

FORMAT OF THE 16TH FRIEDRICH WORLD CHAMPIONSHIP 2021

I – INTRODUCTION

The Friedrich World Championship (FWC) is played with the following specific tournament rules. In addition, the general *Friedrich Tournament Rules* are in effect (to be found in the appendix).

II – COMMON TIME TABLE

Games will start on Friday 5 p.m., Saturday 10 a.m. and 5 p.m., Sunday on 10 a.m. and 5 p.m. (The 5 p.m. game on Sunday is the final.)

III – SCORING IN THE QUALIFYING ROUND

During the qualifying round, each player earns points:

- For the game:
 - *Standard game (i.e. no Prussian Offensive Option)*:
Frederick: Duration of the game (each round = 0.5P), for a maximum of 11.5 P; if victorious Friedrich receives always 10 P (plus bonus, see below).
 - Elisabeth: Controlled objectives at the end of the game in percent divided by 10; to a maximum of 10P.
 - Maria Theresia: like Elisabeth
 - Pompadour: like Elisabeth.
 - *Game with Prussian Offensive Option*:
All: Like in the standard game; in addition:
Friedrich: Conquered objectives in percent divided by 10 (if the OO is not successful), this score is reduced by 1P). The conquered objectives are counted at the moment Prussia has to give up her OO or at game end (if Prussia had not yet to give up the OO).
 - Maria Theresia: Number of turns until Prussia wins with the OO or has to give up the OO (each round = 0.5 P) plus hold objectives in Austria at this moment plus 1 bonus point; if Austria was allowed to pick up the Prussian TC (which triggered the OO). NOTE: This score is limited to a maximum of 9.5 P.
- *Bonus points for victory*: The winner of the game receives 2 bonus points. If there is more than one winning nation, there will be an additional +1 bonus for each additional winning nation (for instance, 2 winning nations will make for a total bonus of 3P, 3 winning nations for a bonus of 4P, etc.). This total bonus is spread out on the players according to the number of their winning nations.

Notes:

- i) If a player is playing with more than one nation, his best scoring nation counts.
- ii) If a nation leaves the game due to a card of fate, her controlled cities at the moment she leaves are counted.
- iii) If the Imperial Army switches player, Maria Theresia counts the controlled objectives at the moment of the switch. This switch-score is per definition the player's second best score for the role of Maria Theresia.

V – SOME EXAMPLES FOR SCORING

1. Standard game, victory of Austria.

Duration: 19 turns; Victory: Austria
The nations hold the following objectives at game end (or after leaving the game):

Russia: 6 out of 10 objectives; Sweden 3 out of 5; Austria: 12 out of 12; Imperial Army (lead by Elisabeth): 4 out of 5; France: 9 out of 10.

	Friedrich	Elisabeth	Maria Theresia	Pompadour
Pr:	9.5	R: 6	A: 10	F: 9
		Swe: 6		
		IA: 8		
Bonus			2	
Points	9.5	8	12	9

2. Standard game, victory of Prussia.

Duration: 16 turns; Victory: Prussia/Hanover

The nations hold the following objectives at game end (or after leaving the game):

Russia: 7 out of 10 objectives; Sweden 4 von 10; Austria: 10 out of 12; Imperial Army (lead by Pompadour): 2 out of 5; France: 6 out of 10.

	Friedrich	Elisabeth	Maria Theresia	Pompadour
Pr:	10	R: 7	A: 8.33	F: 6
All:		Swe: 4		IA: 4
Bonus	2			
Points	12	7	8.33	6

3. Standard game, Multiple victory.

Duration: 11 turns; Victory: France, Sweden and Russia.

The nations hold the following objectives at game end (or after leaving the game):

Russia 10 out of 10 objectives; Sweden 10 out of 10; Austria: 9 out of 16; Imperial Army (lead by M. Theresia): 7 out of 10; France: 10 out of 10.

