

Tournament Organization Charter
for official ranking systems for use with
the Art de la Guerre Rules, Version 3.

The Technical Board was created on August 7th 2015 by the author, with the following mission statement :

*“To ensure that the greatest number of players have **the pleasure of coming to play in a tournament**”*

The Technical Board establishes

- *The rules of operation for the Championship,*
- *The conditions that validate a tournament or an official competition for inclusion in the Championship,*
- *An organizational scheme so that all tournaments respect the same rules understood for problems encountered with certain players.*

The Technical Board ensures that the organizers of tournaments wishing to be included in the Championship or official competitions have read and respect the recommendations defined in the tournament specifications.

Also, it will ensure that all players are treated fairly during pairings during tournaments and that the user-friendliness remains at maximum in the competitions.”

The first action of the TB was to set the common rules for the organization of competitions with the publication of a document entitled "Charter of organization of tournaments counting for the championship" which was updated in 2016.

This new version, written by the tournament and championship committee of the technical board, takes into account feedback from the last two seasons of the championship. It defines the means for organizing and running the Art of the War tournaments. It also sets the conditions for the permanent ranking of players using the ELO ranking system, and the organization of the annual championship which will run from 1/01/2018. This document is both a guide and the rules for the use by organizers and referees. It brings together practical advice for the management and running of a tournament, but it also sets the regulatory provisions for approving competitions.

Referees wishing that the results of their tournament are taken into account by the Technical Board using the ranking systems (ELO and Championship) undertake to strictly apply the provisions of paragraphs identified as regulations which appear in italics highlighted in the text, like this paragraph.

The success of a tournament depends on the quality of the organization, the refereeing, and on the behavior of the players. In this respect, one of the missions of the Technical Board is to contribute to the development of the spirit of fair play in competitions. With this in mind, this document also includes in Appendix 7 a code of conduct that each player and referee must respect.

Summary

- Appendix 1: Instructions for the organization of a tournament
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- Appendix 4: Elaboration of the results of a tournament.
- Appendix 5: The ELO permanent ranking system.
- Appendix 6: The annual championship.
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Appendix 1 :
Instructions for organizing a tournament

1. Date and place.

The official tournament calendar is available online on the Art of War website (<http://www.artdelaguerrre.fr/en/manifestations.php>).

*The tournament must be announced well in advance so that the players can organize themselves. **The minimum period is 2 months.***

The organizers are requested to ensure, as much as possible, that there is no interference in the scheduling of tournaments with other clubs.

2. Number of tournaments by Club

Two tournaments per club and per calendar year may be entered in the championship, provided they are of different formats.

3. Number of players

The tournament must bring together at least 8 players from 3 different clubs or who are single players. A single club cannot form more than 2/3 of the participants.

For each pool, the organizer must provide a non-competition player to cope with the odd player situation (see Appendix 2, Rules for Pairing).

4. Number of games per tournament

In order to obtain a consistent ranking of players, there must be a minimum number of games to make tournaments effective. This number of games or rounds (R) derives from the theoretical formula $N = 2^R$ in which N represents the ideal number of players needed to be certain of an undisputed winner within the number of games (R) in a tournament.

- *In practice this gives the following minima:*
- *from 8 to 15 players: 3 games minimum,*
- *from 16 to 31 players: 4 games minimum,*
- *from 32 to 63 players: 5 games minimum,*
- *from 64 players +: 6 games minimum.*

If the number of players exceeds the threshold allowed in relation to the number of rounds organized, then the organizers will have to add pools and adapt numbers in order to get as close as possible to the ideal number of players per group.

5. Format

The only formats allowed to date in tournaments are:

- Individual tournaments from 100 to 300 army points,
- Team tournaments, each team member playing individually.

6. Duration of the Games

The duration of the games must be specified before the start of the tournament and clearly announced.

In principle it is:

- 1h15 for 100 points
- 2h30 for 200 points
- 3h30 for 300 points

It is possible to change the duration of the games but this must be clearly explained to everyone. The duration of the games must allow the minimum number of turns required, ie 7 complete turns (both attacker and defender).

7. Scale

The tournament can compete for scales ranging from 6 to 32 mm, although the most common are 15 mm and 25/28 mm. It is possible to organize tournaments with different scale pools.

8. Pools and Themes

A tournament may include one or more pools. The organizers are free to choose the theme and the restrictions of each pool.

They can be limited to a period defined in the lists of armies (ex: Biblical epoch) or be based on a historical reference (the existing armies in 1214) or be geographically limited (the armies of Europe in the Middle Ages).

In the case of a theme with special restrictions, the organizers must specify the list of possible armies and their authorized allies.

Some themes may also impose army composition restrictions (no elephants, max 4 heavy knights etc. ...). Again, the explanations cannot be too detailed. It is advisable to avoid over restrictive themes in a single pool, to allow the greatest number of players to participate consider providing a second pool with a more open theme.

