7	B	SwEl	6FF	Winterberry
9	Advanced Civilization H2/2	B	HSW	8	Foggy Goggle Front
9	Afrika Korps R5/7	B	SwEl	4FF	Winterberry
9	Battles of the American Revolution R4/5	B	SwEl	5	Winterberry
9	Bitter Woods R5/7	B	SwEl	6FF	Winterberry
9	Breakout Normandy R1/3	B	SEM	5C	First Tracks Slopeside
9	Combat Commander R1/4	B	SwEl	3C	Foggy Goggle Front
9	Command & Colors: Napoleonics R1/4	B	SwEl	2C	Foggy Goggle Rear
9	Gaia Project H2/2	B	HMW	3	Grand Ballroom
9	Gettysburg R5/7	B	SwEl	6FF	Winterberry
9	Merchant of Venus H2/3	B	HMW	3	Grand Ballroom
9	Metacheckers H2/4	C	HWO	2	Chestnut
9	Mr. Madison's War R1/6	B	SEM	4C	First Tracks Center
9	Panzerblitz R5/7	C	SwEl	6FF	Winterberry
9	Ra! H4/4	B	HWO	2	Grand Ballroom
9	Squad Leader R4/6	B	SwEl	3FF	Winterberry
9	Star Wars Miniatures H2/4	B	HMW	3	Winterberry
9	The Russian Campaign R5/7	A	SwEl	5FF	Winterberry
9	Ticket to Ride H2/4	B	HMW	2	Seasons
9	Titan H2/9	B	HMW	4	First Tracks Poolside
9	Wilderness War R1/5	B	SW	4C	First Tracks Center
9	Wooden Ships & Iron Men R5/8	B	SwEl	3FF	Winterberry
9	Box Cars F	B	HMW	5	Laurel
9	Voyages of Marco Polo SF	B	HMW	2	Laurel
10	Fire on the Mountain	--	Demo	1	Exhibit Annex 6
10	Britannia D1/1	--	--	1	Exhibit Annex 2
10	History of the World D1/1	--	--	1	Exhibit Annex 5
10	878 Vikings R1M	B	SEM	3	First Tracks Poolside
10	Waterloo R4/5	A	SwEl	8FF	Winterberry
11	 Love Letter Juniors	C	Jr SE	2	Hemlock
11	Concordia D1/1	--	--	1	Exhibit Annex 1
11	Titan the Arena D1/1	--	--	1	Exhibit Annex 2
11	Alhambra H2/3	B	HMW	2	Wintergreen
11	Castles of Mad King Ludwig H1/3	B	HMW	2	Seasons
11	Great Campaigns of the ACW R1/3	B	SwEl	3C	Maple
11	Santa Fe Rails H3/3	B	HMW	2	Seasons
11	Stone Age H2/3	B	HMW	2	Seasons
11	Voyages of Marco Polo F	B	HMW	2	Laurel
12	Vendor Setup	--	--	8	Fox Den & Timberstone
12	Paydirt D1/1	--	--	1	Exhibit Annex 4
12	Britannia H1/3	B	HSW	5	Rathskeller
12	Metacheckers H3/4	C	HWO	2	Chestnut



Time	Event	Class	Format	Duration	Location
13	<i>Bleeding Kansas</i>	--	<i>Demo</i>	1	<i>Exhibit Annex 6</i>
13	<i>Paydirt (AFC Team Draft) Draft</i>	B	HMSE	1	<i>Sunburst</i>
13	<i>Ra: The Dice Game D2/2</i>	--	--	1	<i>Exhibit Annex 1</i>
13	<i>Roll for the Galaxy D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
13	878 Vikings R1/5	B	SEM	3C	First Tracks Poolside
13	Carcassonne H2/3	B	HMW	1	Seasons
13	Castles of Burgundy H2/3	B	HMW	3	Seasons
13	Circus Maximus H3/4	B	HWO	3	Foggy Goggle Front
13	Concordia H1/3	B	HMW	2	Wintergreen
13	Dune H1/3	A	HMW	5	Alpine
13	Mr. Madison's War R2/6	B	SEM	4C	First Tracks Center
13	SpaceCorp H2/2	B	HMW	3	Seasons
13	Titan H3/9	B	HMW	4	First Tracks Poolside
13	Vegas Showdown H3/3	B	HMW	2	Grand Ballroom
14	 <i>Guillotine Juniors</i>	C	Jr SE	2	<i>Hemlock</i>
14	<i>Formula Motor Racing D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
14	Breakout Normandy R2/3	B	SEM	5C	First Tracks Slopeside
14	Leaping Lemmings H2/3	C	HSW	2	Seasons
14	Paydirt (AFC) H1/2	B	HMSE	10	Maple
14	Terra Mystica H2/2	B	HMW	3	Grand Ballroom
15	<i>Kremlin D1/1</i>	--	--	1	<i>Exhibit Annex 7</i>
15	<i>Star Wars Rebellion D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
15	Auction H4/4	B	HWO	2	Wintergreen
15	Empire Builder H2/3	B	HMW	4	Wintergreen
15	Great Western Trail H2/3	B	HMW	3	Seasons
15	Metacheckers H4/4	C	HWO	2	Chestnut
15	Roll for the Galaxy H1/4	B	HMW	1	Seasons
15	Saint Petersburg H3/3	B	HMW	2	Grand Ballroom
15	El Grande SF	B	HMW	2	Grand Ballroom
16	<i>Railways of the World D1/1</i>	--	--	1	<i>Exhibit Annex 7</i>
16	878 Vikings R2/5	B	SEM	3C	First Tracks Poolside
16	Battles of the American Revolution R5/5	B	SwEl	5	Winterberry
16	Formula Motor Racing H2/3	B	HMW	2	Grand Ballroom
16	Kremlin H3/4	B	HMW	3	Grand Ballroom
16	Ra: The Dice Game H1/4	B	HMW	1	Seasons
16	Roll for the Galaxy H2/4	B	HMW	1	Seasons
16	Auction SF	B	HWO	2	Wintergreen
17	<i>Atlantic Storm D2/3</i>	--	--	1	<i>Exhibit Annex 1</i>
17	<i>Beta Colony D1/1</i>	--	--	1	<i>Exhibit Annex 6</i>
17	<i>Falling Sky D1/2</i>	--	--	1	<i>Exhibit Annex 5</i>
17	<i>Football Strategy D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
17	<i>Republic of Rome D2/2</i>	--	--	1	<i>Exhibit Annex 7</i>
17	<i>The Napoleonic Wars D2/2</i>	--	--	1	<i>Exhibit Annex 4</i>
17	<i>War of the Ring D1/1</i>	--	--	2	<i>Exhibit Annex 3</i>
17	Power Grid H1/3	B	HMW	3	Grand Ballroom
17	Railways of the World H1/2	B	HMW	3	Alpine
17	Splendor H2/3	B	HMW	1	Seasons
17	Tin Goose H3/3	B	HMW	3	Foggy Goggle Front
17	Titan H4/9	B	HMW	4	First Tracks Poolside
17	El Grande F	B	HMW	2	Grand Ballroom



18	 <i>Splendor Juniors</i>	C	Jr SE	2	Hemlock
18	<i>Kaiser's Pirates D1/2</i>	--	--	1	Exhibit Annex 1
18	<i>Puerto Rico D1/1</i>	--	--	1	Exhibit Annex 4
18	<i>Ace of Aces H4/4</i>	B	SwEl	2FF	Sunburst
18	<i>Alhambra H3/3</i>	B	HMW	2	Wintergreen
18	<i>Beta Colony H1/2</i>	B	HMW	2	Maple
18	<i>Enemy in Sight H1/2</i>	B	HWO	3	Grand Ballroom
18	<i>Football Strategy H2/2</i>	B	HMSE	2	Chestnut
18	<i>Formula De H2/3</i>	C	HMW	3	Grand Ballroom
18	<i>History of the World H2/2</i>	B	HMW	6	Rathskeller
18	<i>Lords of Waterdeep H2/3</i>	B	HMW	2	Seasons
18	<i>Republic of Rome H2/3</i>	B	HMW	6	Rathskeller
18	<i>Star Wars Rebellion R1/5</i>	B	SEM	4C	Winterberry
18	<i>The Napoleonic Wars H3/4</i>	B	HMW	6	Rathskeller
18	<i>Time of Crisis H3/3</i>	A	HMW	4	Grand Ballroom
19	<i>Five Tribes D3/3</i>	--	--	1	Exhibit Annex 5
19	<i>Medici D2/2</i>	--	--	1	Exhibit Annex 2
19	<i>Atlantic Storm H2/4</i>	B	HWO	2	Grand Ballroom
19	<i>Falling Sky H1/2</i>	B	HSW	4	Foggy Goggle Front
19	<i>Robo Rally H2/3</i>	B	HWO	3	Grand Ballroom
20	<i>Ivanhoe D3/3</i>	--	--	1	Exhibit Annex 5
20	<i>Tigers in the Mist D1/1</i>	--	--	1	Exhibit Annex 1
20	<i>Beta Colony H2/2</i>	B	HMW	2	Maple
20	<i>Five Tribes H3/3</i>	B	HMW	2	Seasons
20	<i>Medici H3/3</i>	C	HMW	1	Wintergreen
20	<i>Star Wars Queen's Gambit H2/4</i>	A	HMW	3	Winterberry
20	<i>Superstar Baseball R2/3</i>	B	SwEl	24FF	Snowflake
20	<i>Terraforming Mars H3/3</i>	B	HWO	4	Seasons
20	<i>Titan the Arena H1/3</i>	B	HMW	1	Foggy Goggle Front
21	<i>B17: How to Survive and Win the Tournam.</i>	--	Seminar	1	Sunburst
21	<i>Ivanhoe H3/3</i>	B	HMW	2	Grand Ballroom
21	<i>Railways of the World H2/2</i>	B	HMW	3	Alpine
21	<i>Titan H5/9</i>	B	HMW	4	First Tracks Poolside
21	Metacheckers SF	C	HWO	2	Laurel
22	<i>Kid's Werewolf</i>	--	Seminar	1	Sunburst
22	<i>Ingenious H3/3</i>	B	HMW	1	Foggy Goggle Front
22	Medici SF	C	HMW	1	Wintergreen
23	<i>Can't Stop R1/4</i>	C	SE	1	Grand Ballroom
23	Medici F	C	HMW	1	Wintergreen

WBC 2020 Events

If you want more new games at WBC, do something about it!


New games are added to the schedule only if a publisher sponsors it or a potential GM submits an event form to get it placed on the annual December Membership Drive ballot. Submit the form on our website before December to give that game a chance to be included.

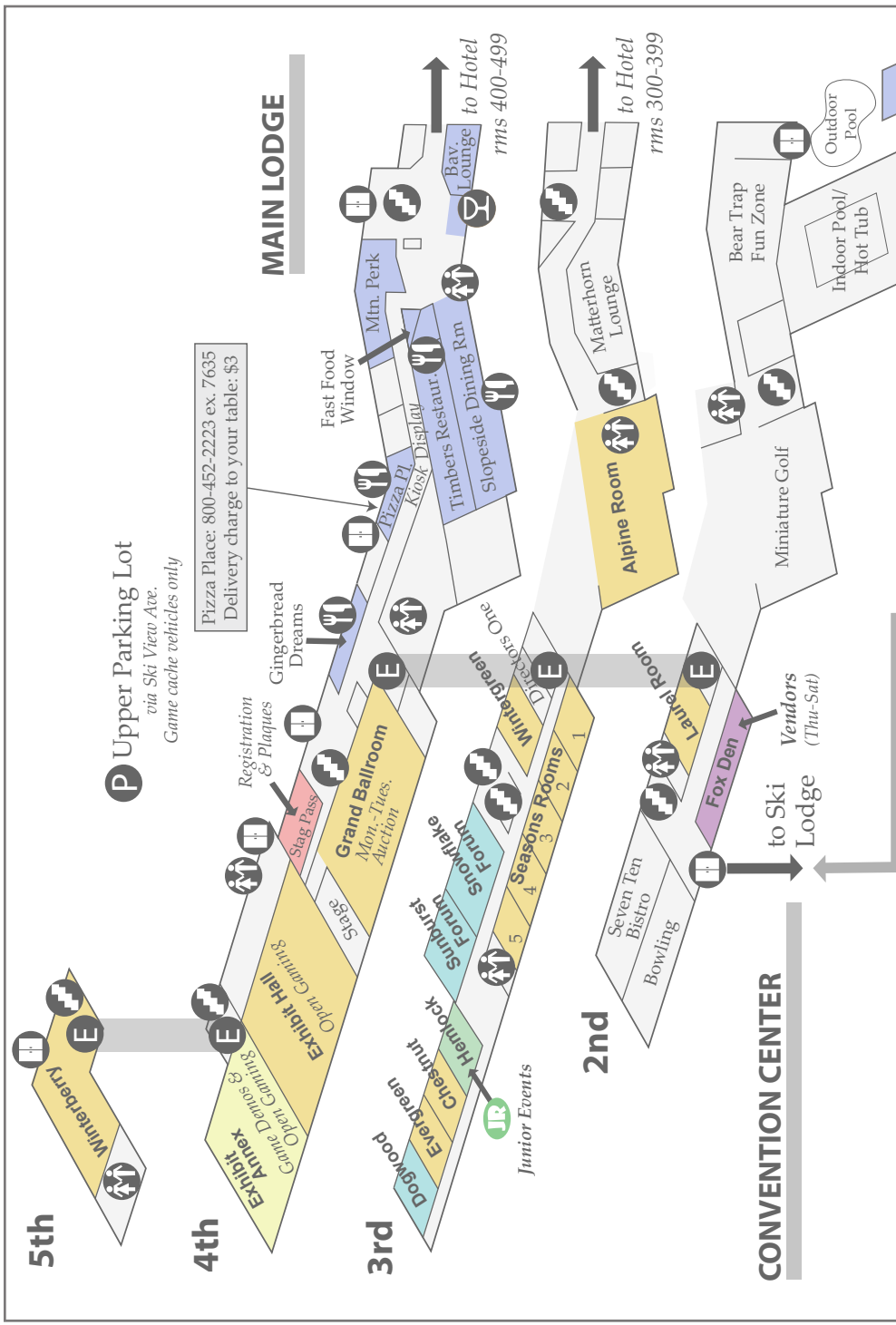


Thursday, July 25 (Th) ... Requires "ALL" or "Thursday" badge; Wear your "Centurion" Shirt Day!