	Friedrich	Elisabeth	Maria Theresia	Pompadour
Pr:	5.5	R: 10	A: 5.63	F: 10
		Swe: 10	IA: 7	
Bonus		2.67		1.33
Points	5.5	12.67	7	11.33

4. Prussian OO; Prussian victory.

Duration: 9 turns; Victory: Prussia/Hanover

Austria had picked up the Prussian TC.

The other nations hold the following objectives at game end (or after leaving the game):

Russia: 7 out of 10 objectives; Sweden 6 out of 10; Austria: 1 out of 12; Imperial Army (lead by M. Theresia): 3 out of 10; France: 9 out of 10.

	Friedrich	Elisabeth	Maria Theresia	Pompadour
Pr-time:	4.5	R: 7	A-obj.: 0.08	F: 9
Pr-OO:	10	Swe: 6	A-time: 4.5+1	
Bonus	2		IA: 3	
Points	12	7	5.5	9

5. Prussian OO, Prussian Defeat.

Duration: 12 turns, Victory: Sweden
Prussia had to give up her OO at turn 11 holding 12 out of 14 objectives at that moment.

The other nations hold the following objectives at game end (or after leaving the game):

Russia: 7 out of 10 objectives; Sweden 5 out of 5; Austria: 8 out of 12; Imperial Army (lead by M. Theresia): 4 out of 10; France: 8 out of 10.

	Friedrich	Elisabeth	Maria Theresia	Pompadour
Pr-time:	6	R: 7	A-obj.: 6.67	F: 8
Pr-OO:	8.6 – 1	Swe: 10	A-time: 5.5+2+1	
			IA: 4	
Bonus		2		
Points	7.6	12	8.5	8

6. Prussian OO, Prussian defensive victory.

Duration: 17 turns, Victory: Prussia

Prussia had to give up her OO at turn 11 holding 10 out of 14 objectives at that moment.

The other nations hold the following objectives at game end (or after leaving the game):

Russia: 6 out of 10 objectives; Sweden 4 out of 10; Austria: 6 out of 8; Imperial Army (lead by Elisabeth): 4 out of 5; France: 7 out of 10.

	Friedrich	Elisabeth	Maria Theresia	Pompadour
Pr-time:	10	R: 6	A-obj.: 7.5	F: 7
Pr-OO:	7.1 – 1	Swe: 4	A-time: 5.5+2+1	
		IA: 8		
Bonus	2			
Points	12	8	8.5	7

--- APPENDIX ---

GENERAL FRIEDRICH TOURNAMENT RULES

A – INTRODUCTION

These tournament rules are valid for the Friedrich World Championship (FWC), the Spanish Open (CAPE), and the British Open (FriedrichUK).

B – COURSE OF THE TOURNAMENT

The tournament uses the Friedrich *Anniversary edition* game-board and the latest version of the rules of play, including the rules for the expert game. However, each game will be played with *five decks of TCs* (instead of four).

The tournament will be played in two rounds: first the qualifying round; then the final.

In the qualifying round every participant will play four games, one game in each of the four roles: *Frederick, Elisabeth, Maria Theresia* and *Pompadour*. As far as possible, players will meet different opponents in each of their four games (at least sixteen participants are needed for this). The line-up for all the games in the qualifying round will be made by drawing lots at the beginning of the tournament.

The timetable for the qualifying games will be laid out in the specific tournament rules. Players are expected to be punctual.

The best four players from the qualifying round go through to the final. The highest-ranked player has free choice of roles. The second ranked player has the choice of the remaining three roles, and so on.

The winner of the final is the winner of the tournament.

C – SCORING IN THE QUALIFYING ROUND

Scoring in the qualifying round is part of the specific rules of each individual tournament.