In the interest of the game, the organizer should ensure that the chosen theme does not result in the registration of a large number of identical armies. If the theme is restricted, it is then possible to limit the identical lists to 2 maximum for tournaments of less than 20 players and 3 beyond. However organizers should exercise some latitude for beginners and those without a wide range of army.

Tournaments using scenarios and / or artifices such as event cards, imposed land etc. must be validated beforehand by the TB Championship Committee to be counted. In this case, the organizers will have to provide the particular elements two months before the tournament. In this regard a catalog of scenarios already approved by the TB is available online at

(http://www.artdelaguerrre.fr/download/Catalogue_de_scenarii_ADG.pdf)

9. Referee

A tournament must have a referee, responsible for its smooth running. When announcing the tournament, the referee will indicate if it will count towards the AdlG championship. In this case, he formally commits himself to respect the organizational conditions described in this document. He must contact the TB Championship Commission if there is any doubt about the validity of an organizational element and report any problems encountered when transmitting the results of the tournament.
The members of the Technical Board are available to provide help and assistance to the referees in organising a tournament. They can eventually be asked to check the conditions of the organization or running of a tournament.

Referees and those who have had access to player's army lists, cannot participate in a tournament, except as a spare player.

The other members of the organizing club can participate freely in the tournament providing they respect strict impartiality.

10. Material

It is recommended that the organizers provide dice. The use of Cups; Tracks or Dice towers is also recommended.

The organization must provide the following official documents available on the website:

- *the deployment sheets (to be provided to the players)*
http://www.artdelaguerre.fr/download/Fiche_deploiement.pdf
- *match monitoring sheets (turn counter and loss tracking) (to be positioned on each game table)*
http://www.artdelaguerre.fr/download/Feuille_de_pertes_avec_relances.pdf
- *the record sheets of the results (to be provided to the players)*
http://www.artdelaguerre.fr/tournois/Feuille_Resultat.pdf

The set of result sheets for each game and each player must be kept by the referee for 1 month after the end of the tournament. This provision is intended to facilitate the possible rectification, after the event, of an error in the recording of the results.

11. Army lists

The players must send their army lists to the organizer, or any other person authorized by him, at least one week before the tournament.

Permitted formats are:

- The Excel form available on the website:
http://www.artdelaguerre.fr/fr/aide_jeu.php.
- A link sent by email to a list on Little Army Designer:
<http://www.littlearmybuilder.com/>.

The person checking the lists must ensure that they are compliant and he may possibly be advised by other organizers who not playing. Members of the TB who are not participating in the tournament may also be consulted

12. Announcement on the forum

It is imperative that the tournament be announced on the forum. The announcement will include the following points:

- *The name of the tournament,*
- *The date and place (city or town where the tournament is held),*
- *The number of games,*
- *The duration of the games,*
- *The format,*
- *The number of pools and their theme (detailed as necessary),*
- *The name of the referee,*
- *The name of the person checking the lists (if it is different) and the dates for submitting them,*
- *If the lists will be announced before the start of the tournament (it is forbidden to partially announce the lists before closing the entries and checking all the lists),*
- *The method chosen for pairing the first game*

Appendix 2 Rules for pairing players in games

1) Principle of pairing players

Pairing is the mechanism that determines the matching of players in each round.

The goal is threefold:

- To determine a tournament winner without any possible dispute while preserving the suspense until the last game.
- To allow players to meet opponents of their level to maintain interest in the tournament.
- To allow games between players from different regions or countries that do not have frequent opportunities to play together.

2) Basic rules for pairing players

a) *There are two basic rules that must be followed when preparing games for a tournament:*

i) *Players can never meet twice in the same tournament*

ii) *As far as possible, avoid games between players of the same club. This concerns at least the first game in a tournament of 3 games and the first two games in a tournament of 4 games or more.*

b) A Player in case of odd numbers (commonly called the "spare player"):

The spare player is needed for the situation where there is an odd number of registered players but also helps unpredictable situations such as players dropping out or the late arrival of a player to the tournament.

One spare player per pool is required. His role is to guarantee that every registered player will have an opponent for all games of the tournament.

The spare player does not play on his own behalf but under the specific spare ID (ID = 99). The ELO value of the "spare" player is 1000.

The spare player always plays against the lowest ranked player in his pool, subject to the first low rule in 2.a above.