Time	Event	Class	Format	Duration	Location
8-20	Registration	--	--	12	Stag Pass
9	Open Gaming	--	--	15	Exhibit Hall
9	 Blokus Juniors	C	Jr SE	2	Hemlock
9	Hitler's Reich D1/1	--	--	1	Exhibit Annex 1
9	Love Letter D1/1	--	--	1	Exhibit Annex 4
9	Star Wars Miniatures D1/1	--	--	1	Exhibit Annex 3
9	1776 R6/7	B	SwEl	6	Winterberry
9	Afrika Korps R6/7	B	SwEl	4	Winterberry
9	Amun-Re H3/3	B	HMW	2	Grand Ballroom
9	Atlantic Storm H3/4	B	HWO	2	Grand Ballroom
9	B-17 R1/3	A	SW	4C	Wintergreen
9	Bitter Woods R6/7	B	SwEl	6FF	Winterberry
9	Command & Colors: Ancients R1/2	A	SwEl	3C	Foggy Goggle Rear
9	For the People R1/5	B	SEM	6C	Foggy Goggle Rear
9	Gettysburg R6/7	B	SwEl	6FF	Winterberry
9	Panzerblitz R6/7	C	SwEl	6FF	Winterberry
9	Ra: The Dice Game H2/4	B	HMW	1	Seasons
9	Roll for the Galaxy H3/4	B	HMW	1	Seasons
9	Squad Leader R5/6	B	SwEl	3FF	Winterberry
9	Star Wars Rebellion R2/5	B	SEM	4C	Winterberry
9	The Napoleonic Wars H4/4	B	HMW	6	Rathskeller
9	The Russian Campaign R6/7	A	SwEl	5FF	Winterberry
9	Titan H6/9	B	HMW	4	First Tracks Slopeside
9	Up Front R1/5	A	SwEl	2C	Foggy Goggle Front
9	War at Sea R1/5	A	SwEl	2C	Maple
9	Wooden Ships & Iron Men R6/8	B	SwEl	3FF	Winterberry
9	Alhambra SF	B	HMW	2	Laurel
9	Battles of the American Revolution QF	B	SwEl	5	Winterberry
9	Breakout Normandy SF	B	SEM	5C	Laurel
9	Great Campaigns of the ACW QF	B	SwEl	3C	Winterberry
9	Metacheckers F	C	HWO	2	Chestnut
9	Santa Fe Rails SF	B	HMW	2	Seasons
9	Terra Mystica SF	B	HMW	3	Grand Ballroom
9	Time of Crisis F	A	HMW	4	Grand Ballroom
10	Vendors	--	--	8	Fox Den & Timberstone
10	Championship Formula Racing D1/1	--	--	1	Exhibit Annex 1
10	Formula Motor Racing H3/3	B	HMW	2	Grand Ballroom
10	Love Letter R1/4	B	SE	1C	Grand Ballroom
10	Roll for the Galaxy H4/4	B	HMW	1	Seasons
10	Waterloo R5/5	A	SwEl	8FF	Winterberry
11	 Ingenious Juniors	C	Jr SE	2	Hemlock
11	Intro to Wargaming (featuring Germantown)	--	Seminar	1	Exhibit Annex 6
11	Sagrada D1/1	--	--	1	Exhibit Annex 1
11	Brass H2/3	B	HMW	3	Alpine
11	Hitler's Reich R1/7	B	SE	3	First Tracks Center
11	Alhambra F	B	HMW	2	Laurel
11	Santa Fe Rails F	B	HMW	2	Seasons
11	Vegas Showdown SF	B	HMW	2	Grand Ballroom



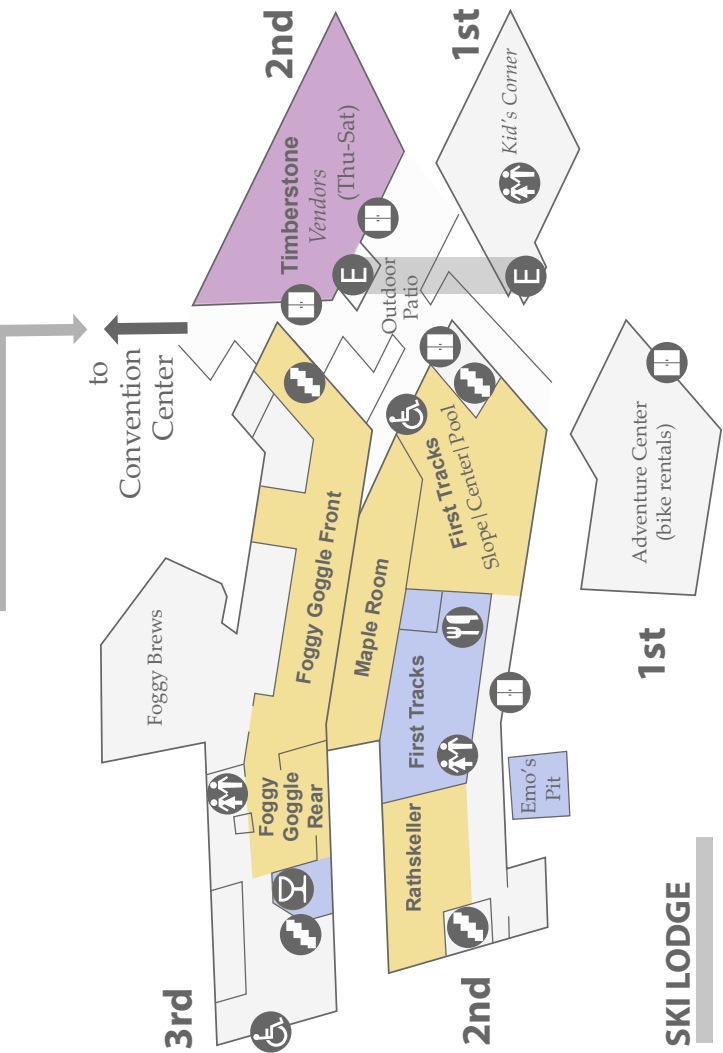
Time	Event	Class	Format	Duration	Location
12	Britannia H2/3	B	HSW	5	Rathskeller
12	Carcassonne H3/3	B	HMW	1	Seasons
12	Championship Formula Racing H1/3	B	HMWG	4	Foggy Goggle Front
12	Kremlin H4/4	B	HMW	3	Grand Ballroom
12	Formula Motor Racing SF	B	HMW	2	Grand Ballroom
13	<i>Seven Springs Update</i>	--	<i>Seminar</i>	1	<i>Snowflake</i>
13	<i>Berlin Airlift</i>	--	<i>Demo</i>	1	<i>Exhibit Annex 6</i>
13	Dune H2/3	A	HMW	5	Alpine
13	Evolution H2/3	B	HMW	2	Foggy Goggle Front
13	Formula De H3/3	C	HMW	3	Grand Ballroom
13	Mage Wars Arena R1/4	B	SW	2	Foggy Goggle Front
13	Sagrada H1/3	B	HMW	1	Seasons
13	Stone Age H3/3	B	HMW	2	Grand Ballroom
13	Titan H7/9	B	HMW	4	First Tracks Slopeside
13	Ra! QF	B	HWO	2	Grand Ballroom
13	SpaceCorp SF	B	HMW	3	First Tracks Poolside
14	 <i>Last Spike Juniors</i>	C	<i>Jr SE</i>	2	<i>Hemlock</i>
14	<i>M44 Overlord - Rzhev</i>	--	<i>Demo</i>	4	<i>Foggy Goggle Front</i>
14	<i>Atlantic Storm D3/3</i>	--	--	1	<i>Exhibit Annex 1</i>
14	Automobile H2/2	B	HMW	3	Seasons
14	Leaping Lemmings H3/3	C	HSW	2	Seasons
14	Formula Motor Racing F	B	HMW	2	Grand Ballroom
15	<i>Banish the Snakes</i>	--	<i>Demo</i>	2	<i>Exhibit Annex 5</i>
15	<i>Command & Colors: Napoleonic Epic</i>	--	<i>Demo</i>	4	<i>First Tracks Slopeside</i>
15	<i>Hitler's Reich: A Card Conquest Game</i>	--	<i>Demo</i>	2	<i>Exhibit Annex 2</i>
15	<i>Navegador D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
15	Empire Builder H3/3	B	HMW	4	Seasons
15	For the People R2/5	B	SEM	6C	Foggy Goggle Rear
15	Orleans H2/3	B	HMW	2	Seasons
15	Thurn & Taxis H3/3	B	HWO	2	Seasons
15	Railways of the World SF	B	HMW	3	Alpine
15	Roll for the Galaxy SF	B	HMW	1	Seasons
16	<i>Illusions of Glory</i>	--	<i>Demo</i>	2	<i>Exhibit Annex 4</i>
16	<i>Monsters Menace America D3/3</i>	--	--	1	<i>Exhibit Annex 1</i>
16	<i>Wild Blue Yonder (Formerly DiF) D1/1</i>	--	--	1	<i>Exhibit Annex 3</i>
16	Mage Wars Arena R2/4	B	SW	2	Foggy Goggle Front
16	Battles of the American Revolution SF	B	SwEl	5	Winterberry
16	Roll for the Galaxy F	B	HMW	1	Seasons
16	SpaceCorp F	B	HMW	3	First Tracks Poolside
17	<i>Falling Sky D2/2</i>	--	--	1	<i>Exhibit Annex 1</i>
17	Lords of Waterdeep H3/3	B	HMW	2	Alpine
17	Monsters Menace America H4/4	C	HMW	2	Grand Ballroom
17	Navegador H1/3	B	HMW	2	Seasons
17	Pirate's Cove H2/3	C	HMWG	2	Grand Ballroom
17	Robo Rally H3/3	B	HWO	4	Grand Ballroom
17	Titan H8/9	B	HMW	4	First Tracks Slopeside
17	Five Tribes SF	B	HMW	2	Seasons
17	Stone Age QF	B	HMW	2	Seasons
17	Tin Goose SF	B	HMW	3	Laurel



Bavarian Beach

Lower Parking Lot **P**

Parking for Hotel guests after unloading in front of tower. Parking in front of Chalets is reserved for Chalet guests only




SKI LODGE

- Accessible Entrance
- Building Entrance
- Restrooms
- Stairs
- Elevator
- Restaurant
- Bar
- Parking



Sponsors of the
WBC Game Library:



Time	Event	Class	Format	Duration	Location
18	 <i>Incan Gold Juniors</i>	C	Jr SE	2	Hemlock
18	<i>Empire of the Sun D1/1</i>	--	--	1	Exhibit Annex 1
18	Power Grid H2/3	B	HMW	3	Grand Ballroom
18	Republic of Rome H3/3	B	HMW	6	Rathskeller
18	Star Wars Miniatures H3/4	B	HMW	3	Winterberry
18	Formula De F	C	HMW	3	Foggy Goggle Front
18	History of the World SF	B	HMW	6	Rathskeller
19	<i>Advanced Squad Leader Starter Kit D1/1</i>	--	--	1	Exhibit Annex 2
19	<i>Conquest of Paradise D1/1</i>	--	--	1	Exhibit Annex 1
19	<i>Pro Golf D1/1</i>	--	--	1	Exhibit Annex 3
19	<i>Transatlantic D1/1</i>	--	--	1	Exhibit Annex 4
19	Falling Sky H2/2	B	HSW	4	Foggy Goggle Front
19	Galaxy Trucker H3/3	B	HMW	2	First Tracks Center
19	Here I Stand H2/2	B	HMW	6	Rathskeller
19	Hitler's Reich R2/7	B	SE	3	First Tracks Center
19	Puerto Rico H1/3	B	HMW	2	Seasons
19	Amun-Re SF	B	HMW	2	Alpine
19	Railways of the World F	B	HMW	3	Alpine
20	<i>Lost Cities D1/1</i>	--	--	1	Exhibit Annex 1
20	<i>Memoir '44 D1/1</i>	--	--	1	Exhibit Annex 3
20	Advanced Squad Leader Starter Kit R1M	B	SEM	3	Foggy Goggle Front
20	Air Baron H4/4	B	HMW	3	Grand Ballroom
20	Splendor H3/3	B	HMW	1	Seasons
20	Superstar Baseball R3/3	B	SwEl	24FF	Snowflake
20	Tin Goose F	B	HMW	3	Laurel
21	Conquest of Paradise H1/3	B	HSW	3	First Tracks Slopeside
21	Memoir '44 R1M	B	SEM	2	Maple
21	Star Wars Queen's Gambit H3/4	A	HMW	3	Winterberry
21	Ticket to Ride H3/4	B	HMW	2	Seasons
21	Titan H9/9	B	HMW	4	First Tracks Slopeside
21	Titan the Arena H2/3	B	HMW	1	Foggy Goggle Front
21	Transatlantic H1/2	B	HMW	2	Grand Ballroom
21	Five Tribes F	B	HMW	2	Laurel
21	Ra! SF	B	HWO	2	Grand Ballroom
21	Terraforming Mars QF	B	HWO	4	Wintergreen
22	Ingenious SF	B	HMW	1	Foggy Goggle Front
23	Pro Golf R1/2	B	SE	2	Snowflake
23	Ingenious F	B	HMW	1	Foggy Goggle Front
23	Ra! F	B	HWO	2	Grand Ballroom

Sportsmanship Award

Help 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 the details to conventiondirector@boardgamers.org. You could be nominating next year's winner!


Reward good behavior... report it.




Friday, July 26 (Fr) ... Requires "ALL" or "Friday" badge; Wear your "Team" Shirt Day!

