

## FORMAT OF THE SIXTH

### FRIEDRICH WORLD CHAMPIONSHIP 2011

#### A – COURSE OF THE TOURNAMENT AND POINTS

The championship uses the Friedrich rules of play, version 2.1, including the rules for the expert game.

The tournament will be played in two rounds. In the qualification round, every participant will play 4 games, one game in each of the four roles: Frederick, Maria Theresa, Elisabeth and Pompadour. In the final match, the best 4 players of the qualification round will compete for the Friedrich World Championship.

In the qualification round, each player will play against different opponents in each of his 4 games (if possible, since realization of this idea depends on the number of participants). The line-up for all games will be made by fortune at the beginning of the tournament.

During the qualification round, the games are played using a common time table. Each game will start at 10:00 p.m. or at 5:00 p.m. Punctuality of the players is to be expected, otherwise they run in danger being disqualified.

During the qualification 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 11.5P; 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 Theresa: 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, these score is reduced by 2). 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 Theresa: 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.  
*For Friedrich and Maria Theresa, the better result counts.*
- **Bonus points for victory:** The winner of the game receives 2 bonus points. If there are more than winning nations, 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:

- If a player is playing with more than one nation, his best nation is counts.
- If a nation leaves the game due to a card of fate, her controlled cities at the moment she leaves are counted.
- If the Imperial Army switches player, Maria Theresa counts the controlled objectives at the moment of the switch. This score will be used as second tie-breaker.
- Some examples of scorings can be found in the appendix.

During the tournament, the total points of each player will be shown on a public table. This table will use pseudonyms instead of real player's names in order to avoid tactical or gamey tricks,

Ties between players at the end of the qualification round, will be resolved using tie-breakers in the following order:

1. Points of the nations, which were not used for the ranking, when playing Elisabeth and Maria Theresa (note: normally these are Sweden and Imperial Army). If tied:
2. Standard Deviation: The game, in which the tied player was Frederick, is used to calculate the standard deviation of the anti-Prussian Players' scores (without victory bonus). A winning Prussia/Hanover automatically has a standard deviation of 0. The lower standard deviation wins. If tied:
3. TC-coefficient: The game, in which the tied player was Frederick, is used to calculate the TC-coefficient of the totally dealt out TCs, that is: sum of all TC's of Prussia+Hanover divided by sum of all TCs of the attacking nations. The lower coefficient wins. If tied:
4. Points with the role »Frederick« If tied:
5. Die roll.

#### B – THE FINAL

The best 4 players of the qualification round play the final.

The highest ranked player has free choice of the role Frederick, Elisabeth, Maria Theresa or Elisabeth. Second ranked player has the choice of the remaining three roles, and so on.

The winner of the final game is the new Friedrich World Champion.

Given the case, that more than one player wins the final, then the World Champion will be the one, who has won with more nations. If tied, it is the one with the role, which has the lowest chances on victory. For determining the chances of victory of a given role, the results of the qualification round are used. These chances won't be made public to the players in order to avoid gamey tactics.

#### C – FAIRPLAY AND GENTLEMAN RULES

Although it is a World Championship, players are expected to have fun during the tournament. There is the emphatic appeal on sportsmanship and fairplay. In detail, the following gentleman rules are in effect.

- Every player is the true and only sovereign for his moves.
- It is strictly forbidden to give hints to another player or to demand a different move / playing style from him. Furthermore, it is not allowed to make any agreements (e.g., planning coordinated attacks).
- **No Kingmaking.** Forbidden are moves or actions which give victory *directly and unavoidably* to another player, no matter whether they happen by plan or by playing errors. Examples for that are: a) A general gives up the protection of the last objective needed by another power (LONAP), and this LONAP will be conquered for sure in the next opposing action stage. b) A general could make a retreat which would still protect the LONAP, but he prefers to fight till the bitter end; c) etc.  
*Not valid examples are cases like:* a) Bad Prussian strategy; b) Playing errors, which result in the victory in the turn after next; c) etc.
- All players should take care that the game and tournament rules are not violated. Especially they have to take care that: a) all supply checks are made properly; b) all conquered objectives are marked as conquered whenever conquest happens; c) the summing up of TCs during combat is done correctly; d) etc.

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- If players forget a supply check then this supply check will be made as soon as it becomes obvious that the supply check was forgotten AND if the constellation of pieces still allow for it without any doubt. As soon as the "forgetful" player starts his next turn, the forgotten supply check is canceled in his favour.
- If players forget to mark a conquered objective, a control marker is placed on the objective if: a) it is not yet the turn of the other side (attacker/defender); and b) the conquest happened without any doubt.
- The movement of a piece can be canceled as long as the current movement phase has not yet been finished, but only if the starting position of the piece in question is without any doubt.
- A played card is considered to be played and may not be canceled (unless the playing was against the rules). A Reserve card is played in two steps: 1.) Physical playing the card; 2.) Choosing its value. Each of this steps is irreversible, as soon as being executed.
- It is not allowed a) to count the game turns of a game by writing, by a tally sheet, by using markers, by loud counting, or using any other tools; b) to write down army allocations of opposing players; c) to hide your TCs (e.g. under the table)
- Of course, players are allowed trying to remember the number of played game turns. It is also not allowed to write down army allocations of opposing players or played TC's.
- If a combat reaches the score of zero, and a player says that he is able to end the combat with a draw, players should call for a jury member or for a player from a neighbouring table who is able to confirm this.
- If there is a dispute about a game or tournament rule or about a possible violation of them, then the players shall contact the jury, if at least one player thinks this is necessary.
- A member of the jury only becomes a member of the jury if called by the players. Until that moment he is nothing than a spectator.