It is recommended that the spare player use a little played army whose organization is a bit unbalanced in order to offer a possibility of victory to less experienced players

3) Methods of pairing the first round

Warning: The relationship between the number of players and the number of games to play is a constraint for good tournament management from the second round. This relationship defines the concept of "ideal number" of players (see App1.4 above). In general, once players reach half of the ideal number, they make up a single group for first-round matches described below. *In the specific case where the players are less than half of the ideal number (described in 4.a below), they will have to be organized in the first round, in 2 groups in which one of the pairing methods below will also be used.*

Only the following methods are allowed for the first round of a tournament.

a) By drawing lots:

i) Single-hat:

All the names the players are placed in the same hat and the pairing is done by draw. If two players from the same club are drawn, another name is drawn. The spare player is put aside and meets the last remaining player

ii) By multiple hats:

The organizer can provide two different hats from which he takes a name from each hat to perform the pairing. (example: clubs A and B in one hat and clubs C, D, E in another, or northern clubs separate from southern clubs)

iii) By ELO level:

players are classified by ELO levels and divided into 3 or 4 groups of players with close levels. A draw of the pairs of names in each group is then made. *This method is mandatory when the number of players is greater than the ideal number (see paragraph 4 below)*

b) By historical enemies:

players meet by historically closest or similar armies. This type of pairing can be mixed with a draw among historical enemies.

c) By army list date:

Players who have indicated the closest dates in their army list are made to meet, excluding interclub matches (basic rule 2.a) and avoiding as much as possible confrontation between armies of the same list.

d) By priority of choice:

Players with the lowest level of ELO have the choice of their opponent. This choice can be by nomination or by army list. The designation starts with the lowest player in ELO, then the next, and so on.

e) By Challenge:

In addition to the above methods, a player may decide to challenge another opponent in the first tournament match. For other players the referee applies the general method of matching that he had planned. *If agreed, this challenge is subject to the following rules:*

- *The challenge must be public and announced on the forum at least one week before the tournament,*
- *The challenge is only possible from a lower ranked ELO player to a higher ranked player,*
- *The challenge must be officially raised by the challenged,*
- *It must be approved by the referee according to the possible constraints of the matching mode of the first round*
- *A player cannot challenge the same opponent twice in the championship year.*

4) **Pairing from the 2nd round**

The method will depend on the number of players and the number of rounds (games) of the tournament. In all cases, the methods below assume compliance with para 2.a. above

Remember: in a tournament there is an ideal number of players which is given by the formula $N = 2^R$ in which R is the number of rounds remaining to play. For example, for a tournament in 5 rounds, $N = 2^5 = 32$ players.

a) Where the number of players is the ideal number

The organizer can use two methods

i) *The classic Swiss system* without adaptation. At each round the player meets the closest opponent of him in the standings. That is, the 1st meets the 2nd, the 3rd meets the 4th, etc.

ii) *The adapted Swiss system*. Players are divided into 2 groups according to their 1st round results. The ideal number of players is placed in table A according to the number of remaining rounds. This number is provided by the formula 2^R where R is the number of games (or rounds) remaining to play (for example in the 2nd round in a tournament of 5 rounds, table A = 2^4 or 16 players, in the 3rd round of the same tournament table A = 2^3 or 8 players).

The rest of the players are placed in Table B (plus the spare player possibly)

In Table A the first half faces the second half (for example, in a table of 16, the 1st faces the 9th, the 2nd the 10th, etc.).

In Table B players meet by ranking near (17th against 18th, etc. ...) and the spare player always faces the last person).

In the following rounds, the same method is applied

Example:

In a tournament of 26 players in 5 rounds;

- First game :
 - Apply one of the pairing methods described in paragraph 3.
- Second game ;
 - Players ranked from 1 to 16 make up Table A
 - Players ranked from 17 to 26 make up Table B
 - In Table A we pair:
 - 1 against 9
 - 2 against 10
 - 3 against 11
 - Etc.
 - 8 against 16
 - In Table B we pair
 - 17 against 18
 - 19 against 20
 - Etc.
 - 25 against 26
- Third game :
 - Players ranked from 1 to 8 make up Table A
 - Players ranked from 9 to 26 make up Table B

- In Table A we pair;
 - 1 against 5
 - 2 against 6
 - 3 against 7
 - 4 against 8
- In Table B we pair
 - 9 against 10
 - 11 against 12
 - Etc
 - 25 to 26
- Fourth game
 - Table A contains players 1 to 4
 - 1 against 3
 - 2 against 4
 - Table B contains 5 to 26
 - 5 against 6
 - 7 against 8
 - Etc ...
 - 25 against 26
- Fifth game
 - Table A pairs players 1 against 2
 - Table B contains players 3 to 26
 - 3 against 4
 - Etc ...
 - 25 against 26
 - Note: Each turn must respect the basic rules described in 2.a, so we match the highest ranked player with the player the first of the lowest ranked players in accordance with the method and the basic rules, which can bring to shift the ranks theoretically outlined above.

iii) Where the number of players is greater than the ideal number:

The classic Swiss system will be used for all rounds (therefore without adaptation).

iv) Where the number of players is less than the ideal number but greater than half:

The referee must apply the adapted Swiss system (see 4.a.ii above).

v) Where the number of players is less than or equal to half of the ideal number:

From the first round the players are divided into 2 groups A and B pairs, with an equal distribution of ELO levels. In the first round one of the methods described in paragraph 3 is applied within each of these groups. From the second game to the second to the last, the classical Swiss system is applied within these groups. For the penultimate game, the two groups are brought together and the following adapted Swiss system is applied: 1st of the group A against 2nd of the group B and 1st of the group B against 2nd of the group A. In the last round the classic Swiss system is applied (see 4.a.i above).