Time	Event	Class	Format	Duration	Location
8-20	Registration	--	--	12	Stag Pass
9	Open Gaming	--	--	15	Exhibit Hall
9	 Transamerica Juniors	C	Jr SE	2	Hemlock
9	Banish the Snakes	--	Demo	2	Exhibit Annex 5
9	Advanced Squad Leader Starter Kit R1/4	B	SEM	3C	Foggy Goggle Rear
9	Afrika Korps R7/7	B	SwEl	4FF	Winterberry
9	Bitter Woods R7/7	B	SwEl	6FF	Winterberry
9	Brass H3/3	B	HMW	3	Alpine
9	Britannia H3/3	B	HSW	5	Rathskeller
9	Castles of Burgundy H3/3	B	HMW	3	Seasons
9	Circus Maximus H4/4	B	HWO	3	Foggy Goggle Front
9	Dune H3/3	A	HMW	5	Alpine
9	Empire of the Sun R1/3	B	SwEl	3C	Foggy Goggle Front
9	Gettysburg R7/7	B	SwEl	6FF	Winterberry
9	Hitler's Reich R3/7	B	SE	3	First Tracks Center
9	Lost Cities H1/4	B	HWO	1	Seasons
9	March Madness H3/4	B	HMSE	5	Chestnut
9	Memoir '44 R1/6	B	SEM	2C	Maple
9	Orleans H3/3	B	HMW	2	Seasons
9	Panzerblitz R7/7	C	SwEl	6FF	Winterberry
9	Squad Leader R6/6	B	SwEl	3FF	Winterberry
9	Star Wars Queen's Gambit H4/4	A	HMW	3	Winterberry
9	The Russian Campaign R7/7	A	SwEl	5FF	Winterberry
9	Tigers in the Mist R1/4	B	SW	5C	First Tracks Slopeside
9	Underwater Cities H2/2	B	HMW	3	Seasons
9	Win, Place, & Show H3/4	B	HWO	3	Foggy Goggle Front
9	Wooden Ships & Iron Men R7/8	B	SwEl	3FF	Winterberry
9	1776 SF	B	SwEl	6FF	Winterberry
9	Advanced Civilization F	B	HSW	10	Foggy Goggle Front
9	Battles of the American Revolution F	B	SwEl	5	Winterberry
9	Empire Builder SF	B	HMW	4	Alpine
9	Here I Stand SF	B	HMW	6	Rathskeller
9	Russian Railroads SF	B	HMW	2	Seasons
9	Thurn & Taxis QF	B	HWO	2	Wintergreen
9	Titan SF	B	HMW	4	Laurel
9	Vegas Showdown F	B	HMW	2	Laurel
10	Vendors	--	--	8	Fox Den & Timberstone
10	Black Eagles	--	Demo	2	Exhibit Annex 6
10	Illusions of Glory	--	Demo	2	Exhibit Annex 2
10	Enemy in Sight H2/2	B	HWO	3	Grand Ballroom
10	Combat Commander SF	B	SwEl	3	Laurel
10	Falling Sky SF	B	HSW	4	Foggy Goggle Front
10	Waterloo SF	A	SwEl	8FF	Winterberry
11	 Carcassonne Juniors	C	Jr SE	2	Hemlock
11	Getting your Game Design published in S&T	--	Seminar	1	Snowflake
11	Kaiser's Pirates D2/2	--	--	1	Exhibit Annex 1
11	Euphrat & Tigris H1/2	B	HSW	2	Wintergreen
11	Memoir '44 R2/6	B	SEM	2C	Maple
11	Sagrada H2/3	B	HMW	1	Seasons
11	Monsters Menace America SF	C	HMW	2	Grand Ballroom



Time	Event	Class	Format	Duration	Location
11	Russian Railroads F	B	HMW	2	Seasons
11	Thurn & Taxis SF	B	HWO	2	Wintergreen
12	MBT D1/1	--	--	2	Exhibit Annex 2
12	Advanced Squad Leader Starter Kit R2/4	B	SEM	3C	Foggy Goggle Rear
12	Transatlantic H2/2	B	HMW	2	Grand Ballroom
12	Air Baron SF	B	HMW	3	Grand Ballroom
12	Automobile SF	B	HMW	3	Wintergreen
13	Ancient Civilizations of the Inner Sea	--	Demo	2	Exhibit Annex 2
13	Paydirt (NFC Team Draft) Draft	B	HMSE	1	Sunburst
13	Catan D1/1	--	--	1	Exhibit Annex 1
13	Atlantic Storm H4/4	B	HWO	2	Grand Ballroom
13	Kaiser's Pirates H1/3	B	HMW	2	First Tracks Center
13	Mage Wars Arena R3/4	B	SW	2	Foggy Goggle Front
13	Merchant of Venus H3/3	B	HMW	3	Grand Ballroom
13	Ra: The Dice Game H3/4	B	HMW	1	Seasons
13	Ticket to Ride H4/4	B	HMW	2	Seasons
13	Stone Age SF	B	HMW	2	Seasons
13	Terra Mystica F	B	HMW	3	Laurel
13	Thurn & Taxis F	B	HWO	2	Wintergreen
14	 Sleeping Queens Juniors	C	Jr SE	2	Hemlock
14	Castles of Mad King Ludwig D1/1	--	--	1	Exhibit Annex 1
14	Paydirt (NFC) H2/2	B	HMSE	10	Seasons
14	Race for the Galaxy H3/4	B	HMW	2	First Tracks Poolside
14	Wild Blue Yonder (formerly DiF) R1/3	B	SwEl	2C	First Tracks Center
14	Empire Builder F	B	HMW	4	Alpine
14	Falling Sky F	B	HSW	4	Foggy Goggle Front
14	Monsters Menace America F	C	HMW	2	Laurel
15	Command & Colors: Napoleonics Epic	--	Demo	4	First Tracks Slopeside
15	Castles of Mad King Ludwig H2/3	B	HMW	2	Wintergreen
15	Championship Formula Racing H2/3	B	HMWG	4	Foggy Goggle Front
15	Conquest of Paradise H2/3	B	HSW	3	First Tracks Slopeside
15	Evolution H3/3	B	HMW	2	Seasons
15	Lost Cities H2/4	B	HWO	1	Seasons
15	Mage Wars Arena R4/4	B	SW	2	Foggy Goggle Front
15	MBT R1/4	B	SwEl	3C	Winterberry
15	Air Baron F	B	HMW	3	Grand Ballroom
15	Atlantic Storm SF	B	HWO	2	Grand Ballroom
15	Beta Colony SF	B	HMW	2	Laurel
15	Britannia SF	B	HSW	5	Rathskeller
15	Churchill SF	B	HMW	4	Rathskeller
15	Combat Commander F	B	SwEl	3	Laurel
15	Robo Rally SF	B	HWO	3	Grand Ballroom
15	Saint Petersburg SF	B	HMW	2	Seasons
15	Transatlantic SF	B	HMW	2	Alpine
16	Ancient Civilizations of the Inner Sea	--	Demo	2	Exhibit Annex 2
16	Pontiac's Uprising	--	Demo	2	Exhibit Annex 6
16	Dunkirk: France 1940 D1/1	--	--	1	Exhibit Annex 1
16	Kaiser's Pirates H2/3	B	HMW	2	First Tracks Center




Time	Event	Class	Format	Duration	Location
17	Diplomacy D1/1	--	--	1	Exhibit Annex 7
17	Dunkirk: France 1940 R1/3	B	SE	3	Winterberry
17	Great Western Trail H3/3	B	HMW	3	Wintergreen
17	Race for the Galaxy H4/4	B	HMW	2	First Tracks Poolside
17	Amun-Re F	B	HMW	2	Alpine
17	Atlantic Storm F	B	HWO	2	Grand Ballroom
17	Beta Colony F	B	HMW	2	Laurel
17	Saint Petersburg F	B	HMW	2	Seasons
17	Splendor QF	B	HMW	1	Seasons
17	Transatlantic F	B	HMW	2	Alpine
17	Underwater Cities SF	B	HMW	3	Seasons
18	 Ivanhoe Juniors	C	Jr SE	2	Hemlock
18	Battle Line D1/1	--	--	1	Exhibit Annex 1
18	Hitler's Reich R4/7	B	SE	3	First Tracks Center
18	March Madness H4/4	B	HMSE	5	Chestnut
18	Navegador H2/3	B	HMW	2	Seasons
18	Star Wars Miniatures H4/4	B	HMW	3	Winterberry
18	Ace of Aces F	B	SwEl	2FF	Sunburst
18	Gaia Project SF	B	HMW	3	Grand Ballroom
18	Kremlin F	B	HMW	3	Laurel
18	Republic of Rome F	B	HMW	6	Alpine
18	Splendor SF	B	HMW	1	Seasons
18	Terraforming Mars SF	B	HWO	4	Wintergreen
18	The Napoleonic Wars SF	B	HMW	6	Rathskeller
19	Wits & Wagers Gameshow	--	Demo	1	Snowflake
19	Space Base D1/1	--	--	1	Exhibit Annex 1
19	Battle Line R1/3	B	SwEl	1C	Seasons
19	Diplomacy R1/3	B	SW	4	Alpine
19	War of the Ring R1/6	B	SEM	4C	Foggy Goggle Rear
19	Automobile F	B	HMW	3	Laurel
19	Leaping Lemmings SF	C	HSW	2	Laurel
19	Splendor F	B	HMW	1	Seasons
20	Game Design	--	Seminar	2	Snowflake
20	Labyrinth D1/1	--	--	1	Exhibit Annex 1
20	Concordia H2/3	B	HMW	2	Foggy Goggle Front
20	Puerto Rico H2/3	B	HMW	2	Seasons
20	Galaxy Trucker SF	B	HMW	2	First Tracks Center
20	Lords of Waterdeep SF	B	HMW	2	Wintergreen
20	Underwater Cities F	B	HMW	3	Seasons
21	B-17 After Action Meeting	--	--	3	Foggy Brews
21	Labyrinth R1M	B	SEM	2	Maple
21	Ivanhoe SF	B	HMW	2	Grand Ballroom
21	Leaping Lemmings F	C	HSW	2	Laurel
22	Kid's Werewolf	--	Seminar	1	Sunburst
22	Acquire H3/3	B	HMW	2	Seasons
22	Power Grid H3/3	B	HMW	3	Grand Ballroom
22	Agricola F	A	HMW	3	Laurel
22	Lords of Waterdeep F	B	HMW	2	Wintergreen
22	Race for the Galaxy SF	B	HMW	2	First Tracks Poolside





Time	Event	Class	Format	Duration	Location
23	<i>Ancient Civilizations of the Middle East</i>	--	Demo	2	Exhibit Annex 2
23	<i>M44 Overlord - Firefight at Neffe</i>	--	Demo	4	Foggy Goggle Front
23	Liar's Dice R1/3	C	SE	1	Grand Ballroom
23	Ivanhoe F	B	HMW	2	Grand Ballroom
23	Race for the Galaxy F	B	HMW	2	First Tracks Poolside
24	Formal Night	--	--	3	Alpine

Saturday, July 27 (Sa) ... Requires "ALL" or "Saturday" badge; Wear your "Game Club" Shirt Day!

Time	Event	Class	Format	Duration	Location
8-22	Registration	--	--	14	Stag Pass
8	WBC After Action Meeting	--	--	1	Snowflake
9	Open Gaming	--	--	15	Exhibit Hall
9	 Apple to Apples Juniors	C	Jr SE	2	Hemlock
9	<i>Ancient Civilizations of the Inner Sea</i>	--	Demo	2	Exhibit Annex 2
9	Battle Cry R1/6	B	SEM	2C	First Tracks Poolside
9	Catan R1/3	B	SweEl	2C	Grand Ballroom
9	Conquest of Paradise H3/3	B	HSW	3	First Tracks Slopeside
9	Navegador H3/3	B	HMW	2	Seasons
9	Space Base H1/2	C	HWO	2	Grand Ballroom
9	War of the Ring R2/6	B	SEM	4C	Foggy Goggle Rear
9	Washington's War R1/4	A	DE	2C	Maple
9	WS&IM - Fleet Action R8/8	B	SwEl	3FF	Winterberry
9	1776 F	B	SwEl	6FF	Winterberry
9	Afrika Korps SF	B	SwEl	4FF	Winterberry
9	Bitter Woods SF	B	SwEl	6FF	Winterberry
9	Brass SF	B	HMW	3	Alpine
9	Britannia F	B	HSW	5	Rathskeller
9	Dune F	A	HMW	8	Laurel
9	Evolution SF	B	HMW	2	Seasons
9	Gettysburg SF	B	SwEl	6FF	Winterberry
9	Here I Stand F	B	HMW	10	Rathskeller
9	Merchant of Venus SF	B	HMW	3	Grand Ballroom
9	Orleans SF	B	HMW	2	Laurel
9	Panzerblitz SF	C	SwEl	6FF	Winterberry
9	Squad Leader SF	B	SwEl	3FF	Winterberry
9	Stone Age F	B	HMW	2	Seasons
9	Terraforming Mars F	B	HWO	4	Laurel
9	The Russian Campaign SF	A	SwEl	5FF	Winterberry
9	Titan F	B	HMW	4	Laurel
10	Vendors	--	--	8	Fox Den & Timberstone
10	Devil Dogs at Belleau Woods	--	Demo	2	Exhibit Annex 6
10	<i>Illusions of Glory</i>	--	Demo	2	Exhibit Annex 2
10	<i>M44 Overlord - Canal de la Haute Colme</i>	--	Demo	4	Foggy Goggle Front
10	<i>Union Pacific D1/1</i>	--	--	1	Exhibit Annex 1
10	Diplomacy R2/3	B	SW	4	Alpine
10	Kaiser's Pirates H3/3	B	HMW	2	First Tracks Center
10	Labyrinth R1/4	B	SEM	2C	First Tracks Slopeside
10	Circus Maximus SF	B	HWO	3	Foggy Goggle Front
10	Waterloo F	A	SwEl	8FF	Winterberry



Time	Event	Class	Format	Duration	Location
11	 Can't Stop Juniors	C	Jr SE	2	Hemlock
11	Adel Verpflichtet H2/3	C	HMW	2	Seasons
11	Battle Cry R2/6	B	SEM	1C	First Tracks Poolside
11	Concordia H3/3	B	HMW	2	Seasons
11	Hitler's Reich R5/7	B	SE	3	First Tracks Center
11	Titan the Arena H3/3	B	HMW	1	Foggy Goggle Front
11	Evolution F	B	HMW	2	Seasons
11	Orleans F	B	HMW	2	Laurel
12	Member Sponsored No-Ship Math Trade	--	Seminar	3	Snowflake
12	Affliction: Salem 1692	--	Demo	1	Exhibit Annex 2
12	Labyrinth R2/4	B	SEM	2C	First Tracks Slopeside
12	Ra: The Dice Game H4/4	B	HMW	1	Seasons
12	Union Pacific R1/3	B	SwEl	2C	Foggy Goggle Front
12	Conquest of Paradise SF	B	HSW	3	First Tracks Slopeside
12	Football Strategy F	B	HMSE	2	Chestnut
12	Merchant of Venus F	B	HMW	3	Grand Ballroom
12	Star Wars Queen's Gambit QF	A	HMW	3	Winterberry
13	Adel Verpflichtet H3/3	C	HMW	2	Seasons
13	Castles of Mad King Ludwig H3/3	B	HMW	2	Wintergreen
13	Dunkirk: France 1940 R2/3	B	SE	3	Winterberry
13	Space Base H2/2	C	HWO	2	Grand Ballroom
13	Castles of Burgundy SF	B	HMW	3	Grand Ballroom
13	Kaiser's Pirates SF	B	HMW	2	First Tracks Center
13	Paydirt F	B	HMSE	2	Wintergreen
13	Squad Leader F	B	SwEl	3FF	Winterberry
13	Ticket to Ride QF	B	HMW	2	Seasons
14	 Lost Cities Juniors	C	Jr SE	2	Hemlock
14	Ancient Civilizations of the Middle East	--	Demo	2	Exhibit Annex 2
14	M44 Overlord - Counterattack at Carentan	--	Demo	4	Foggy Goggle Front
14	Afrika Korps F	B	SwEl	4FF	Winterberry
14	Brass F	B	HMW	3	Laurel
14	Power Grid SF	B	HMW	3	Grand Ballroom
15	Command & Colors: Napoleonic Epic	--	Demo	4	First Tracks Slopeside
15	Attack Sub D1/1	--	--	1	Exhibit Annex 1
15	Championship Formula Racing H3/3	B	HMWG	4	Foggy Goggle Front
15	Lost Cities H3/4	B	HWO	1	Seasons
15	Pirate's Cove H3/3	C	HMWG	2	Grand Ballroom
15	Puerto Rico H3/3	B	HMW	2	Seasons
15	Bitter Woods F	B	SwEl	6FF	Winterberry
15	Churchill F	B	HMW	4	Rathskeller
15	Concordia SF	B	HMW	2	Laurel
15	Conquest of Paradise F	B	HSW	3	First Tracks Slopeside
15	Gettysburg F	B	SwEl	6FF	Winterberry
15	History of the World F	B	HMW	6	Rathskeller
15	Panzerblitz F	C	SwEl	6FF	Winterberry
15	Space Base SF	C	HWO	2	Grand Ballroom
15	Star Wars Miniatures QF	B	HMW	3	Winterberry
15	Star Wars Queen's Gambit SF	A	HMW	3	Winterberry
15	The Russian Campaign F	A	SwEl	5FF	Winterberry
15	Titan the Arena SF	B	HMW	1	Foggy Goggle Front