#### D – SPECIAL TASKS AND TC SHUFFLING

Player Pompadour has to fill out a prepared minimum game report sheet. Once the game ends, Pompadour has to contact the jury, which will make the scoring of the game. Until the jury has not appeared at the gaming table, players may not change the game situation – especially they may not touch the card of fates.

Player Pompadour has to contact the jury as soon as a nation drops out or as soon as an Prussian OO has failed.

Player Pompadour is responsible for the sorting of played TC's. He is also responsible that the TC decks are shuffled, as soon as they are needed for playing. To avoid delays, these shuffling should be done foresighted.

In order to speed up play, all attacking nations receive their TC's once Hanover has finished her move, so that they are able to plan their moves. Following rules, however, are in effect:

- Russia and Austria are NOT allowed to look at the new card of Sweden / Imperial Army, unless they have finished their move as Russia/ Austria.
- All nations carry out their action stages one after the other, i.e. the sequence of moves still is: Russia, Sweden, Austria, Imperial Army, France.
- No nation is allowed to tell another nation what she wants to do, unless she actually started her action stage.

#### E – TIME LIMIT

For each game, player Frederick has 140 minutes. The players Elisabeth, M. Theresa and Pompadour also have 140 minutes, but as a team. In order to measure the time, chess clocks are used.

Frederick is »on the clock« when TCs are dealt out to him. After the supply check of Hanover, the attacking players are on the clock. After the supply check of France, the clock is stopped, so that the card of fate can be read and executed.

During the following situations the clock is stopped, too:

- Combat resolution (but not retreats!).
- A player leaves the table (e.g., to contact the jury).
- Rules discussion or other disputes.

The clock is not stopped :

- for the execution of retreats after combat. The time for the retreat is charged on the clock of the winner of the combat.
- for shuffling the TC deck, if a new deck is needed. The shuffling is charged on the clock of the attacking nations. Therefore player Pompadour should do the shuffling foresighted (for instance during a Prussian move, or during a combat where Pompadour is not involved).

All players should take care that the procedure of being »on the clock« and »off the clock« is executed correctly.

If a side has used up her time, the game is continued, but with a strict time limit. Time is given per nation as follows:

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

It is not possible to »take« unused time to the next turn. However, it is possible to use unused Prussian time in the move of Hanover of the same turn. Similarly, Sweden may use unused Russian time, and Imperial Army may use unused Austrian time (but only if these 2 nations are led by the same player).

The jury will take care about the time limits with a stopwatch.



Appendix – Some examples for scoring points

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 Theresa	Pompadour
	Pr: 9.5	R: 6	Ö: 10	F: 9
		Swe: 6		
		RA: 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 put of 10

	Friedrich	Elisabeth	Maria Theresa	Pompadour
	Pr: 10	R: 7	Ö: 8.33	F: 6
		Swe: 4		RA: 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. Theresa): 7 out of 10; France: 10 out of 10

	Friedrich	Elisabeth	Maria Theresa	Pompadour
	Pr: 5.5	R: 10	Ö: 5.63	F: 10
		Swe: 10	RA: 7	
Bonus		2.67		1.33
Points	5.5	12.67	7	11.33

4. Prussian OO; Prussian victory.

Duration: 9 turns; Victroy: 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. Theresa): 3 out of 10; France: 9 out of 10

	Friedrich	Elisabeth	Maria Theresa	Pompadour
	Pr-time: 4.5	R:7	Ö-Zielst.: 0.08	F: 9
	Pr-OO: 10	Swe: 6	Ö-Zeit: 4.5+1	
			RA: 3	
Bonus	2			
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. Theresa): 4 out of 10; France: 8 out of 10

	Friedrich	Elisabeth	Maria Theresa	Pompadour
	Pr-time: 6	R:7	Ö-Zielst.: 6.67	F: 8
	Pr-OO: 8.6 – 1.5	Swe: 10	Ö-Zeit: 5.5+2+1	
			RA: 4	
Bonus		2		
Points	7.1	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 Theresa	Pompadour
	Pr-time: 10	R:6	Ö-Zielst.: 7.5	F: 7
	Pr-OO: 7.1 – 1.5	Swe: 4	Ö-Zeit: 5.5+4+1	
		RA: 8		
Bonus	2			
Points	12	8	8.5	7