5) **Pairing the last game**

If the referee wishes, he may allow players who are ranked in the lower half of the tournament standings, who have no chance mathematically to rank among the top 4, to meet a player of their choice by mutual agreement. These games will not count for the championship but will count for their ELO level. The referee will specify on the score sheet the games that have been played free.

Appendix 3

Rules for the smooth running of a tournament

1) **Announcement of pairings**

The referee announces the pairing of the first game and the provisional end time of the games.

It is permitted to announce the pairing of the first round one to two days before the tournament via the forum.

2) **Battle Plan**

For each game, each player must write a battle plan on his deployment sheet which must include:

- *the relative position of the corps,*
- *detailed ambushes (eg: units, whether troops are dismounted or not),*
- *flank marches,*

The plan must not contain erasures and must be presented to the opponent if he wishes, at the end of the game .

3) **Time management**

It is crucial that the referee be careful to respect the timing of the games. He can rely on the tracking sheets that give direct information on the number of rounds already made by players and losses recorded.

After 20% of the allotted time (ie 30 minutes in 200 points) the players must have finished the set-up and started playing. If players have fallen behind during the deployment, he must notify them and encourage them to speed up their game. If either, or both do not make the effort, the referee may be forced to punish them.

The end of game time must be clearly announced and must be respected. In order to give sufficient notice, the referee must announce "end of game time in 30 minutes" and "end of game time in 15 minutes".

At the end of regulation time, the referee announces "end of game time".

The game always stops at the end of the defender's turn; players must be asked to conclude as soon as possible.

A game must always last at least 7 rounds. It must go on if no victory is gained and there is still time remaining.

Ending a game in a "blitz"

If players have not completed their 7 rounds, the referee must resort to the blitz system. He will use a stopwatch and each player is given 3 minutes to perform his moves. The shooting and melees are then resolved quickly. This is done until the end of the 7th turn.

4) **Refereeing during the game**

If a point of contention occurs during the game, both players must first discuss it between themselves, possibly taking advice from those around them. If they do not agree, they should call the referee and, each in turn, present their point of view. The referee will then give his conclusions which are binding. This is intended to allow the game to resume. If the referee deems it necessary, he will seize the rules commission of the TB if a point of rule remains obscure at the end of his ruling. The TB can not insist too much on the respect of the elementary rules of politeness vis-à-vis his adversary to maintain in the resolution of the disputes.

5) **Dice**

Players must agree on the concept of "invalid" at the beginning of the game. The TB strongly encourages the use of cups, slides or dice towers to avoid any dispute in this area.

In the absence of prior agreement, a die is valid only if it is completely flat on the play mat, excluding any piece of terrain or other accessories.

6) **Game tracking sheet**

The use of the game tracking sheet is mandatory.

Players must be careful to move their turn marker every time the attacker starts his turn. Players must place their losses on this sheet in order to facilitate the counting of these by their opponent. Bases eliminated by exiting the table must be placed in the specific area of the sheet

It is forbidden to tidy losses into their transport box, the opponent must be able to check the state of the enemy army at any time.

7) **Controls**

The referee will perform random checks during the games to verify:

- The lists used by the players (compliance with the approved list)
- Battle plans (compliance of the deployment with the plan)
- The regularity of accessories (strips, ZOC templates, dice)
- Player behavior

8) **Results of the games**

The result sheet of each game must be sent to the referee with the result of the battle and the losses suffered by each army. Both players must initial the result sheet. These sheets must be kept by the referee for one month in case of a subsequent challenge.

The results must be entered in the Excel file by the referee, who should then pair the players for the next round.

Recording results and working out the pairings are crucial moments for managing a tournament; the players are asked not to disturb the referee when he is performing these tasks.

Appendix 4

Elaboration of the results of a tournament

1) Excel file

The results of all games must be entered in the official Excel file:

http://www.artdelaguerre.fr/tournois/Feuille_Resultat.pdf

It is very important to keep the format of the file (number of tabs, columns etc) because it is integrated automatically in the central database.

2) New players

The referee can obtain an ID number for new players on the website:

http://www.artdelaguerre.fr/liste_joueurs.php

The next available ID number is shown at the top left of the list. Be careful, new players can be created at each tournament. In case of doubt or simultaneous tournaments, consult the TB / computer commission.