Time	Event	Class	Format	Duration	Location
16	<i>Euphrat & Tigris D1/1</i>	--	--	1	<i>Exhibit Annex 2</i>
16	<i>Win, Place, & Show H4/4</i>	B	HWO	3	<i>Foggy Goggle Front</i>
16	<i>Castles of Burgundy F</i>	B	HMW	3	<i>Grand Ballroom</i>
16	<i>Kaiser's Pirates F</i>	B	HMW	2	<i>First Tracks Center</i>
16	<i>Ra: The Dice Game QF</i>	B	HMW	1	<i>Seasons</i>
16	<i>Titan the Arena F</i>	B	HMW	1	<i>Foggy Goggle Front</i>
17	<i>Dunkirk: France 1940 R3/3</i>	B	SE	3	<i>Winterberry</i>
17	<i>Euphrat & Tigris H2/2</i>	B	HSW	2	<i>Wintergreen</i>
17	<i>Lost Cities H4/4</i>	B	HWO	1	<i>Seasons</i>
17	<i>Acquire SF</i>	B	HMW	2	<i>Laurel</i>
17	<i>Gaia Project F</i>	B	HMW	3	<i>Grand Ballroom</i>
17	<i>Great Western Trail SF</i>	B	HMW	3	<i>Seasons</i>
17	<i>Power Grid F</i>	B	HMW	3	<i>Grand Ballroom</i>
17	<i>Ra: The Dice Game SF</i>	B	HMW	1	<i>Seasons</i>
17	<i>Robo Rally F</i>	B	HWO	3	<i>Grand Ballroom</i>
18	<i>Sagrada H3/3</i>	B	HMW	1	<i>Seasons</i>
18	<i>Circus Maximus F</i>	B	HWO	3	<i>Foggy Goggle Front</i>
18	<i>Navegador SF</i>	B	HMW	2	<i>Seasons</i>
18	<i>Ra: The Dice Game F</i>	B	HMW	1	<i>Seasons</i>
18	<i>Space Base F</i>	C	HWO	2	<i>Laurel</i>
18	<i>Star Wars Miniatures SF</i>	B	HMW	3	<i>Winterberry</i>
18	<i>Star Wars Queen's Gambit F</i>	A	HMW	3	<i>Winterberry</i>
18	<i>Superstar Baseball QF</i>	B	SwEl	2FF	<i>Snowflake</i>
18	<i>The Napoleonic Wars F</i>	B	HMW	6	<i>Laurel</i>
18	<i>Wooden Ships & Iron Men SF</i>	B	SwEl	3FF	<i>Winterberry</i>
19	 <i>Slapshot Juniors</i>	C	Jr SE	2	<i>Hemlock</i>
19	<i>Ethics in Gaming</i>	--	Seminar	1	<i>Sunburst</i>
19	<i>M44 Overlord - Operation Neptune</i>	--	Demo	5	<i>Foggy Goggle Front</i>
19	<i>Diplomacy R3/3</i>	B	SW	4	<i>Alpine</i>
19	<i>Acquire F</i>	B	HMW	2	<i>Laurel</i>
19	<i>Euphrat & Tigris SF</i>	B	HSW	2	<i>Wintergreen</i>
19	<i>Lost Cities QF</i>	B	HWO	1	<i>Seasons</i>
19	<i>Win, Place, & Show F</i>	B	HWO	3	<i>Foggy Goggle Front</i>
20	<i>Facts in Five R1/1</i>	C	SW	2	<i>Grand Ballroom</i>
20	<i>Hitler's Reich R6/7</i>	B	SE	3	<i>First Tracks Center</i>
20	<i>Concordia F</i>	B	HMW	2	<i>Laurel</i>
20	<i>Galaxy Trucker F</i>	B	HMW	2	<i>First Tracks Center</i>
20	<i>Great Western Trail F</i>	B	HMW	3	<i>Seasons</i>
20	<i>Lost Cities SF</i>	B	HWO	1	<i>Seasons</i>
20	<i>Puerto Rico SF</i>	B	HMW	2	<i>Seasons</i>
20	<i>Sagrada SF</i>	B	HMW	1	<i>Seasons</i>
20	<i>Superstar Baseball SF</i>	B	SwEl	2FF	<i>Snowflake</i>
20	<i>Wooden Ships & Iron Men F</i>	B	SwEl	3FF	<i>Winterberry</i>
21	<i>World at War After Action Meeting</i>	--	--	1	<i>Sunburst</i>
21	<i>Adel Verpflichtet SF</i>	C	HMW	2	<i>Seasons</i>
21	<i>Carcassonne QF</i>	B	HMW	1	<i>Seasons</i>
21	<i>Euphrat & Tigris F</i>	B	HSW	2	<i>Wintergreen</i>
21	<i>Lost Cities F</i>	B	HWO	1	<i>Seasons</i>
21	<i>Sagrada F</i>	B	HMW	1	<i>Seasons</i>
21	<i>Star Wars Miniatures F</i>	B	HMW	3	<i>Winterberry</i>



Time	Event	Class	Format	Duration	Location
22	<i>Slapshot D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
22	Carcassonne SF	B	HMW	1	Seasons
22	Superstar Baseball F	B	SwEl	2FF	Snowflake
23	<i>Open Gaming Library Closes</i>	--	--	--	<i>Exhibit Hall</i>
23	<i>Slapshot R1/3</i>	C	SE	1	<i>Grand Ballroom</i>
23	Adel Verpflichtet F	C	HMW	2	Seasons
23	Carcassonne F	B	HMW	1	Seasons

Sunday, July 28 (Su) ... Requires "ALL" or "Sunday" badge; Claim your prizes at Stag Pass before departure.

Time	Event	Class	Format	Duration	Location
8-14	<i>Registration</i>	--	--	6	<i>Stag Pass</i>
8	<i>Christian Worship Service</i>	--	--	1	<i>Snowflake</i>
9	<i>Open Gaming</i>	--	--	15	<i>Exhibit Hall</i>
9	<i>Transamerica D1/1</i>	--	--	1	<i>Exhibit Annex 1</i>
9	<i>Attack Sub R1/6</i>	B	SW	1C	<i>Seasons</i>
9	Auction F	B	HWO	2	Seasons
9	Castles of Mad King Ludwig SF	B	HMW	2	Seasons
9	Championship Formula Racing F	B	HMWG	4	Seasons
9	Enemy in Sight F	B	HWO	3	Grand Ballroom
9	Hitler's Reich F	B	SE	3	Seasons
9	March Madness SF	B	HMSE	1	Seasons
9	Navegador F	B	HMW	2	Seasons
9	Pirate's Cove SF	C	HMWG	2	Grand Ballroom
9	Puerto Rico F	B	HMW	2	Seasons
9	Ticket to Ride SF	B	HMW	2	Seasons
9	War of the Ring F	B	SEM	4C	Seasons
10	<i>Catholic Mass</i>	--	--	1	<i>Sunburst</i>
10	<i>Ancient Civilizations of the Inner Sea</i>	--	Demo	2	<i>Exhibit Annex 2</i>
10	<i>Transamerica R1/3</i>	B	SE	1C	<i>Grand Ballroom</i>
10	March Madness F	B	HMSE	1	Seasons
11	Castles of Mad King Ludwig F	B	HMW	2	Seasons
11	Pirate's Cove F	C	HMWG	2	Grand Ballroom
11	Ticket to Ride F	B	HMW	2	Seasons
12	<i>Catholic Mass</i>	--	--	1	<i>Sunburst</i>
14	<i>Open Gaming</i>	--	--	10	<i>Seasons 1-5</i>



More PBeM GMs Needed!

Why don't we run email tournaments in the games that you want to play? The only limit to having more PBeM tournaments is GMs willing to run them. BPA PBeM Tournaments offer year-round competitive play for select games. In recent years, those choices have included *Advanced Civilization*, *Bitter Woods*, *Breakout Normandy*, *Diplomacy*, *For the People*, *Gettysburg '88*, *Here I Stand*, *March Madness*, *Napoleonic Wars*, *Paths of Glory*, *Pro Golf*, *Stone Age*, *Twilight Struggle*, *Victory in the Pacific*, *War at Sea*, *Waterloo*, and *Washington's War*.

A PBeM GM assign games, settle rule disputes, has access to a website page to advertise his event, keep players informed, verify BPA membership, and report results. Visit the BPA PBeM Tournament page at <http://www.boardgamers.org/pbem.html> for more information.



ALPHABETICAL TOURNAMENT LISTING: Class A (red) events have a black code box, Class B (yellow) events have a grey code box, Class C (green) events have a white code box. All demonstrations are in the Exhibit Annex at the designated table (T). "FSa" is First Saturday (July 20) and "FSu" is First Sunday (July 21).

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- 7WS** 7 WONDERS – GM: Philip Shea; HMW; Class B; ♀ 3; Demo: FSa17 (T1); three preliminary 2-hour heats of 2 games in Seasons (FSa14, FSa18, FSu9) advance up to 64 to continuous QF/SF rounds in Seasons (FSu12). SF winners advance to Final in Laurel (Mo9).
-
- 7WD** 7 WONDERS DUEL – GM: Chris Yaure; SwEl; Class B; ♀ 1; Demo FSu9 (T3); three continuous Swiss rounds in (FSu16) advance 8 to continuous QF/SF/F (FSu21). Room: Seasons.
-
- 878** 878 Vikings – GM: Scott Beall; SEM; Class B; ♀ 1; Demo Tu12 (T5) & We9 (T1); 3-hour rounds start with Mulligan Round (We10) advancing winners to Round 2 (We16). All mulligan round losers and new entrants may start at Round 1 (We13); winners of Round 2 advance to continuous single elimination rounds. Room: First Tracks Poolside.
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- 775** 1775 – Jeff Lange; SEM; Class B; ♀ 3; Demo: FSu13 (T1); 3-hour rounds start with Mulligan Round (FSu14) advancing winners to Round 2 (Mo13). All mulligan round losers and new entrants may start at Round 1 (Mo10); winners of Round 2 advance to continuous single elimination rounds. Room: First Tracks Slopeside.
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- 776** 1776 – GM: Steve Packwood; Free Form SwEl; Class B; ♀ 1; Demo: Tu12 (T3); 6-hour preliminary rounds (FSa9) run free form until Th23, advancing 4 to SF (Fr9) SF winners advance to Final (Sa9). Room: Winterberry.
-
- 8XX** 18XX – GM: Tom McCorry; HMW; Class B; ♀ 6; Demo: FSa10 (T7); four 6-hour heats in Alpine (FSa11, FSa18, FSu9, FSu17) advance up to 20 to SF in Alpine (Mo9) SF winners advance to Final in Laurel (Mo17).
-
- AOA** ACE OF ACES – GM: Bill Burtless; Free Form SwEl; Class B; ♀ 1; four 2-hour circus heats (FSu18, Mo17, Tu18, We18) can be supplemented with free form scheduling to advance 6 to round robin Final (Fr18). Room: Sunburst.
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- ACQ** ACQUIRE – GM: Cliff Ackman; HMW; Class B; ♀ 4; Demo: Mo11 (T1); three 2-hour heats in Seasons (Mo12, Tu18, Fr22) advance 16 to SF in Laurel (Sa17) SF Winners advance to Final in Laurel (Sa19).
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- ADV** ADEL VERPFLICHTET – GM: Tom DeMarco; HMW; Class C; ♀ 3; three 2-hour heats of 2 games (FSu20, Sa11, Sa13) advance up to 25 to the SF (Sa21) SF winners advance to Final (Sa23). Room: Seasons..
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- ACV** ADVANCED CIVILIZATION – GM: Nathan Barhorst; HSW; Class B; ♀ 6; Demo: FSu9 (T1); two 8-hour heats (FSu11, We9), advance 8 to a 10-hour Final (Fr9). Room: Foggy Goggle Front.
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- AFK** AFRIKA KORPS – GM: Jon Lockwood; Free Form SwEl; Class B; ♀ 3; Demo: Tu17 (T6); 4-hour preliminary rounds (FSa10) run free form until Fr23, advancing 4 to SF (Sa9), SF winners advancing to Final (Sa14). Room: Winterberry.
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- AOR** AGE OF RENAISSANCE – GM: Harald Henning; HMW; Class B; ♀ 4; Demo: FSu10 (T2); two 6-hour heats (FSa16, Mo9) advance up to 6 to Final (Mo17). Room: Alpine.
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- AGR** AGRICOLA – GM: Rob Murray; HMW; Class A; ♀ 4; three 3-hour heats in Seasons (FSa12, FSa15, FSa21) advance 16 to SF in Laurel (FSu9) SF winners advance to Final in Laurel (Fr22).
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- ABN** AIR BARON – GM: Max Jamelli; HMW; Class B; ♀ 3; Demo: FSu18 (T1); four 3-hour heats in Grand Ballroom (FSu19, Tu18, Th20) and Alpine (Mo9) advance up to 25 to continuous SF/F in Grand Ballroom (Fr12).
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- ALH** ALHAMBRA – GM: Charles Faella; HMW; Class B; ♀ 3; Demo: Tu21 (T1); three 2-hour heats in Wintergreen (Tu22, We11, We18) advance up to 16 to continuous SF/F in Laurel (Th9).
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- AMR** AMUN RE – GM: Robert St. Pierre; HMW; Class B; ♀ 3; Demo: FSu17 (T3) & Mo9 (T1); three 2-hour heats in Grand Ballroom (FSu18, Th9) and First Tracks Center (Mo10) advance up to 25 to SF in Alpine (Th19) SF winners advance to Final in Laurel (Fr17).
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- ASK** ASL Starter Kit – GM: Perry Cocke; SEM; Class B; ♀ 1; Demo: Th19 (T2); 3-hour rounds start with Mulligan Round in Foggy Goggle Front (Th20) advancing winners to Round 2 in Foggy Goggle Rear (Fr12). All mulligan round losers and new entrants may start at Round 1 in Foggy Goggle Rear (Fr9); winners of Round 2 advance to continuous single elimination rounds in Foggy Goggle Front.
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- ACS** ATLANTIC STORM – GM: Ben Knight; HWO; Class B; ♀ 3; Demos: Tu16, We17, & Th14 (T1); four 2-hour heats (Tu18, We19, Th9, Fr13) advance winners to continuous SF/F (Fr15); Room: Grand Ballroom.



