

# PBeM Tournament Basics

Ideas and Requirements  
For Running a BPA  
Play By Email Tournament

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# Step #1 – Select An Event To Run

Here is a list of 24 tournaments currently (or recently ) in progress:

1776

***Age Of Renaissance***

Afrika Korps

Bitter Woods

Breakout Normandy

***Empire of the Sun***

***For The People***

Gettysburg '88

***Hammer Of The Scots***

Here I Stand

Manifest Destiny

***March Madness***

Monty's Gamble: Market Garden

Panzerblitz

Panzergruppe Guderian

***Paths Of Glory***

Russia Besieged

Saratoga

***The Napoleonic Wars***

The Russian Campaign

***Twilight Struggle***

War At Sea

***We The People***

***Wilderness War***

# Step #1 – Select An Event To Run

Here is a list of 14 other tournaments which have been run in the past:

Great Campaigns Of Am. Civil War

***Barbarossa To Berlin***

Caesar Alesia

Cross Of Iron

Gangsters

***Hannibal: Rome vs Carthage***

***Republic Of Rome***

Anzio

Royal Tanks Corps

Squad Leader

***Successors***

Ukraine '43

Up Front

Victory In The Pacific

***Bold and italicized games*** are ones that use ACTS (Automatic Card Tracking System).

Contact the BPA with your tournament idea before going onward. A few emails will be exchanged before approval will be given.

# Step #2 – Tournament Mechanics

- 1) Time Frame (RIGID!) – This includes how long each game has to be completed and how often a player is expected to make a move to meet this deadline. If your tournament appears it will take longer than two years, it is time to reconsider your tournament.
- 2) Consequences Of Not Meeting Time Frame - List how you will resolved a failure to end a game by the deadline. Be harsh! Some ideas:
  - a) GM (and assistants will adjudicate)
  - b) Both players take a loss (not fair when a losing player slows down)
  - c) Whoever is determined to be the slowest play loses
- 3) Die Roll System – Spell Out Clearly
  - a) Whatever players agree on
  - b) Have a default if players do not agree

# Step #2 – Tournament Mechanics

- 4) Die Roll Error Handling – Official rules for how to handle faulty rolls.
- 5) Rules Clarifications – Find comprehensive rules clarifications and get them posted online for all to see. Updates this as new rulings are made. (It is a good idea to consult the WBC GM on these so both the PBeM and WBC tournaments are run consistently).
- 6) How To Handle An Odd Number Of Entrants (eliminators, byes, etc.)
- 7) Miscellaneous – Bidding For Sides, Byes, How To Handle Rules Disputes, Adjudications, Round Length, Etc.
- 8) Top 6 Finishers – you must have an ironclad system for determining the top six places for use in the Caesar Award.

# Step #3 – Create A Web Page

- 1) Not as difficult to have done as it used to be. Not hard to find someone to do this if you can not (better yet, have someone teach you quick).
- 2) BPA does not host these webpages. You are to host them yourself.
- 3) Include all of your propaganda and tournament format.
- 4) Also a good idea to have another page where up to date tournament results are posted.

## Step #4 – Getting The Word Out

The BPA Monthly Newsletter – Best to make sure you tournament will be mentioned in two monthly newsletters before you plan to start the event.

ConsimWorld – A great place to advertise wargame tournaments, not so good for Euro games.

BoardGameGeek - A great place to advertise Euro game tournaments, not so good for wargames.

I advise using both (and anywhere else you can think of), even though you may only gain one or two people from this effort. PBeM tournaments, like the WBC itself, is built one gamer at a time.

# Step #5 – BPA Requirements

- 1) Requirements for CURRENT BPA membership to participate. GM should contact Don Greenwood a week before starting date to verify membership status with the full expectation that at least 10% of his players have not met the membership requirements.
- 2) Must allow at least six weeks between website unveiling and start of event to give us time to announce the event in at least one monthly newsletter. Two is better.
- 3) Must have at least 16 entrants to start the tournament.
- 4) Must **maintain** a webpage for the tournament. This webpage must contain a link back to the BPA website at <http://www.boardgamers.org/>

# Step #5 – BPA Requirements

- 5) Must designate an assistant GM (two is better) who would rule in any rules dispute involving the GM.
- 6) Must advise the BPA of the top six finishers for use in Caesar Award.
- 7) Realize the difficulty of running multi-player events – what you do with slow or disappearing players – the contingencies required for dealing with them. Such things are simple forfeits in a 2-player game and easily resolved – not so in multi-player games.