3) Calculating tournament points

The ranking system favors players who destroy their opponent's units. A player who gets two draws without losing many units to his opponent will gain fewer points than one who gets a win and a defeat.

- Victory:
 - 100 points - 1 per 5% of losses sustained
 - between 100 and 81 points
- Defeat:
 - 10 points + 1 per 5% of losses inflicted
 - between 10 and 29 points
- Null game
 - Each player scores:
 - $40 + (2 \times PE) - PS$
 - PE: 1 for every 10% of losses made
 - PS: 1 per 10% of losses suffered
 - between 31 to 58 possible points
- Double demoralization
 - Each player scores 58 points

4) Final score

The final score of a player is equal to the sum of the scores of all his games

In case of a tie, we rank the players as follows:

- We compare the total of the scores obtained by the opponents of the players, the highest total winning (column AS in the Excel file)
- If there is still a tie, and the two players have met each other, the one who has obtained the best result in their game wins. Otherwise, the one with the lowest ELO level is placed above the other.

5) **Withdrawal**

In the event of his opponent's withdrawal, a player automatically wins with a score of 81 points. His opponent is credited with 10 points if he participates in the rest of the tournament. If the player withdraws from the tournament, the spare player will have to replace him.

6) **Conceding during the game**

If a player decides to concede a game in progress, his opponent gets a win. It is considered that the army that has conceded has reached its demoralization threshold. The results are calculated normally according to the losses suffered by the winner at the time of conceding.

If he encounters difficulties during the game, the player must inform the referee.

Conceding a game must be an exceptional case justified by a case of force majeure. The conceding player must indicate the reason to the referee. He must not give up a game to favor his opponent in the final standings, this is considered a case of the players fixing the result, a fault that may be punishable by the code of conduct (Appendix 7).

7) **Partial tournament participation**

It is possible, with the prior agreement of the referee, that a player does not commit to the duration of the tournament and does not play all the games. Only games actually played will be counted in the tournament and championship standings.

8) **Announcement of the results of a tournament**

The announcement of the results concludes the tournament. It's a friendly moment that is important to respect. Players are asked to wait until the end of the announcement of the results before leaving. The referee announces the results starting from the bottom of the ranking and presents the prizes to the winners. The awarding of prizes is at the sole discretion of the referee and the organizers.

Usually the first 3 receive a lot but others can be awarded for example:

- At the last player in the ranking
- The player who looted the most camp
- To the one who killed the most generals
- To the player who has shown the best fair play
- To the most beautiful army
- The youngest player
- The player whose first tournament is ...

9) **Tournament Report**

At the end of a tournament, the referee should send the TB a summary report on the progress of the competition within 2 weeks. In particular, he should highlight two important points:

- *Those rule questions which seem to him to require a clarification on the part of the TB rules-commission.*
- *Players whose behavior was problematic even though the referee was able to handle the problem locally.*

Appendix 5: The ELO classification system

1) Principle of the ELO ranking

The ELO ranking system was created by the Hungarian-born physics teacher Arpad ELO and is used by chess or go players.

It is a system based on the ELO which has been adopted for ranking the players of l'Art de la Guerre.

The annual Championship of the l'Art de la Guerre is the subject the specific provisions detailed in Appendix 6

As soon as a player participates in an official l'Art de la Guerre tournament, he enters the player database and is given an ELO level. All calculations to determine the ELO level of a player are made on the l'Art de la Guerre site based on the results provided by the referees of the various tournaments.

Each player is assigned an initial level of 1000 ELO points. This level is then revised each game depending on whether the player wins or loses, according to the rules described below. His ELO ranking is updated at the end of each tournament, when the results are integrated into the database.

2) ELO Formula

$$N' = N + K \times (S - P)$$

- N = player level before a game
- N' = player's level after a game
- K = constant giving the maximum value of increase or decrease of the player:
 - o 50 pts if the player has played less than 10 official games
 - o 30 pts in the general case
 - o 15 pts if the player has played more than 10 official games and has an ELO level of at least 1400
- P = probability of winning compared to the level of the other player
 - o $P(A) = 1 / (1 + 10^{((NB-NA) / 500)})$
 - o $P(B) = 1 / (1 + 10^{((NA-NB) / 500)})$With NA and NB being the respective ELO levels of players A and B

Two players with the same ELO level have a probability of 50% each and win or lose a number of ELO points corresponding to half of K

The value of K may differ for both players, it is possible that one loses more ELO points than the other wins or vice versa.

When the difference between the two players is 500 pts or more, the player with the strongest ELO cannot gain points, though he can still lose some points.