ATS	ATTACK SUB – GM: Steve Caler; Swiss; Class B; ♣ 2; Demo: Sa15 (T1) six 1-hour continuous Swiss rounds. Room: Seasons.
AUC	AUCTION – GM: Bruce Reiff; HWO; Class B; ♣ 2; Demo: FSu15 (T1); four 2-hour heats in Wintergreen (FSa9, FSu20, Tu 18, We15) advance 16 to SF in Wintergreen (We16) SF winners advance to Final in Seasons (Su9).
AUT	AUTOMOBILE – GM: Devin Smith; HMW; Class B; ♣ 3; Demo: Tu17 (T3); two 3-hour heats in Wintergreen (Tu18) and Seasons (Th14), advance up to 25 to SF in Wintergreen (Fr12) SF winners advance to Final in Laurel (Fr19).
B17	B-17 – GM: Mark Yoshikawa; Swiss; Class A; ♣ 6; three 4-hour continuous Swiss rounds in Wintergreen (Th9); After Action Meeting with Awards in Foggy Brews (Fr21).
BCY	BATTLE CRY – GM: Mike Stanley; SEM; Class B; ♣ 1; Demo: FSa18 (T2); 1-Hour rounds start with Mulligan round (FSa20) advancing winners to Round 2 (Sa11). All mulligan round losers and new entrants may start at Round 1 (Sa9); winners of Round 2 advance to continuous rounds (Sa12); Room: First Tracks Poolside.
BAT	BATTLELINE – GM: Sean McCulloch; SwEl; Class B; ♣ 1; Demo: Fr18 (T1); three 1-hour games in groups of four (Fr19) advance group winners to single elimination rounds. Room: Seasons.
BAR	BATTLES OF THE AMERICAN REVOLUTION – GM: Mark Miklos; SwEl; Class B; ♣ 5; Demo: Tu13 (T1); five 5-hour Swiss Rounds (FSu18, Mo9, Mo16, We9, We16) advance 8 to QF (Th9) QF winners advance to SF (Th16), SF winners advance to Final (Fr9); Room: Winterberry.
BEC	BETA COLONY – GM: Melody Loder; HMW; Class B; ♣ 1; Demo: We17 (T6); two 2-hour heats in Maple (We18, We20), advance up to 16 for continuous SF/F in Laurel (Fr15).
BWD	BITTER WOODS – GM: Bruno Sinigaglio; Free Form SwEl; Class B; ♣ 3; Demo: Tu12 (T2); 6-hour preliminary rounds (FSa9) run free form until Fr23, advancing 4 to SF (Sa9) SF winners advance to Final (Sa15); Room: Winterberry.
BXC	BOXCARS – GM: Trella Bromley; HMW; Class B; ♣ 4; Demo: FSa17 (T2); three 5-hour heats in Wintergreen (FSa18, FSu12, Mo9) advance up to 25 to SF in Wintergreen (Tu18) SF winners advance to Final in Laurel (We9).
BRS	BRASS – GM: Bruce Hodgins; HMW; Class B; ♣ 4; Demo: Tu16 (T2); three 3-hour heats in Alpine (Tu21, Th11, Fr9) advance up to 16 to SF in Alpine (Sa9) SF winners advance to Final in Laurel (Sa14).
BKN	BREAKOUT NORMANDY – GM: Nels Thompson; SEM; Class B; ♣ 4; Demo: Tu17 (T6); Mulligan Round in First Tracks Slopeside (Tu18) advances winners to Round 2 in First Tracks Slopeside (We14). All mulligan round losers and new entrants may start in continuous single elimination rounds in First Tracks Slopeside (We9) winners of Round 2 advance to Round 3 in First Tracks Slopeside (We19) continuous Round 4 and Round 5 continues in Laurel (Th9).
BRI	BRITANNIA – GM: Jim Jordan; HSW; Class B; ♣ 4; Demo: We10 (T2); three 5-hour heats (We12, Th12, Fr9) advance up to 25 to SF (Fr15) SF winners advance to Final (Sa9); Room: Rathskeller.
CNS	CAN'T STOP – GM: Andrew Drummond; SE; Class C; ♣ 3; Continuous half-hour late night single elimination rounds until completion (We23); Room: Grand Ballroom.
CAR	CARCASSONNE – Jennifer Visocnik; HMW; Class B; ♣ 3; Demo: Mo21 (T1); three 1 hour heats in Wintergreen (Mo22) and Seasons (We13, Th12) advance all heat winners to continuous QF/SF/F in seasons (Sa21).
COB	CASTLES OF BURGUNDY – GM: Richard Irving; HMW; Class B; ♣ 1; Demo: FSu14 (T2); three 3-hour heats in Seasons (FSu16, We13, Fr9) advance 16 to continuous SF/F in Grand Ballroom (Sa13).
CMK	CASTLES OF MAD KING LUDWIG – GM: John Corrado; HMWG; Class B; ♣ 4; Demo: We9 (T1); three 2-hour heats in Grand Ballroom (We11) and Wintergreen (Fr15, Sa13) advances up to 16 for continuous SF/F in Wintergreen (Su9).
CTN	CATAN – GM: Rich Shipley; SwEl; Class B; ♣ 5; Demo: Fr13 (T1); three 2-hour continuous Swiss rounds (Sa9) advance 16 to continuous SF/F (Sa15); Room: Grand Ballroom.
CFR	CHAMPIONSHIP FORMULA RACING – GM Chris Long; HMW; Class B; ♣ 3; Demo: Th10 (T1); three 4-hour heats in Foggy Goggle Front (Th12, Fr15, Sa15) advance 12 to Final in Seasons (Su9).
CHL	CHURCHILL – GM: Kirk Harris; HMW; Class B; ♣ 1; Demo: FSa15 (T7); two 4-hour heats (FSa18, Mo9) advance 9 to SF (Fr15) SF winners advance to Final (Sa15); Room: Rathskeller.



CMS	CIRCUS MAXIMUS – GM: Josh Githens; HWO; Class B; ♀ 3; Demo: We9 (T3); four 3-hour heats (Mo13, Tu18, We19, Fr9) advance winners to SF (Sa10) SF winners advance to Final (Sa18); Room: Foggy Goggle Front.
CBC	COMBAT COMMANDER – GM: Bryan Collars; SwEl; Class B; ♀ 6; Demo: Mo16 (T2); four continuous 3-hour Swiss rounds in Foggy Goggle Front (We9) advance 4 to SF in Laurel (Fr10) SF winners advance to Final in Laurel (Fr15).
CCA	COMMANDS & COLORS: ANCIENTS – GM: Bill O'Neal; SwEl; Class A; ♀ 3; groups of four will play two 3-hour continuous Swiss rounds (Th9) advance 8 to continuous QF/SF/F (Th15); Room: Foggy Goggle Rear.
CCN	COMMANDS & COLORS: NAPOLEONICS – Napoleonics - GM: John Kirk; SwEl; Class B; ♀ 3; Demo: Tu17 (T4); four 2-hour continuous Swiss rounds (We9) advance 4 to continuous SF/F (We18); Room: Foggy Goggle Rear.
CNC	CONCORDIA – GM: Craig Reece; HMW; Class B; ♀ 4; Demo: We11 (T1); three 2-hour heats in Wintergreen (We13), Foggy Goggle Front (Fr20) and Seasons (Sa11) advance 16 to SF in Laurel (Sa15) SF winners advance to Final in Laurel (Sa20).
CQP	CONQUEST OF PARADISE – GM: Kevin McPartland; HSW; Class B; ♀ 3; Demo: Th19 (T1); three 3-hour heats (Th21, Fr15, Sa9) advance 16 to continuous SF/F (Sa12) Room: First Tracks Slopeside.
DIP	DIPLOMACY – GM: Thomas Haver; Swiss; Class B; ♀ 3; Demo: Fr17 (T1); three 4-hour Swiss rounds (Fr19, Sa10, Sa19); Room: Alpine.
DOM	DOMINION – GM: Duncan McGregor; HMW; Class B; ♀ 3; Demo: FSa18 (T3); three 1-hour heats in Seasons (FSa20) and Wintergreen (FSu18, FSu19) advance up to 64 to continuous QF/SF in Foggy Goggle Front (Mo17) SF winners advance to Final in Laurel (Tu22).
DUN	DUNE – GM: Brad Johnson; HMW; Class A; ♀ 4; three 5-hour heats in Alpine (We13, Th13, Fr9) advance 6 to 8-hour Final in Laurel (Sa9).
DNK	DUNKIRK – GM: Doug Bryant; SE; Class B; ♀ 1; Demo: Fr16 (T1); three 3-hour single elimination rounds (Fr17, Sa13, Sa17). Room: Winterberry.
EGZ	EGIZIA – GM: Andrew Emerick; HMW; Class B; ♀ 4; Demo: FSa9 (T1); three 2-hour heats in Foggy Goggle Front (FSa10, FSa16, FSu22) advances up to 16 to continuous SF/F in Laurel (Tu20).
ELG	EL GRANDE – GM: Rob Flowers; HMW; Class B; ♀ 3; Demo: FSu12 (T5); three 2-hour heats in Grand Ballroom (FSu13, Tu18) and Alpine (Mo12) advances 25 to continuous SF/F in Grand Ballroom (We15).
EPB	EMPIRE BUILDER – GM: Bob Stribula; HMW; Class B; ♀ 6; Demo: Mo13 (T2); three 4-hour heats in Wintergreen (Mo15, We15) and seasons (Th15) advances 25 to continuous SF/F in Alpine (Th9).
EOS	EMPIRE OF THE SUN – GM: Chris Crane; SwEl; Class B; ♀ 4; Demo: Th18 (T1); three 3-hour continuous Swiss rounds (Fr9) advances 4 to continuous SF/F (Fr18). Room: Foggy Goggle Front.
EIS	ENEMY IN SIGHT – GM: Matt Evinger; HWO; Class B; ♀ 1; Demos: Mo10 (T3); two 3-hour heats (We18, Fr10) advance winners to Final (Su9); Room: Grand Ballroom.
E&T	EUPHRAT & TIGRIS – GM: Craig Moffit; HSW; Class B; ♀ 3; Demo: Sa16 (T2) two 2-hour heats (Fr11, Sa17) advances up to 16 to continuous SFF (Sa21) Room: Wintergreen.
EVL	EVOLUTION – GM: Timothy O'Flynn; HMW; Class B; ♀ 1; Demo: FSa16 (T1); three 2-hour heats in Seasons (FSa18, Fr15) and Foggy Goggle Front (Th13) advances up to 20 to continuous SF/F in Seasons (Sa9).
FI5	FACTS IN FIVE – GM: John Corrado; Swiss; Class C; ♀ 6; one 2-hour round (Sa20); Room: Grand Ballroom.
F_S	FALLING SKY – GM: Joel Tamburo; HSW; Class B; ♀ 1; Demo: We17 (T5) & Th17 (T1); two 4-hour heats (We19, Th19) advance winners to continuous SF/F (Fr10). Room: Foggy Goggle Front.
5TR	FIVE TRIBES – GM: Allan Jiang; HMW; Class B; ♀ 1; Demo: FSa17 (T3), Mo14 (T1) & We19 (T5); three 2-hour heats in Seasons (FSa18, Mo15, We20) advance 16 to SF in Seasons (Th17) SF winners advance to Final in Laurel (Th21).
FBS	FOOTBALL STRATEGY – GM: Bert Schoose; HMSE; Class B; ♀ 2; Demo: We17 (T2); two heats of continuous 2-hour single elimination rounds (FSu16, We18) advance heat winners to Final (Sa12); Room: Chestnut.