D – TIE-BREAKERS

Ties between players will be resolved using tie-breakers in the following order:

Qualifying Round:

1. Sum of the player's second-best scores in the roles of *Elisabeth* and *Maria Theresia*. Higher sum wins. If tied:
2. The player's TC-coefficient when he was playing as *Frederick*. The TC-coefficient equals the total number of TCs received by Prussia and Hanover divided by the total number of TCs received by the attacking nations. The lower TC-coefficient wins. If tied:
3. The quality of a player's three opponents when he was playing as *Frederick*. The opponents' quality equals the total of their scores from the qualifying round. The higher total wins. If tied:
4. Draw a lot.

Final:

1. The player controlling the most winning nations. If tied:
2. The player in the role with least wins in the qualifying round. This will not be known to the players until after the final has finished. If tied:
3. *Pompadour* wins all ties, *Maria Theresia* loses all ties.

E – FAIR PLAY AND GENTLEMENLY CONDUCT

Although it is a tournament, players are expected to have fun and should show special consideration to first-time participants. All the players should work together to ensure that:

- there is a pleasant yet competitive atmosphere at the table;
- the clock is used correctly throughout;
- rules mistakes are avoided or rapidly corrected;
- each nation's cards are kept separately;
- the pieces are moved according to the rules;
- control markers are correctly placed or removed;
- scoring is accurate during battles; and
- supply is checked.

Moreover:

1. Each player exercises complete sovereignty over his own moves and actions during the game. It is perfectly legal to attack Prussian or Hanoverian forces away from areas where you have objectives or to retreat enemy pieces so as hinder other opponents (even to the point of interfering with a winning move).
2. However, no unfair conduct! The attacking nations are allied. They should not use their own pieces with the main purpose of obstructing the conquest of objective(s) by other allied players. A player who thinks he has been unjustifiably obstructed may call the jury to make a ruling.
3. It is strictly forbidden for players and spectators alike to comment on the game in play. You may not declare your intentions, make joint proposals (e.g. plan coordinated attacks) nor reveal the contents of your hand(s).
4. Pieces should be moved slowly and deliberately in order to

avoid mistakes and ambiguities.

- The movement of a piece can be redone as long as the current movement phase has not yet finished, and only if there is no doubt that the final position of the piece could have been reached through a legal move.
- In tournaments in which a matchbox and cubes system is used to assign troops to generals, the other players have to look away while new troops are being distributed by the active player.
- When players realize that they accidentally missed a supply check, this supply check must be made immediately if the configuration of the pieces still allows for it unambiguously. However, if the affected player has already finished his next movement phase, the general's current facing (face-up or face-down) stands.
- Similarly, when players realize that they accidentally failed to mark a (re-)conquest, this must be immediately corrected if the (re-)conquest happened unambiguously and if the other side (attacker/defender) has not yet finished its next movement phase.
- Legal play of a TC cannot be revoked. A card laid is a card played. Reserves are played in two steps: a) physically playing the card; b) stating the new current score (or its value, when recruiting). Neither of these steps can be revoked.
- In accordance with the game rules, TCs must be played **strictly one at a time** during battles and the new current score stated out loud. Furthermore, the current score **must always be stated from the player's own point of view**. For example: When your score is currently -3 and you play a 10, you have to state: "7 or plus 7". Stating something like "minus 7", "minus 7 for you!", or "you are down by 7" is against the game rules and leads to confusion.
- At the end of combat, players may briefly examine the TCs that have just been played.
- If a player declares a combat a draw, a jury member or a player from another table should be called to check his hand to confirm this is possible.
- It is not allowed: a) to count the game turns of a game by writing by counting out loud, or by any other method (except by memory); b) to hide your TCs (e.g. under the table) except briefly to rearrange them; c) to write down army allocations of opposing players or played TCs; or d) to go through the discard piles at any time.
- If there is a dispute about a game or tournament rule or a possible rules violation, players should call the jury if at least one player thinks this is necessary.
- Unless specifically called, members of the jury are just ordinary spectators.

F – SPECIAL TASKS OF POMPADOUR

Pompadour has to note down the players' names, the start time of the game and later, the first Card of Fate on the game report sheet. Once the game ends, *Pompadour* has to call the jury, who will note down the scores. **The game situation may not be changed and the Cards of Fate may not be touched until the jury has arrived.**

During play, *Pompadour* has to call the jury as soon as a nation drops out or as soon as a Prussian OO has failed.