Example: a novice player (NA = 1000) meets a more experienced (NB = 1200) player A has a probability of winning 28%, against 72% for his opponent. With a value K = 50pts, A wins 35 ELO points in case of victory and B only 8 (K = 30 for B)

3) **Ranking level**

• Less than 700 points	Steward
• Between 700 and 799 points	Militia
• Between 800 and 899 points	Reservist
• Between 900 and 1099 points	Soldier
• Between 1100 and 1199 points	Knight
• Between 1200 and 1299 points	Champion
• Between 1300 and 1399 points	Master
• Between 1400 and 1499 points	Grand Master
• 1500 pts and more	Strategist

A player must have played at least 10 games to be ranked master, 20 to be grandmaster and 30 to be a strategist

A player with 1300 pts and less than 10 games is ranked Senechal or Bailiff

4) **Adjustment of the ELO ranking**

The ELO ranking is valid for life. However, to allow for player attendance, the ELO level is adjusted at the end of each calendar year (as of December 31st). All players who have not made at least one tournament in the year are penalized through their ELO:

- -100 pts if their level is above 1300,
- -50 pts if their level is above 1100,
- levels below 1100 are not adjusted.

Annex 6 Annual Championship

1) Organization

The championship takes place every year from January 1st to December 31st. All officially sanctioned tournaments, regardless of their geographical location, in which at least 8 players took part, will participate in the championship.

2) Obtaining championship points

All points earned or lost are canceled on December 31st of the year.

Only the 4 best results obtained in the year are taken into account for the final ranking of the players. This is to allow players to compensate for bad results by registering for another tournament.

The principle is that the performance for the championship is measured by both

- the ranking obtained in tournament, according to the number of players,
- the score scored in tournament weighted by the number of games played.

The championship points (P) obtained in a tournament are therefore given by the formula:

$$P = C + X$$

In which :

- C = the ranking obtained in the tournament according to the number of players,
 - $C = 20 \log (N) ((N + 1 - R) / N)$
- X = the score obtained in the weighted tournament of the number of games.
 - $X = (S / 2T) (1, T)$
 - With:
 - S = total score obtained by the player in the tournament (so S varies between 10 and 100),
 - T = number of games played in the tournament,
 - R = rank obtained in the tournament ranking (1 for the first, 2 for the second, etc.),
 - N = number of tournament players
 - Following the rules for organising tournaments, N is capped at 2 times the ideal number of players. Thus $N < \text{or} = 2^{T+1}$. For example, in a tournament in 4 rounds N cannot exceed $2^5 = 32$

Which gives the following final formula:

$$P = 20 \log (N) ((N + 1 - R) / N) + (S / 2T) (1, T) \text{ in the normal situation.}$$

In order to promote the Worlds tournament, which is the most international competition, the scores (S) of that tournament will benefit from a multiplier of 1.2, applied directly by the TB.

Examples:

- 1) A player who finishes 6th in a 24 player tournament of 5 games with a score of 282 points will score:

$$\begin{aligned} \bullet \quad P &= 20 \log (24) \left(\frac{24+1-6}{24} \right) + (282/2 \times 5) (1,5) \\ &= 20 \times 1.38 \times (19/24) + (282/10) (1.5) \\ &= 21.85 + 42.3 \\ &= \mathbf{64.15} \end{aligned}$$

- 2) While the winner of the same tournament with a score of 425 pts will score:

$$\begin{aligned} \bullet \quad P &= 20 \log (24) + (425 / 2 \times 5) (1.5) \\ &= \mathbf{91.35} \end{aligned}$$

In this system, everyone scores points and the lowest players of a tournament are all about the same level, whatever the structure of the tournaments:

- 3) The last of 8 players in 3 games with a minimum score of 30:

$$\begin{aligned} \bullet \quad P &= 20 \log (8) (1/8) + ((30/6) (1.3)) \\ &= (18.06) (1/8) + (5 \times 1.3) \\ &= 2.25 + 6.5 \\ &= 8.75 \end{aligned}$$

- 4) The last of 16 players in 4 games with a minimum score of 40 points:

$$\begin{aligned} \bullet \quad P &= 20 \log (16) (1/16) + ((40/8) (1,4)) = 1.5 + 7 \\ &= 8.5 \end{aligned}$$

- 5) The last of 32 players in 5 games with a score of 50 points:

$$\begin{aligned} \bullet \quad P &= 20 \log (32) (1/32) + ((50/10) (1.5)) = 0.94 + 7.5 \\ &= 8.44 \end{aligned}$$

- 6) The last of 64 players in 6 games with a score of 60 points:

$$\begin{aligned} \bullet \quad P &= 20 \log (64) (1/64) + ((60/12) (1.6)) = 0.8 + 8 \\ &= 8.56 \end{aligned}$$

For the winners, the spread is around 30% between the smaller and larger tournaments.