FTP	FOR THE PEOPLE – GM: James Pei; SEM; Class B; ♣ 4; Demo: Tu16 (T4); Mulligan Round (Tu18) advances winners to Round 2 (Th15). All mulligan round losers and new entrants may start in continuous single elimination rounds (Th9) winners of Round 2 advance to continuous single elimination rounds (Th21). Room: Foggy Goggle Rear.
FDE	FORMULA DE – GM: Josh Githens; HMW; Class C; ♣ 3; three 3-hour heats in First Tracks Center (Mo18) and Grand Ballroom (We18, Th10) advance 10 to Final in Foggy Goggle Front (Th18).
FMR	FORMULA MOTOR RACING – GM: Chris LeFevre; HMW; Class B; ♣ 4; Demo: We14 (T1); three 2-hour heats (Tu20, We16, Th10) advance 18 to continuous SF/f (Th12). Room Grand Ballroom.
GAP	GAIA PROJECT – GM: Scaudeau D'Tela; HMW; Class B; ♣ 1; Demo: FSu11 (T1); two 3-hour heats (FSu12, We9), advance up to 16 for continuous SF (Fr18) SF winners advance to Final (Sa17). Room: Grand Ballroom.
GXT	GALAXY TRUCKER – GM: David Finberg; HMW; Class B; ♣ 1; Demo: Tu19 (T1); three 2-hour heats (Mo20, Tu21, Th19) advance up to 25 to SF (Fr20) SF winners advance to Final (Sa20). Room: First Tracks Center.
GBG	GETTYSBURG – GM: Ed Menzel; Free Form SwEl; Class B; ♣ 4; Demo: Tu9 (T1); 6-hour preliminary rounds (FSa9) run free form until (Fr23), advancing 4 to continuous SF/F (Sa9). Room: Winterberry. .
GCA	GREAT CAMPAIGNS OF THE AMERICAN CIVIL WAR – GM: David Cross; SwEl; Class B; ♣ 3; Demo: We9 (T5); three 3-hour continuous Swiss rounds in Maple (We11) advance 8 to single elimination QF in Winterberry (Th9) QF winners advance to SF in Winterberry (Th13) SF winners advance to Final in Winterberry (Fr9).
GWT	GREAT WESTERN TRAIL – GM: Scott Saccenti; HMW; Class B; ♣ 5; Demo: FSa19 (T1); three 3-hour heats in Seasons (FSu12, We 15) and Wintergreen (Fr17) advance up to 16 to continuous SF/F in Seasons (Sa17).
HRC	HANNIBAL – GM: Stuart Tucker; Swiss; Class A; ♣ 5; continuous 5-hour Swiss rounds (FSa14). Room: Maple.
HIS	HERE I STAND – GM: Justin Rice; HMW; Class B; ♣ 5; Demo: Tu17 (T7); two 6-hour heats (Tu19, Th19) advance up to 36 to SF (Fr9) SF advance 6 to 10-hour Final (Sa9); Room: Rathskeller.
HWD	HISTORY OF THE WORLD – GM: Ty Hansen; HMW; Class B; ♣ 4; Demo: We10 (T5); two 6-hour heats (Mo18, We18) advance 18 to SF (Th18) SF advances 6 to Final (Sa15); Room: Rathskeller.
HIR	HITLER'S REICH – GM: Fred Schacter; SE; Class B; ♣ 1; Demo: Th9 (T1); seven 3-hour single elimination rounds in First Tracks Center (Th11, Th19, Fr9, Fr18, Sa11, Sa20) and Seasons (Su9).
ING	INGENIUS – GM: Max DuBoff; HMW; Class B; ♣ 3; Demo: Mo21, Tu21 (T2); three 1-hour heats in Foggy Goggle Front (Mo23, We22) and Seasons (Tu22) advance 16 to continuous SF/F in Foggy Goggle Front (Th22).
IOV	INNOVATION – GM: Robb Effinger; SwEl; Class B; ♣ 3; Demo: Mo9 (T2); five 1-hour continuous Swiss rounds (Mo10) advance 4 to continuous SF/F (Mo15); Room: Fox Den.
IVH	IVANHOE – GM: Dagny Lytle; HMW; Class B; ♣ 3; Demo: FSu20 (T3), Tu12 (T7), We20 (T5); three 2-hour heats (FSu21, Tu23, We21) advance up to 25 to continuous SF/F (Fr21). Room: Grand Ballroom.
KPR	KAISER'S PIRATES – GM: Tim Rogers; HMW; Class B; ♣ 1; Demo: We18, Fr11 (T1); three 3-hour heats (Fr13, Fr16, Sa10) advance 16 to continuous SF/F (Sa13); Room: First Tracks Center.
KOT	KING OF TOKYO – GM: John Coussis; SE; Class B; ♣ 2; Demo: Tu22 (T1); Continuous half-hour late night single elimination rounds until completion (Tu23); Room: Grand Ballroom.
KRM	KREMLIN – GM: Steve Cuccaro; HMW; Class B; ♣ 3; Demo: We15 (T7); four 3-hour heats in Alpine (Mo9, Tu21) and Grand Ballroom (We16, Th12) advance 6 to Final in Laurel (Fr18).
LBY	LABYRINTH – GM: Stephen Aslett; SEM; Class B; ♣ 1; Demo: Fr20 (T1); Mulligan Round Maple (Fr21) advances winners to Round 2 in First Tracks Slopeside (Sa12). All mulligan round losers and new entrants may start in continuous single elimination rounds in First Tracks Slopeside (Sa10); winners of Round 2 advance to continuous single elimination rounds in First Tracks Slopeside (Sa14).
LAS	LAS VEGAS – GM: Adam Hurd; SE; Class C; ♣ 2; Continuous half-hour late night single elimination rounds until completion (FSa23); Room: Grand Ballroom.
LLM	LEAPING LEMMINGS – GM: Bill Powers; HSW; Class C; ♣ 1; three 2-hour heats in Seasons (Tu21, We14, Th14) advance 16 to continuous SF/F in Laurel (Fr19).



- LID** **LIAR'S DICE** – GM: Nicolle Reiff; SE; Class C; ♣ 3; Continuous half-hour late night single elimination rounds until completion (Fr23); Room: Grand Ballroom.
- LWD** **LORDS OF WATERDEEP** – GM: Robert St. Pierre; HMW; Class B; ♣ 4; Demo: Tu17 (T5); three 2-hour heats in Foggy Goggle Front (Tu22) Seasons (We18) and Alpine (Th17) advance 16 to continuous SF/F in Wintergreen (Fr20).
- LST** **LOST CITIES** – GM: Roy Pettis; HWO; Class B; ♣ 3; Demo Th20 (T1); four 1-hour heats (Fr9, Fr15, Sa15, Sa17) advance 8 to continuous QF/SF/F (Sa19). Room: Seasons.
- L_L** **LOVE LETTER** – GM: Antony Saccenti; SE; Class B; ♣ 1; Demo: Th9 (T4) Continuous 1-hour single elimination rounds (Th10); Room: Grand Ballroom.
- MGW** **MAGE WARS ARENA** – GM: Tom Cannon; Swiss; Class B; ♣ 1; Demo: FSu16 (T3) Mo10, Mo18 (T1), Tu20 (T2); four two 2-hour Swiss rounds (Th13, Th16, Fr13, Fr15). Room: Foggy Goggle Front.
- MAN** **MANOEUVRE** – GM: Andy Lewis; SwEl; Class A; ♣ 1; four 1-hour continuous Swiss rounds (Mo13) advance 8 to continuous QF/SF/F (Mo17); Room: First Tracks Center.
- MMS** **MARCH MADNESS** – GM: Carrie Lewis; HMSE; Class B; ♣ 2; Demo Tu18 (T1); four heats of continuous 1-hour single elimination rounds in Chestnut (Mo19, Tu19, Fr9, Fr18) advance heat winners to continuous SF/F in Seasons (Su9).
- MBT** **MBT** – GM: Rob Schoenen; SwEl; Class B; ♣ 1; Demo: Fr12 (T2); three 3-hour Swiss rounds (Fr15, Fr19, Sa9) advance 2 to Final (Sa13). Room: Winterberry.
- MED** **MEDICI** – GM: Jeff Cornett; HMW; Class C; ♣ 3; Demo: FSa19, We19 (T2); three 1-hour heats (FSa20, FSu20, We20) advance up to 25 to continuous SF/F (We22). Room: Wintergreen.
- M44** **MEMOIR 44** – GM: Sam Edleston; SEM; Class B; ♣ 3; Demo: Th20 (T3); Mulligan Round (Th21) advances winners to Round 2 (Fr11). All mulligan round losers and new entrants may start continuous single elimination rounds (Fr9). winners of Round 2 advance to continuous single elimination rounds (Fr13). Room: Maple.
- MOV** **MERCHANT OF VENUS** – GM: Richard Irving; HMW; Class B; ♣ 5; Demo: Mo14 (T4); three 3-hour heats in Alpine (Mo16) and Grand Ballroom (We9, Fr13) advance up to 36 to continuous SF/F in Grand Ballroom (Sa9).
- MCK** **METACHECKERS** – GM: Ed Bond; HWO; Class C; ♣ 1; four 2-hour heats in Chestnut (Mo10, We9, We12, We15) advance 4 to continuous SF in Laurel (We21) SF winners advance to Final in Chestnut (Th9).
- MMW** **MR MADISON'S WAR** – GM: Dave Stifler; SEM; Class B; ♣ 1; Demo: Tu16 (T5); Mulligan Round in First Tracks Poolside (Tu18) advances winners to Round 2 in First Tracks Center (We13). All mulligan round losers and new entrants may start continuous single elimination rounds in First Tracks center (We9) winners of Round 2 advance to continuous single elimination rounds in First Tracks Center (We17).
- MMA** **MONSTERS MENACE AMERICA** – GM: Mark Love; HMW; Class C; ♣ 1; Demo: FSa17 (T7) Mo17 (T2) Th16 (T1); four 2-hour heats in Grand Ballroom (FSa18, FSu9, Th17) and Alpine (Mo18) advance up to 25 to SF in Grand Ballroom (Fr11) SF winners advance to Final in Laurel (Fr 14).
- NVG** **NAVEGADOR** – GM: Anni Foasberg; HMW; Class B; ♣ 3; Demo: Th15 (T3); three 2-hour heats (Th17, Fr18, Sa9) advance up to 25 to SF (Sa18) SF winners advance to Final (Su9). Room: Seasons.
- NFR** **NEW FRONTIERS** – GM: Jeremy Billones; HMW; Class B; ♣ 1; Demo Mo9 (T4); two 2-hour heats in Seasons (Mo10, Mo12), advance up to 16 for continuous SF/F in Laurel (Mo19).
- ORL** **ORLEANS** – GM: Andrew Drummond; HMW; Class B; ♣ 4; Demo: Mo20 (T3); three 2-hour heats in Seasons (Mo21, Th15, Fr9) advance 16 to continuous SF/F in Laurel (Sa9).
- PZB** **PANZERBLITZ** – GM: Rick Northey; Free Form SwEl; Class C; ♣ 1; 6-hour preliminary rounds (FSa9) run free form until (Fr23) advancing 4 to continuous 6-hour SF/F (Sa9); Room: Winterberry.
- POG** **PATHS OF GLORY** – GM: Tom Gregorio; SEM; Class A; ♣ 5; Mulligan Round (FSa14) advances winners to Round 2 (FSu16). All mulligan round losers and new entrants may start continuous single elimination rounds (FSu9) winners of Round 2 advance to continuous single elimination rounds (Mo9). Room: Foggy Goggle Rear.
- PDT** **PAYDIRT** – GM: Ron Pisarz; HMSE; Class B; ♣ 1; Demo We12 (T4); Draft team in Sunburst Forum for AFC (We13) and NFC (Fr13); two heats of continuous 2-hour single elimination rounds in Maple (We14) and Seasons (Fr14) advance heat winners to Final in Wintergreen (Sa13).
- PRC** **PIRATE'S COVE** – GM: Jason Fisher; HMW; Class C; ♣ 3; Demo: Mo17 (T1); three 2-hour heats in Alpine (Mo19) and Grand Ballroom (Th17, Sa15) advance up to 25 to continuous SF/F in Grand Ballroom (Su9).



PGD	POWER GRID – GM: Jay Spencer; HMW; Class B; ♠ 6; Demo: Tu17 (T1); three 3-hour heats (We17, Th18, Fr22) advance up to 25 to continuous SF/F (Sa14). Room: Grand Ballroom.
PGF	PRO GOLF – GM: Bruce Monnin; SE; Class B; ♠ 1; Demo: Th19 (T3); single elimination late night round advances top 4 to Skins Game (Th23); Room: Snowflake Forum.
PRO	PUERTO RICO – GM: Richard Shay; HMW; Class B; ♠ 6; Demo: We18 (T4); three 2-hour heats (Th19, Fr20, Sa15) advance 16 to SF (Sa20) SF winners advance to Final (Su9). Room: Seasons.
RAI	RA – GM: Steve Scott; HWO; Class B; ♠ 4; Demo: Mo22 (T2); four 2-hour heats in Grand Ballroom (FSa21, Tu22, We9) and Wintergreen (Mo23) advance 25 to QF in Grand Ballroom (Th13) QF winners advance to continuous SF/F in Grand Ballroom (Th21).
RDG	RA: THE DICE GAME – GM: Sky Roy; HMW; Class B; ♠ 4; Demo: Tu19 (T2) We13 (T1); four 1-hour heats (We16, Th9, Fr13, Sa12) Up to 64 advance to continuous QF/SF/F (Sa16). Room: Seasons.
RFG	RACE FOR THE GALAXY – GM: Eric Gutttag; HMW; Class B; ♠ 1; Demo: Mo14 (T3); four 1-hour heats (Mo9, Mo11, Fr14, Fr17) advance up to 25 to continuous SF/F (Fr22); Room: First Tracks Poolside.
ROW	RAILWAYS OF THE WORLD – GM: Pierre LeBoeuf; HMW; Class B; ♠ 3; Demo: We16 (T7); two 3-hour heats (We17, We21) advance up to 16 to SF (Th15) SF winners advance to Final (Th19). Room: Alpine..
ROR	REPUBLIC OF ROME – GM: Frank McNally; HMW; Class B; ♠ 1; Demo: Mo17, We17 (T7); three 6-hour heats in Alpine (Mo18) & Rathskeller (We18, Th18) advance up to 6 to Final in Alpine (Fr18).
RRY	ROBO RALLY – GM: Marc Houde; HWO; Class B; ♠ 3; Demo: FSu9 (T5); three 3-hour heats (FSu10, We19, Th17) winners advance to SF (Fr15) SF winners advance to Final (Sa17). Room: Grand Ballroom.
RGD	ROLL FOR THE GALAXY – GM: Craig Trader; HMW; Class B; ♠ 1; Demo: We13 (T2); four 1-hour heats (We15, We16, Th9, Th10) advance 16 to continuous SF/F (Th15); Room: Seasons.
RRR	RUSSIAN RAILROADS – GM: Dan Farrow; HMW; Class B; ♠ 3; Demo: Mo16 (T3); two 2-hour heats (Mo17, Tu18) advances 16 to continuous SF/F (Fr9). Room: Seasons.
SAG	SAGRADA – GM: Daron Schreier; HMW; Class B; ♠ 1; Demo: Th11 (T1); three 1-hour heats (Th13, Fr11, Sa18) advance 16 to continuous SF/F (Sa20). Room: Seasons.
SPG	SAINT PETERSBURG – GM: Amy Rule; HMW; Class B; ♠ 3; Demo: FSu19 (T3); three 2-hour heats in Wintergreen (FSu20), Seasons (Mo15) and Grand Ballroom (We15) advance 16 to continuous SF/F in Seasons (Fr15).
SJN	SAN JUAN – GM: Lexi Shea; SwEl; Class B; ♠ 5; Demo F5a9 (Fox Den); four 1-hour continuous Swiss rounds (FSa10) advance 8 to continuous QF/SF/F (FSa13); Room: Fox Den.
SFR	SANTA FE RAILS – GM: Rob Kircher; HMW; Class B; ♠ 1; Demo: Tu12 (T1); three 2-hour heats in Fox Den (Mo19) and Seasons (Tu20, We11) advance 16 to continuous SF/F in Seasons (Th9).
SCY	SCYTHE – GM: David Vestal; HMW; Class B; ♠ 4; Demo: F5a13 (T7); three 3-hour heats in Grand Ballroom (FSa15, FSu9, FSu16) advance up to 25 to continuous SF/F in Alpine (Mo9).
SKG	SEKIGAHARA – GM: Dennis Mishler; SwEl; Class B; ♠ 4; Demo: Mo12 (T2); three 3-hour continuous Swiss rounds (Mo13) advance 4 to SF (Mo22) SF winners advance to Final (Tu9). Room: Foggy Goggle Front.
SLS	SLAPSHOT – GM: Ashley Kilroy; SE; Class C; ♠ 2; Demo: Sa22 (T1); Continuous 1-hour late night single elimination rounds until completion (Sa23); Room: Grand Ballroom.
SMW	SMALL WORLD – GM: Sarah Stewart; HMW; Class B; ♠ 1; Demo: F5a10 (T1); three 2-hour heats (FSa12, F5a15, FSu15) advance up to 25 to continuous SF/F (FSu20). Room: Grand Ballroom.
SBS	SPACE BASE – GM: Bryan Collars; HWO; Class C; ♠ 1; Demo: Fr19 (T1); two 2-hour heats in Grand Ballroom (Sa10, Sa13) advance up to 25 winners to SF in Grand Ballroom (Sa15) SF winners advance to Final in Laurel (SA18).
SPC	SPACECORPS – GM: John Butterfield; HMW; Class B; ♠ 1; Demo: Tu17 (T4); two 3-hour heats in Fox Den (Tu18) and Seasons (We13) advance up to 16 to continuous SF/F in First Tracks Poolside (Th13).
SPD	SPLENDOR – GM: Duncan McGregor; HMW; Class B; ♠ 4; Demo: Mo9 (T3); three 1-hour heats (Mo14, We17, Th20) advance up to 64 to continuous QF/SF/F (Fr17). Room: Seasons.
SQL	SQUAD LEADER – GM: Pete Pollard; Free Form SwEl; Class B; ♠ 4; Demo: Mo20 (T2); preliminary rounds (FSu9) run free form until (Fr23), advancing 4 to SF (Sa9) SF winners advance to Final (Sa13). Room: Winterberry.