Pompadour is responsible for the TC decks. She must make sure that the TC decks are very thoroughly shuffled. To ensure this, it is advisable that the discard piles are repeatedly shuffled in advance, for instance during the Prussian action stage. The few TCs that become available due to last-minute purchases or combat must all be rapidly shuffled into the preprepared deck before any TCs are dealt to the players.

Pompadour's own hand should always have a player aid card placed on top to avoid it being accidentally shuffled in with the draw deck.

G – TIME LIMIT

Chess clocks are used in all the tournament games. Each game starts with 130 minutes on Frederick's clock and 130 minutes on the attacker's clock for Elisabeth, Maria Theresa and Pompadour together. Section H provides detailed rules for when to start and stop the clock.

If a side uses up its time on the chess clock, it goes on the stopwatch; from then on, nations of that side have the following amount of time per action stage:

- Prussia: 150 seconds.
- Hanover: 30 seconds.
- Russia: 60 seconds.
- Sweden: 20 seconds.
- Austria: 60 seconds.
- Imperial Army: 20 seconds.
- France: 60 seconds.

The jury will use the stopwatch and give fair warning as to how much time players have left by declaring, for example, 'one minute left', 'thirty seconds left', '5, 4, 3, 2, 1, stop'.

Unused time may not be saved from one turn to the next. However, unused time from a player's first nation is added to the time allotted to his second nation (if there is one).

If a player on the stopwatch has to choose a retreat path, he receives 3 seconds plus 1 second per retreat length (e.g. a -3 retreat would give him 6 seconds). This time is separate from the time allocated for the action stages. If he is unable to conduct a legal retreat in time, the combat loser may choose the retreat path. He will be on the chess clock for that. However, if he is on the stopwatch as well, the same stopwatch time limit is valid for him, too. If he does not manage to find a legal retreat either, choosing the retreat will switch back again to the combat winner, and so on, until a legal retreat is found.

When a player on the stopwatch has paid for new troops, but does not manage to allocate them in time, then those troops are not lost, but must be allocated at the very beginning of that nation's next movement phase. Similarly, a purchased supply train that has not been brought back into play in time will remain off the board until the beginning of that nation's next movement phase, when it must re-enter.

H – TURN PROTOCOL

In order to speed up play and to avoid misunderstandings, the following procedure is used for each game turn:

- Pompadour* deals TCs to Prussia and Hanover and then starts Frederick's clock. Frederick may not look at new Hanoverian TCs until the Prussian action stage is finished.
- Frederick plays the Prussian action stage, clearly indicating when he has finished and starts Hanover's action stage.
- Frederick starts the attackers' clock at end of Hanover's action stage.
- Pompadour* deals TCs to all the attacking nations. Elisabeth/Maria Theresa may not look at Sweden's/the Imperial Army's new TC until the Russian/Austrian action stage is finished.
- An attacking player should clearly indicate when he has finished a given nation's action stage and always hand off to the next player in an unambiguous manner.
- Pompadour* stops the clock when the last attacking nation's action stage is finished.

7. There is a short pause between turns to handle Fate and if necessary, to incorporate the TCs of a nation that has just dropped out back into the discard piles.

Notes: Although the attacking nations receive their TCs simultaneously, the action stages are carried out strictly one after the other as per the game rules; attacking players whose action stage is yet to come should not give any hint about their intended moves.

In addition to the above:

- The clock is stopped:
 - to resolve combat;
 - when the jury is called;
 - for rules discussions, other clarifications, and breaks.
- The clock is not stopped:
 - during retreats. The time for the retreat is charged on the clock of the combat winner.
- When a new TC deck is needed, shuffling is:
 - off the clock (for a rapid final shuffle);
 - on the attackers' clock if Pompadour has failed to properly shuffle the new deck in advance.