- 7) The winner in a tournament of 8 players over 3 games with a maximum score of 300 pts:

$$\begin{aligned} \bullet \quad P &= 20 \log (8) (8/8) + ((300/6) (1,3)) \\ &= 83 \end{aligned}$$

- 8) The winner in a tournament of 64 players over 7 games with a maximum score of 700 pts:

$$\begin{aligned} \bullet \quad P &= 20 \log (64) (64/64) + ((700/14) (1.7)) \\ &= 121 \end{aligned}$$

This gives a scale of values that ranges from 8 to 120+ according to a logarithmic progression.

Just add the 4 best results to get an annual total that will go from a minimum of 32 for the lowest to a maximum of 400 + for the best.

3) **Championship standings**

Countries with at least 5 registered players will have separate rankings; at the end of the year, the player with the most points will be declared Champion of the Year in his country.

An international ranking will also be made for players who have attended at least 2 competitions in two different countries or the Worlds tournament.

All calculations will be made and published on the l'Art de la Guerre site.

Appendix 7 Code of good practice

Even though a tournament may have a competitive aspect, it is a game and it must be practiced between gentlemen.

This appendix defines the rules of good conduct that each player must respect and that the referee must focus on. It also contains a list of the most common offenses or defaults with advice for the referee:

Referees are reminded of the spirit of this code at the beginning of the tournament.

1) Moral Code (or Ethics of the competition)

As with the martial arts, in war-games, dignified behaviour must prevail over the competitive spirit. In this spirit, the following moral code is deliberately inspired by the 9 commandments of Bushido.

- Honor:
 - (a) As a player, honor is based on a respect for the principles of the moral code that follows; as a referee it also imposes the will to enforce them;
 - (b) No issue justifies a player altering his honor for a futile gain in what is a playful and cultural hobby.
- Righteousness:
 - (a) Consider cheating an absolute evil; a cheating player loses all honor and is no longer worthy to participate in the Art de la Guerre competition circuit;
 - (b) By their nature, war-games are conducive to various forms of cheating. Adopting gentlemanly behavior is the only attitude to ensure the viability of this game.
- Fidelity:
 - (a) Respect a person's word and participate fully in the tournament to which you have committed to come;
 - (b) Prefer to set an example by your behavior rather than to criticize and give lessons.
- Respect
 - (a) The referee who acts impartially for the common good. His decisions are final. Whatever his competence, he is however fallible like any human being. It must therefore be admitted that he may be mistaken. Accept this possibility as a manifestation among others of the chances of war.
 - (b) Your adversary, to whom you must manifest esteem, politeness and cordiality, whatever his level of play, his age or his social position;
 - (c) The philosophy of the historical war-game by focusing on playing with miniatures that best represent the army used in the competition, providing aesthetic decorations and elements.
- Courage:
 - (a) Actively fight against inappropriate behavior that, if necessary, must be reported by the referee to the Technical Board
- Self control:
 - (a) Accept chance as an intrinsic component of the war-game and an essential driver of thinking in risk management. Because no human activity is as subject to chance as war (Clausewitz)

- (b) Keep your cool when fate is unkind or the opponent is lucky. Before accusing bad luck, consider calmly how bad decisions or errors of judgment that may have tipped the course of the game,
- (c) As long as the setback is not final, stay determined and competitive by keeping in memory Clemenceau's quote: "victory belongs to the one who holds the last quarter of an hour".
- Modesty and Humility:
 - (a) If you win, know how to apportion the share of success due to luck and that belonging to talent, and display neither arrogance nor condescension.
 - (b) If you lose, do not take refuge in the excuse of bad luck and admit that the opponent has been better.
- Benevolence:
 - (a) When one is fighting a beginner or less experienced player, consider it important that the encounter encourages him to persevere and progress in the game; disregard the vain temptation to display one's superiority;
 - (b) In case of extreme luck, propose to your opponent that you change the dice.
- Rigor and sincerity:
 - (a) Keeping in mind that the war-game is susceptible to approximations in the manipulation of its elements, attach the greatest importance to reducing inaccuracies and other potential sources of dispute:
 - (i) at the beginning of the game, define clearly with your opponent what is the valid position of a die and how it should be considered "invalid",
 - (ii) describe and clearly identify units and generals; if necessary, distinguish them by a marker if the opponent believes that some are confusing,
 - (iii) before moving units, mark their starting position in case the movement need be repeated,
 - (iv) specify to the opponent the relative positions of the units as long as they are in a critical zone of interaction (Fire, Charge, possible Zone of Control),
 - (v) play each turn in a time compatible with the conclusion of the game in 7 turn minimum,

2) **Most common offenses, behavioral defects and referee difficulties.**

The experience of three decades of historical war-gaming competitions has allowed the observation of a number of possible infractions or behavioral flaws. They are not peculiar to the Art of War rules, in which their occurrence has become very rare. However, umpires must be aware and informed in order to be able to assume their responsibility effectively. This charter also provides an indication of the appropriate responses, which are essentially the responsibility of the referee. When such actions are taken, they must be the subject of a report, sent to the TB with the results of the tournament.