SWM	STAR WARS MINIATURES – GM: Frank Sinigaglio; HMW; Class B; ♀ 3; Demo: Th9 (T3) four 3-hour heats (Tu18, We9, Th18, Fr18) advance 8 players to continuous QF/SF/F (Sa15). Room: Winterberry.
QGB	STAR WARS; QUEEN'S GAMBIT – GM: Buddy Sinigaglio; HMW; Class A; ♀ 3; four 3-hour heats (Tu19, We20, Th21, Fr9) advance 8 to continuous QF/SF/F in Festival (Sa12). Room: Winterberry.
SWR	STAR WARS REBELLION – GM: Chris Kizer; SEM; Class B; ♀ 4; Demo: We15 (T2); Mulligan round (FSu13) advances winners to Round 2 (Th9). All mulligan round losers and new entrants may start continuous single elimination (We18) winners of Round 2 advance to continuous single elimination rounds (Th13). Room: Winterberry.
STA	STONE AGE – GM: Rodney Bacigalupo; HMW; Class B; ♀ 5; Demo: Mo14 (T2); three 2-hour heats in Seasons (Mo15, We11) and Grand Ballroom (Th13) advance up to 64 to QF in Seasons (Th17) QF winners advance to SF in Seasons (Fr13) SF winners advance to Final in Seasons (Sa9).
SSB	SUPERSTAR BASEBALL – GM: Roderick Lee; Free Form SwEl; Class B; ♀ 3; Demo: Mo17 (T3); team draft in Sunburst Forum (Mo21); three daily Swiss rounds in Snowflake (Tu20, We20, Th20) advance 8 to continuous 2-hour QF/SF/F in Snowflake (Sa18).
TEM	TERRA MYSTICA – GM: Hank Griffin; HMW; Class B; ♀ 4; Demo: Tu18 (T5); two 3-hour heats in Grand Ballroom (Tu20, We14) advance 16 to SF in Grand Ballroom (Th9) SF winners advance to Final in Laurel (Fr13).
TFM	TERRAFORMING MARS – GM: Bill Crenshaw; HMW; Class B; ♀ 6; Demo: Mo10 (T2); three 4-hour heats in Seasons (FSu20, Mo19, We20) advance up to 64 to QF in Wintergreen (Th21), QF winners advance to SF in Wintergreen (Fr18) SF winners advance to Final in Laurel (Sa9).
TNW	THE NAPOLEONIC WARS – GM: Gareth Williams; HMW; Class B; ♀ 5; Demo: Mo16 (T1), We17 (T4); four 6-hour heats in Rathskeller (FSa17, Mo18, We18, Th9) advance up to 25 to SF in Rathskeller (Fr18) SF winners advance to Final in Laurel (Sa18).
TRC	RUSSIAN CAMPAIGN – GM: Gary Dickson; Free Form SwEl; Class A; ♀ 6; preliminary rounds (FSa12) run free form until (Fr23), advancing 4 to SF (Sa9) SF winners advance to Final (Sa15). Room: Winterberry.
AGE	THROUGH THE AGES – GM Randy Buehler; HMW; Class A; ♀ 4; two 5-hour heats in Wintergreen (Mo9, Mo14) advance 16 to SF in Wintergreen (Mo19) SF winners advance to Final in Laurel (Tu10).
THA	THUNDER ALLEY – GM: Jeff Horger; HWO; Class B; ♀ 1; Demo: FSa11 (T1); three 3-hour heats (FSa13, FSa18, FSu10) advances winners to continuous SF/F (FSu14). Room: Foggy Goggle Front.
T&T	THURN & TAXIS – GM: Andy Latto; HWO; Class B; ♀ 4; Demo: Tu16 (T3); three 2-hour heats in Seasons (Mo23, Tu18, Th15) advances winners to continuous QF/SF/F in Wintergreen (Fr9).
TTR	TICKET TO RIDE – GM: Claire Brosius; HMW; Class B; ♀ 5; Demo: Mo9 (T5); four 2-hour heats (Mo17, We9, Th21, Fr13) advance up to 64 to QF (Sa13) QF winners advance to continuous SF/F (Su9); Room: Seasons.
TIM	TIGERS IN THE MIST – GM: Ray Freeman; Swiss; Class B; ♀ 1; Demo: We20 (T1); four 5-hour continuous Swiss rounds in First Tracks Slopeside (Fr9) & First Tracks Center (Sa9).
TCS	TIME OF CRISIS – GM: Wray Ferrell; HMW; Class A; ♀ 3; three 4-hour heats in Foggy Goggle Front (Mo13) and Grand Ballroom (Tu18, We18) advance 4 to Final in Grand Ballroom (Th9).
T_G	TIN GOOSE – GM: Bill Herbst; HMW; Class B; ♀ 1; Demo: Tu17 (T2); three 3-hour heats in Foggy Goggle Front (Mo14, Tu21, We17) advance up to 16 to continuous SF/Final in Laurel (Th17).
TTN	TITAN – GM: Bruno Wolff; HMW; Class B; ♀ 3; Demo: Tu9 (T6); nine 4-hour heats in First Tracks Center (Tu18), First Tracks Poolside (We9, We13, We17, We21), and First Tracks Slopeside (Th9, Th13, Th17, Th21) advance 16 to SF in Laurel (Fr9) SF winners advance to Final in Laurel (Sa9).
TT2	TITAN 2-PLAYER – GM: David desJardins; SE; Class B; ♀ 1; Demo: FSu19 (T6) Continuous 3-hour single elimination rounds until completion (FSu20). Room: First Tracks Poolside.
TTA	TITAN; THE ARENA – The Arena – GM: Greg Crowe; HMW; Class B; ♀ 2; Demo: We11 (T2); three 1-hour heats (We20, Th21, Sa11) advance up to 25 to continuous SF/F (Sa15). Room: Foggy Goggle Front.
TAM	TRANSAMERICA – GM: Janet Ottey; SE; Class B; ♀ 2; Demo: Su9 (T1) Continuous 1-hour single elimination rounds until completion (Su10); Room: Grand Ballroom.
TAC	TRANSATLANTIC – GM: Chuck Ledger; HMW; Class B; ♀ 1; Demo: Th19 (T4); two 2-hour heats in Grand Ballroom (Th21, Fr12) advance 16 to continuous SF/F in Alpine (Fr15).



TWS	TWILIGHT STRUGGLE – GM: George Young; Swiss; Class B; ♠ 5; Demo: FSu17 (T2); continuous 3-hour Swiss rounds (Mo9) Room: Maple.
UWC	UNDERWATER CITIES – GM: Brandon Buchanan; HMW; Class B; ♠ 1; Demo: Th19 (T3); two 3-hour heats (Tu20, We9) advance 16 to continuous SF/Final (Fr17). Room: Seasons.
UNP	UNION PACIFIC – GM: Jeff Jackson; SwEl; Class B; ♠ 1; Demo: Sa10 (T1); three continuous 2-hour Swiss rounds (Sa12) advances up to 16 to continuous SF/F (Sa18); Room: Foggy Goggle Front.
UPF	UP FRONT – GM: Ken Whitesell; SwEl; Class A; ♠ 3; five 2-hour continuous Swiss rounds (Th9) advance 8 players to continuous QF/SF/F (Th19); Room: Foggy Goggle Front.
VSD	VEGAS SHOWDOWN – GM: Eric Freeman; HMW; Class B; ♠ 3; Demo: FSu12 (T1); three 2-hour heats in Grand Ballroom (FSu16, We13) and Alpine (Mo23) advance up to 25 to SF in Grand Ballroom (Th11) SF winners advance to Final in Laurel (Fr9).
VIP	VICTORY IN THE PACIFIC – GM: John Sharp; SwEl; Class B; ♠ 6; Demo: FSa18 (T1); five 5-hour continuous Swiss rounds in Foggy Goggle Front (FSu9) advance 4 players to SF in Foggy Goggle Front (Mo19) SF winners advance to Final in Laurel (Tu9).
VGQ	VIRGIN QUEEN – GM: Ed Beach; HMW; Class B; ♠ 6; Demo: FSu10 (T7); two 6-hour heats in Rathskeller (FSu12, FSu18) advance 18 to SF in Rathskeller (Mo9) Top 6 from SF advance to Final in Laurel (Mo18).
VMP	VOYAGES OF MARCO POLO – GM: Chris Wildes; HMW; Class B; ♠ 1; Demo: FSa20, FSu19 (T1); three 2-hour heats in Foggy Goggle Front (FSa21, FSu20) and Fox Den (Mo19) advance 16 to continuous SF/F in Laurel (We9).
WAS	WAR AT SEA – GM: John Sharp; SwEl; Class A; ♠ 4; five 2-hour continuous Swiss rounds (Th9) advance 8 players to continuous QF/SF/F (Th19); Room: Maple.
WOR	WAR OF THE RING – GM: Kevin Wojtaszczyk; SEM; Class B; ♠ 3; Demo: We17 (T3); Mulligan Round in First Tracks Center (FSu18) advances winners to Round 2 in Foggy Goggle Rear (Sa9). All mulligan round losers and new entrants may start continuous single elimination rounds in Foggy Goggle Rear (Fr19) winners of Round 2 advance to continuous single elimination rounds in Foggy Goggle Rear (Sa13) Final in Seasons (Su9).
WWR	WASHINGTON'S WAR – GM: Keith Wixson; DE; Class A; ♠ 3; continuous 2-hour double elimination rounds (Sa9). Room: Maple.
WAT	WATERLOO – GM: Martin Musella; Free Form SwEl; Class A; ♠ 3; preliminary rounds (FSu10) run free form until (Th23), advancing 4 to SF (Fr10) SF winners advance to Final (Sa10); Room: Winterberry.
WB	WILD BLUE YONDER – GM: Chris Janiec; SwEl; Class B; ♠ 1; Demo: Th16 (T3); three 2-hour continuous Swiss rounds (Fr14) advance 8 players to continuous QF/SF/F (Fr19); Room: First Tracks Center.
WNW	WILDERNESS WAR – GM: Grant LaDue; Swiss; Class B; ♠ 1; Demo: Tu20 (T1) five 4-hour continuous Swiss rounds in First Tracks Center (We9) and First Tracks Poolside (Th9).
WPS	WIN, PLACE & SHOW – GM: Craig Fox; HWO; Class B; ♠ 1; Demo: Tu22 (T3); four 3-hour heats (FSu21, Tu23, Fr9, Sa16) advances winners to Final (Sa19). Room: Foggy Goggle Front.
WSM	WOODEN SHIPS & IRON MEN – GM: Tim Hitchings; Free Form SwEl; Class B; ♠ 3; Demo: Mo18 (T4); preliminary rounds (FSa9) run free form through Fleet Action Round (Sa9), advancing 4 to continuous SF/F (Sa18); Room: Winterberry.
WAW	WORLD AT WAR – GM: Mike Crowe; SE; Class A; ♠ 6; continuous game running 6 days in Winterberry (FSu17); After Action meeting in Sunburst Forum (Sa21).

WBC Announces Future Dates

The BPA has signed a ten year agreement with Seven Springs Mountain Resort to keep the WBC in Seven Springs from 2018 to 2027. Dates for the convention are as follows:



July 25 - August 2, 2020
 July 23-31, 2022
 July 20-28, 2024
 July 25-August 2, 2026

July 24 - August 1, 2021
 July 22-30, 2023
 July 26-August 3, 2025
 July 24 - August 1, 2027



Six Days of Juniors Events

WBC offers events exclusively for kids 12 and under in the Hemlock room on the third level of the Convention Center from Monday through Saturday. This is not to be confused with the daycare services or Kid's Camp activities provided by Seven Springs that should be contracted for directly with the resort.

Participation in our Juniors Program 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 Hemlock to complete a consent form. Children, thus enrolled, will receive a free green WBC badge that they should wear while in Hemlock. **This Juniors Badge does not authorize the child to enter other WBC tournaments or the Game Library, Auction or Open Gaming which require a regular WBC badge.**



In general, children should be able to read, be well behaved, and relate well with others. Any child who behaves inappropriately will have to leave. BPA provides adult Juniors Room Monitors who have experience working with children who supervise the Juniors Room during Juniors hours. Crystal Shipley is in charge of the Juniors Room and is assisted by Megan Byrd and Lesley Coussis. Regardless, WBC and its GMs assume no responsibility for keeping track of your child's whereabouts before, during, or after any Junior event. There is no substitute for parental supervision.

A plaque is awarded to the winner of Juniors tournaments. Whenever possible, please send Juniors with copies of the games they will play in order to ensure that there are enough copies to allow everyone to play. A library of games is available in Hemlock for use by Juniors but does not guarantee enough copies for events.