# Sample Web Page

- SU* → Boardgame Players Association  
2006-2007 March Madness  
PBeM Championship Tournament
- Start Date & Email* → The fourth BPA March Madness PBeM tournament began on October 15th, 2006. It is run by GM Bruce Monnin at [MONNINB@BRIGHT.NET](mailto:MONNINB@BRIGHT.NET).
- Status* → The event is now down to just four players.
- History & Status* → For event history, check out the 2003-4 bracket, the 2004-5 bracket, the 2005-6 bracket and this year's 2006-7 bracket
- SU* → All entrants are required to be a member of the Boardgame Players Association. See the BPA Website for details about joining.

# Sample Web Page

*Link to  
required  
system →*

All games will be played using the March Madness module of ACTS.

*SU →*

ACTS was kind enough to make the March Madness module for use in this tournament. Please show your appreciation by letting them know if you enjoy it and by following all ACTS guidelines.

*Set-up  
Details →*

The higher seeded team in each game (The Favorite) is responsible for setting up the game in ACTS. The winner of a game is responsible for deleting the previous game from ACTS after they start their next round game. Please set up the GM (Bruce Monnin) as Moderator for the game.

# Sample Web Page

*Format* →

The tournament format will be two single elimination brackets. Each player will receive one team in each bracket. A random die roll will determine the order in which the players draft their teams. The draft order will be reversed for the two brackets. The bracket is currently set up for 40 entrants, but will be adjusted to the actual number of people who sign up.

*Time  
Limit* →

There will be an 5 week time limit on each game. That means a game can be completed if one of the players does a turn each weekday. I would expect that most games will finish in less than one month. Since these are single elimination brackets new games will start as soon as the opponents are both available.

# Sample Web Page

*Start  
game* →

Each game must begin within one week of when the matchup is made by the GM, unless they receive special permission from both participants and the GM. Failure to comply will lead to a forfeiture of the match.

*Adjudica-  
tion* →

Any games exceeding the time limit will be adjudicated by GM Bruce Monnin and/or assistant GMs Dennis Nicholson or Terry Coleman.

*Rules  
Clarifica-  
tions* →

March Madness rules clarifications to be used are found on the Rules Clarifications page. We will be using the original rule rules that the bonus for the player guarding the Offensive Specialist card is ONE letter grade, as specified on the card.

# Sample Web Page

## *Procedure Hints →*

Please familiarize yourself with the ACTS module before using it. There are a couple of procedural hints which must be followed:

- 1) When rolling your dice vs the clock to start your turn, the first die is considered to be the white die that determines which position gets scored.
- 2) Anytime an improper number of dice are rolled, the roll is voided and all dice must be rerolled.
- 3) You signal the end of your turn by adjusting your clock down to the next number.
- 4) If an position is resolved which should not have been, it is difficult to undo. Your best bet is to pick up all of your cards, start a new half, click to resolve all previously resolved positions, and replace your cards on the gameboard. This requires a certain amount of trust, so be sure to contact the GM if necessary.

# Sample Web Page

*Repeat  
often →*

To sign up, email the GM (Bruce Monnin).

*Event  
Info →*

**The teams for each of the two brackets are listed on the team's page. Thanks once again to Stuart Tucker who every year makes new teams for each of the Sweet Sixteen teams from the previous NCAA tournament. These extra teams allow me to keep teams of similar ratings in the event.**

*SU →*

*Rules For  
Selecting  
Top 6  
Places →*

The 3rd place player will be the person in the Final Four who lost to the champion. Likewise, 5th place will be awarded to the Elite Eight player who lost to the champion and 6th place to the Elite Eight player who lost to the runner-up.