SpireCon

**Event Rules**

Thank you for your interest in the Spire Con 2025 Diplomacy Championship.

Our rules are simple:

* Show respect
* Expect respect
* Have fun

SpireCon is in a public venue and if you aren’t following the rules or you’re preventing others from enjoying their time you will probably be asked to leave by the venue staff.

**The Timing**

**Friday 7th February 2025**

Doors open: 1pm

Last Registration and Country Allocation: 1:50pm

Round 1 (Standard Game) Start: 2pm

Latest Finish Time: 8pm

**Saturday 8th February 2025**

Doors open: 12pm

Country Allocation: 12:20pm

Round 2 (Standard Game) Start: 12:30pm

Latest Finish Time: 5:30pm

Round 3 (Gunboat) Start: 5:45pm

Latest Finish Time: 9pm

**Sunday 9th February 2025**

Doors open: 12pm

Country Allocation: 12:20pm

Round 3 (Standard Game) Start: 12:30pm

Latest Finish Time and Awards: 6:30pm

**The Venue**

The Rutland Arms has been in operation as a public house since undergoing renovations in 1848, having prior to that been the home of the Mayor of Chesterfield. Most recently changing hands in 2023 the venue now boasts a selection of hand pulled ales and ciders as well as other popular drinks and snacks. They also have a resident ghost – Hannah Owens, who was a servant at the hotel and hung herself on the premises in 1875. She is now more commonly referred to as The White Lady.

We will have use of a reserved area of the main bar each day, however feel free to venture into any public areas, so long as you do not impinge on the enjoyment of other patrons in the venue, for important diplomatic missions or to wet your whistle after a rousing debate.

The Rutland is situated on the corner of Stephenson’s Place and Church Walk and sits in the shadow of the famous Crooked Spire (the top of the 791-year-old Church).

There’s plenty of parking around the venue (pay and display) and if coming by train, The Rutland is a 6-minute walk from the station.

**Diplomacy**

All games in the tournament are to be 'standard' diplomacy (no variants except for press rules) using Avalon Hill 4th Edition (2000) rules. A Game Master will be always present, but they may be running several boards so please be patient.

Anyone wanting to sign up can, but you are encouraged to understand the game rules beforehand ([www.diplomacy-archive.com/resources/rulebooks/2000AH4th.pdf](http://www.diplomacy-archive.com/resources/rulebooks/2000AH4th.pdf)).

**Timings for Standard Games**

Spring and Fall movement phases shall be 15 minutes (20 minutes for first phase), during which time you can submit orders either ‘finalised’ or ‘unfinalised’. If all players submit finalised orders the phase will end early. Players may attempt to seek out any secluded spaces for discussions during these phases but no space will be guaranteed secure from eavesdropping.

Retreat and Build phases shall be 5 minutes, during which time players may not discuss the game away from the board. Any submitted retreat or build orders are always submitted as finalised.

**~~Timings for Public Press Games~~**

~~Spring and Fall movement phases shall be 10 minutes (20 minutes for the first phase), during which time you can submit orders either ‘finalised’ or ‘unfinalised’. If all players submit finalised orders the phase will end early.~~

~~Retreat and Build phases shall be 5 minutes. Any submitted retreat or build orders are always submitted as finalised.~~

~~Players may not discuss the game away from the board at any time.~~

**Timings for Gunboat Games**

Spring and Fall movement phases shall be 7 minutes, during which time you can submit orders either ‘finalised’ or ‘unfinalised’. If all players submit finalised orders the phase will end early.

Retreat and Build phases shall be 5 minutes. Any submitted retreat or build orders are always submitted as finalised.

Players may only discuss the game at the board and only during Build phases. Players may not discuss the game at any other time.

**Rules for All Games**

Games will end after the Fall Retreat 1909 phase. Games will end before this round if the game has not reached the final phase after the latest finish time for that round. The Game Master may at their discretion shorten any phases by up to 50% in 1908 and/or 1909 if this is increases the likelihood of completing the final round before the latest finish time. If a game ends after a phase that is not a Fall Retreat phase then Supply Centre ownership will still apply as normal (i.e. centres occupied during a spring movement phase do not change ownership).

Scoring – Several scoring mechanisms will be used as follows:

Score 1 - Players will be ranked according to their centre count at the end of the game, with first place receiving 70 points and then 10 less points for each following place (i.e. 60 for 2nd, 50 for 3rd etc.) If players are tied on centre count (including zero centres for eliminated players) there will be a count back to each previous game year until ties are settled. If players are tied on centre count in every game year, then points will be split equally (e.g. 55 points each for a tied 2nd place).

Score 2 – If there is not a solo win, players with a centre count above zero at the end of the game are deemed to be included in the draw and will share 60 points equally (e.g. 30 each for a 2-way draw, 20 each for a 3-way draw). If there is a solo win that winner shall receive 60 points and any other players will receive no points.

Score 3 – Eliminated players (players with zero centres at the end of the game) will receive 1 point for each year in which they had centres (e.g. elimination in 1907 will give a player 7 points). Any players with centres at the end of the game will receive no points.

Each player’s game score will be the total of Score 1, Score 2 and Score 3.

Other Rules

All orders shall be written. Title all orders clearly and include your country name.

Orders shall be clear and unambiguous. Full territory names or official abbreviations are acceptable as are words such as MOVE, ATTACK, HIT or simply a hyphen for movement orders so long as the territories involved are clear. Where an unofficial abbreviation is used then if the Game Master can discern unambiguous intent they shall. However if an official but incorrect abbreviation is used this will be deemed an illegal order and replaced with a HOLD (e.g. Fleet move Lon-Nor, uses official abbreviations for London and Norway, so this is an illegal order, even if the player intended to more to North Sea and so wrote ‘Nor’). **IF IN DOUBT, USE THE FULL TERRITORY NAMES**.  
  
If you find a mistake in a Game Master’s adjudication, please report is as soon as you see it. If it isn't reported before the next movement phase, it is final and will not be corrected.  
  
If two or more orders for the same unit are entered, then the Game Master will use only the one lower down the text (i.e. the last one) and ignore the other(s). If multiple order sheets are submitted then the Game Master will use only the first one drawn from the pile (i.e. the last one added). Each new order sheet submitted will classify any previous order sheet as void. Therefore, make sure you include all orders required for a phase in any sheet. Do not write orders across multiple sheets as only the most recent will count. This rule is designed to lessen any ambiguity over intent and is there to protect all players.

You may ask for your order sheet back at any time during the current round to which it pertains, and the Game Master will retrieve it for you. Players are not permitted to touch the submitted orders pile.

Any player not already eliminated that submits no orders in a movement round shall be given a 5-minute grace period to submit orders. Each player has one grace period during the whole game and the 5 minutes may not be split over multiple phases. Any player that submits no orders for a second time will have all their units hold for that phase and may continue to submit orders in later phases.

The next phase will start as soon as adjudication is settled for the current phase and the phase time is started. The phase timer will be visible on the game table at all times.

If there is an error in the number of builds awarded and the game then advances to the point of the next Spring movement deadline, the builds will be corrected at the next build phase from when the error is noticed and will not be corrected before the fall movement round. If a build error is spotted before the spring movement deadline it will be corrected immediately regardless of how much time is left in the round.