Crystal Shipley



Megan Byrd



Lesley Coussis

Day	Time	Event	GM
Monday	9 AM	Catan	Rich Shipley
	11 AM	Ra: The Dice Game	Ashley Kilroy
	2 PM	Las Vegas	John Coussis
	6 PM	King of Tokyo	Janice Laird
Tuesday	9 AM	Metacheckers	Ed Bond
	11 AM	Sushi Go	Scott Saccenti
	4 PM	Wits & Wagers Family	Eric Freeman
	6 PM	Facts in Five Family	Andrew Drummond
Wednesday	9 AM	Augustus	Dan Boyle
	11 AM	Love Letter	Jarret Weintraub
	2 PM	Guillotine	Ray Stakenas
	6 PM	Splendor	Andrew Drummond
Thursday	9 AM	Blokus	Philip Shea
	11 AM	Ingenious	Steven LeWinter
	2 PM	Last Spike	Michael Sosa
	6 PM	Incan Gold	Lucas Heinz
Friday	9 AM	Trans America	Darlene Gormly
	11 AM	Carcassonne	Rebecca Roppolo
	2 PM	Sleeping Queens	Samantha Berk
	6 PM	Ivanhoe	Kirk Harris
Saturday	9 AM	Apples to Apples	Alan Applebaum
	11 AM	Can't Stop	Tim Evinger
	2 PM	Lost Cities	Devin Gallagher
	7 PM	Slapshot	Mark Yoshikawa



Previews

A growing part of the attractions of WBC is the opportunities to get a first glimpse at future games on the drawing boards as budding designers seek feedback on their prototypes before seeking Kickstarter funding or securing a publisher. Not just a quick “how to play” demo hour, you can be involved in playtesting and actually play a game from start to finish—giving immediate feedback to the designer. Most Previews are located in the exhibit Hall Annex at the designated table and time.

- ***Affliction: Salem 1692* by Daniel Hundycz; 1 hour; Sa12, Annex Table 2.** Demonstration of a historically accurate low luck game about the Salem Witch Trials of 1692.
- ***Ancient Civilizations of the Inner Sea* by Fred Schachter; 2 hours; Fr13, Fr16, Sa9, Su10; Annex Table 2.** Demonstration of GMT P500 game by developer Fred Schachter.
- ***Ancient Civilizations of the Middle East* by Fred Schachter; 2 hours; Fr23, Sa14; Annex Table 2.** Demonstration of GMT follow up to Inner Sea by developer Fred Schachter.
- ***Banish the Snakes* by Kevin McPartland; 2 hours; Th15, Fr9; Annex Table 5.** Demonstration of Upcoming Game by Designer Kevin McPartland.
- ***Berlin Airlift* by John Poniske; 1 hour; Th13, Annex Table 6.** Demonstration of upcoming game by designer John Poniske.
- ***Black Eagles* by John Poniske; 2 hours; Th13, Annex Table 6.** Demonstration of upcoming game by designer John Poniske.
- ***Bleeding Kansas* by Doc Cummins; 1 hour; We13, Annex Table 6.** Intro seminar with an overview of game and game design followed by guided play/demo.
- ***Devil Dogs at Belleau Woods* by John Poniske; 2 hours; Sa10, Annex Table 6.** Demonstration of upcoming game by designer John Poniske.
- ***Fall of Siam* by John Poniske; 1 hours; Tu10, Foggy Goggle Front.** Demonstration of upcoming game by designer John Poniske.
- ***Fire on the Mountain* by John Poniske; 2 hours; We10, Annex Table 6.** Demonstration of newly released game by designer John Poniske.
- ***Hitler's Reich* by Fred Schachter; 2 hours; Th15; Annex Table 2.** Demonstration of Mark McLaughlin's latest game by developer Fred Schachter.
- ***Illusions of Glory* by Perry Silverman; 2 hours; Th16, Annex Table 4; Fr10, Sa10, Annex Table 2.** Demonstration card driven game applying Paths of Glory System to the Eastern Front of WWI by designer Perry Silverman.
- ***Metacheckers: Battlefield* by Ed Bond; 2 hours; Mo18; Annex Table 5.** MetaCheckers: Battlefield takes the basics of MetaCheckers and adds an innovative game board that can change its shape from game to game. The possibilities are endless.
- ***Metacheckers: Soccer* by Ed Bond; 2 hours; Mo20; Annex Table 5.** MetaCheckers: Soccer uses the mechanics of MetaCheckers to turn a specialized checkerboard into a soccer field. Passing, stealing, penalties, goalie kicks, penalty kicks, just about anything possible on the soccer field can happen in this game.
- ***Pontiac Uprising* by John Poniske; 2 hours; Fr16, Annex Table 6.** Demonstration of upcoming game by designer John Poniske.
- ***The Shores of Tripoli* by Kevin Betram; 1 hour; FSu13, Annex Table 1.** *The Shores of Tripoli* is a card-driven war game that plays in forty-five to sixty minutes. One side takes the Americans, who try to stop the Barbary pirates and perhaps even send the Marines in to take Tripoli. The other side takes the Barbary pirates and capture as many merchant ships as possible or even take on the frigates on the American navy. Demonstration by designer Kevin Betram.



Auction & Auction Store Check-in: 12 to 10 PM on Monday, July 22
Minimum of 10 lots (Auction) and 10 (Auction Store) per seller

Pre-registered items only; WBC badge required

Auction Store: 9 AM to 3 PM on Tuesday, July 23 with price changes at 11 AM and 1 M

Auction: 10 AM to approximately 5 PM on Tuesday, July 23
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: Grand Ballroom, Seven Spring Mountain Resort

BPA's Auction and Auction Store are services for our members who want to sell or buy games. The store will be in the back of the Grand Ballroom, behind 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 Players Association's 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 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 the Grand Ballroom. 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. Auction Store games may not be opened inside the store. All sales are final.

ITEM DESCRIPTION: Lots offered for sale will be defined by the seller as being in one of these physical condition categories: *Shrink-wrapped, Unpunched, Punched Complete, Punched No Idea As To Completeness, Punched and Missing Pieces, 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 PM on Tuesday. After that, unsold items will be in Stag Pass. If unclaimed by 12 PM, Sunday, July 28th, those items become the property of the BPA. Each unsold Auction Store lot will be charged a \$1 handling fee deducted from the seller's proceeds. Sellers not picking up unsold items between 4 and 5 on Tuesday will be charged an additional handling fee for moving the items to registration.

SELLER PAYOUT: Sellers are responsible for collecting their proceeds and unsold items promptly. Proceeds will NOT be distributed until the seller picks up their unsold items. 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. Amounts in excess of \$100 will be paid by check. Proceeds will be available by noon on Thursday in Stag Pass by showing badge and photo ID. Amounts unclaimed by 12 PM on Sunday, July 28th, are forfeit to the BPA.



WBC Seminars

Juniors Meet and Greet

First Saturday @ 16 – Hemlock – Megan Byrd
Junior Monitor Megan Byrd gives parents and juniors the opportunity to meet each other before the Juniors Program kicks off. A good chance for new Juniors to see where the Juniors Program is held and meet other Juniors they will interact with during the convention.

Gathering Storm

FSu14 – Snowflake Forum – Bruce Harper

Gathering Storm re-creates the politics, military research and mobilizations that led to the start of WWII. An entertaining and playable game in its own right, it also combines with *A World at War* to create a myriad of starting positions for that game. This preview, by designer Bruce Harper, provides an excellent overview of the components, game play and strategy.

A World at War

FSu15 – Snowflake Forum – Dave Hanson

This seminar is a great introduction to the popular and rewarding GMT's *A World at War*. Dave Hanson, a player of long experience, and a member of the design team, presents the game, its components, and examples of play.

The Barrack's Emperors

FSu15, Mo11 – Exhibit Hall Annex 5 – Wray Ferrell

Rules explanation and teaching game of *The Barrack's Emperors* currently on GMT's P500.

Seven Springs Updates

Mo13, Th13 – Snowflake Forum

Meet with the Seven Springs staff to learn about changes occurring at Seven Springs and provide feedback directly to Seven Springs

Introduction to Wargaming (Lawrence)

Tu14 – Exhibit Hall Annex 6 – Doc Cummins

Decision Games' principal discusses basic wargame concepts and provide a simple demo featuring DG's *Lawrence*.

BPA Annual Meeting

Tu15 – Grand Ballroom – Andy Lewis

BPA annual meeting with reports from the Chairman, President, and Treasurer as well as the presentation of the BPA Annual Awards

B-17: How to Survive and Win the Tourney

We21 – Sunburst Forum – Paul Risner

The 6-time winner of the tournament will explain the tactics of how to defend against the onslaught from the Luftwaffe. Paul Risner will be talking about tricks and tactics that he has used through the years to maximize his scores during the B-17 tournament. The GM, Mark Yoshikawa, will be there to answer questions people might have about the upcoming mission.

Member-Sponsored Kid's Werewolf

We22, Fr22 – Sunburst Forum – Dan Hoffman

Join *Werewolf* connoisseur Dan Hoffman as he leads the younger generation in their opportunity to determine who is the "Werewolf" among them.

Introduction to Wargaming (Germantown)

Th11 – Exhibit Hall Annex 6 – Doc Cummins

Decision Games' principal discusses basic wargame concepts and provide a simple demo featuring DG's *Germantown*.

Getting your Game Design published in S&T

Fr11 – Snowflake Forum – Doc Cummins

Decision Games' principal discusses what it takes to get your game design published in their S&T magazine.

Game Design

Fr20 – Snowflake Forum – Lew Pulsipher

Our most lettered academic and the designer of *Britannia* (among others) favors us once again with exploits from his considerable vault of design experience.

WBC After Action Meeting

Sa8 – Snowflake Forum – Ken Gutermuth

With the convention being a full 9 days, many are departing on Saturday. Therefore, the discussion of the week in review has been moved up a day, allowing those wishing to leave either Saturday or early Sunday to get an earlier start.

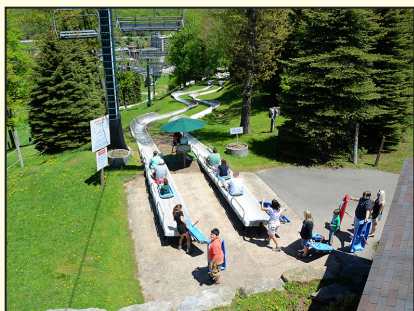
Ethics in Gaming

Sa19 – Sunburst Forum – Joel Tamburo

Back after a one year hiatus, Ethics in Gaming is a roundtable discussion about how our gaming lives intersect with our group and personal ethics. If time allows we will also have some informal WBC recap fun.



ACTIVITY PASSES



The days when dad went off to play his games while the rest of the family stayed at home are coming to an end. WBC is now a family vacation destination packed with outdoor adventure ...wake up to cool mountain breezes and a breathtaking view and experience the endless possibilities from the adrenaline rush of the Laurel Ridge Canopy tour and Screaming Hawk Ziplines, the exhilaration of sporting clays, the stunning beauty of the mountaintop

golf course, fishing on a serene lake, or a meandering backwoods trail on horseback—not to mention the ultimate in relaxation ...an afternoon at the luxurious Trillium Spa, plus many other opportunities to enjoy Pennsylvania's premier family resort.

Let the kids spend the day in Kids Camp or get them an All-Day Adventure Pass while treating your significant other to an afternoon at the spa or lounging by the pool. All-Day Adventure Passes include unlimited access to more than ten mountain adventures that include: • mini-golf • bowling • paddle boats • Alpine Slide • disc golf • scenic chairlift • summer tubing ... and more!

One Day Adventure Passes cost \$29.95 for Adults (normally \$39.00) and \$15 for Children (normally \$17.00). For an even better deal, purchase a two day pass for \$44.95 – a 42% discount.

This is one summer vacation that the non-boardgamers in the family won't be able to resist. This is the World Boardgamer's Summer of Adventure. Bring your family with you this July and you can seize the day at Seven Springs Mountain Resort with The Ultimate World Boardgamer's Championships Summer Family Vacation!



2020 Seven Springs Reservations

Reservations Accepted:

- Now - Chalets, Condos & Cabins only - see Sales office.
- January 15, 2020 - Stays of five days or more
- February 15, 2020 - Stays of four days or more
- April 1, 2020 - Stays of two days or more
- May 15, 2020 - Stays of one day (if available)

See new Cancellation & Confirmation Policy on page 3.



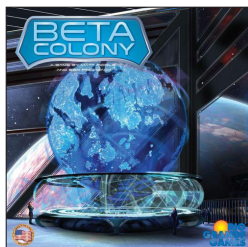
Want to Play a Game?



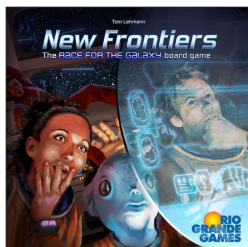
Hunt Valley ...Lancaster Host ...Seven Springs

Through thick and thin the two have always gone together. Others come and go, but Café Jay remains a fixture at WBC year after year.

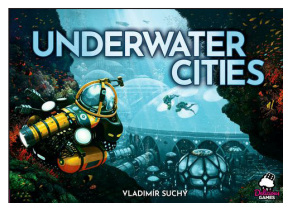
This year Café Jay will be on the front left section of the Open Gaming Room in the Exhibit Hall. Stop by and try some new games. Rio Grande's Host, Skip Maloney, will be your guide to more gaming fun. Once again Rio Grande has stepped up with three new tournament offerings for the WBC:



Beta Colony



New Frontiers

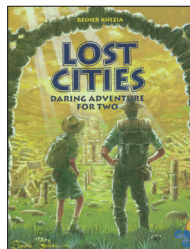


Underwater Cities

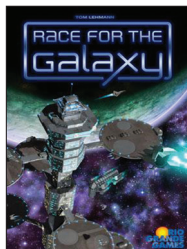
In addition, Rio Grande has 13 tournaments in the Century or Trial status, including:



Dominion



Lost Cities



Race for the Galaxy



Tin Goose

WBC OPEN GAMING IN THE EXHIBIT HALL

Though the emphasis at WBC is on tournaments, the space dedicated to Open Gaming continues to expand. With over 15,000 sq ft in the Exhibit Hall & Annex devoted to the library, demos and Open Gaming, our non-tournament commitment took a giant leap forward with the move to Seven Springs. Not only is the space greater, but the utility of that space is greatly expanded with better lighting and far more tables than had been the case in our previous location.

The library remains the focal point of the convention featuring a revolving, updated to-the-minute projected schedule of upcoming events at center stage.

Open Gaming throughout Seven Springs is restricted to the Exhibit Hall and the Exhibit Annex. Only those events specifically cited in the program may setup elsewhere. As always, there is no permanent display, commercial solicitation, or saving of tables allowed. Tables must be used for ongoing games only.

Thank you for attending WBC 2019.
We hope to see everyone again
next year at WBC 2020!

Dates for 2020 are July 25-August 2.

The first membership period for 2020 will start
in December 2019 and end on January 31, 2020
with the lowest rates of the year and
the ability to vote for 2020 Trials.



July 20-28, 2019
Seven Springs, PA

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