In the most serious cases, the TB may convene its Disciplinary Committee to rule on a breach of the Code of Conduct (see paragraph 3).

- **Wrong list.**

Some players do not bother to check their list correctly before sending it for approval. This thoughtlessness causes extra work for the organizers. If a player sends an incorrect list for the same tournament twice in a row, which the list checker / referee must correct, the latter may penalize the player by downgrading a unit of his choice (elite in ordinary or usually mediocre) with associated point loss.

- **Late list.**

If a player sends his list late, the referee can, with the approval of the TB, penalize the player in two ways:

- either by publishing his list on the forum, just before the tournament, explaining why,
- or by inflicting 20 penalty points on the tournament score

- **Changed list.**

If a player plays with a different list composition than the one approved by the list checker / referee, he may be penalized up to 100 points in the tournament standings.

- **Poor gamesmanship, disruptive player**

A player who proves to be annoying to his / her opponents, who constantly calls on the referee to disrupt his opponent's game or who plays slowly to avoid losing, may be given a penalty of 30 points in the tournament leaderboard. Referees are advised to give a verbal warning to the player concerned when he / she is informed of this behavioral problem by his / her opponents and then to sanction it.

This type of sanction is applicable to the player whose speed of play in the tournament causes the referee to resort more than once to "the blitz" to complete the 7 obligatory turns. The referee must however use this option with care so as not to penalize novice players for their lack of speed.

- **Cheating.**

A player who cheats in an obvious way, proposes an arranged result or is really unbearable for his opponents, can be excluded from the tournament by the referee. In his report to the TB, the referee must justify his decision and the TB will present his version of events. The TB may convene the Disciplinary Committee and conduct a survey of other players if it deems it necessary.

- **Use of the dice.**
A player who refuses to play with the dice provided by the organizer will be sanctioned with 50 ranking points in the tournament. If he uses loaded dice, or rolls his dice in an obviously suspicious manner, he incurs the same penalties as for cheating. In the case of throwing suspicious dice, the referee may require the use of a cup to roll the dice
- **Agreement on the result of a game.**
If the referee is certain that a result is arranged or that he is facing an abandonment of convenience, he may refuse to award victory and sanction both players. He must, in all such cases, refer to the TB in his report.
- **Lack of respect of the referee.**
A player who annoys the referee at his marking table, criticizes his decisions or even questions them, can be sanctioned, after a first warning, by up to 100 points in the tournament ranking.
- **Error in the rule.**
It can happen that the players realize a bit later, that they made a mistake in good faith in the rules, or that they forgot something. In this situation the general rule is that we do not go back unless the two players agree.
Example: I just did all my melees and I forgot to include Impact on my units. The dice have been thrown and the losses inflicted, it is too late to go back.
- **Error and fair play.**
If both players agree that an unintentional mistake has had a significant impact on a game and that the result has been distorted, they must refer to the referee. He may grant the game to the injured player, if his opponent agrees.
- **Ruling error.**
It may happen that the referee is mistaken on a rules question. His decision is, however, final and he is the only one able to change it if he realizes his mistake after the fact. This part of the fortunes of war
- **Player's Complaints.**
If a player feels aggrieved one way or another, he must first inform the referee, who will try to establish justice. In the second instance, the player can also contact the TB to present his views. These will be examined as soon as possible by the TB, which will decide what to do after hearing the offending parties. In any case, this procedure must be discreet, restricted to the interested parties (parties involved, referee, TB) and must not be subject to any comments, publicity or communications in public forums. If there is a dispute, it will be treated seriously, between well-behaved people and with the necessary discretion.

3) **Disciplinary Committee:**

The most serious offenses to the moral code may be the subject of a decision of the discipline commission of the TB.

This commission is a temporary structure, comprising:

- the technical director
- a member of each of the standing committees of the TB

After hearing the parties and the referee, the TB can pronounce 4 levels of sanctions:

1. Reminder:

This is a simple warning that aims to remind the player of the code and good practices, there is no trace.

2. Yellow card:

This record is kept for one year in the files of the TB and then erased. During this period, the referees who wish to, will be able to contact the TB before their tournament, and be informed of those players with a yellow card. *They must keep this information confidential.*

3. Red card:

This is the ultimate warning before finally being excluded from the competition circuit. When a red card is awarded, an anonymous announcement is made on the forum. In no case shall the name of the player, his motives or any other element that might allow his identity to be revealed. Any referee responsible for organizing a tournament may consult the TB prior to his event to identify the sanctioned player. *He undertakes to keep this information to himself because it has no other purpose than to enable him to perform effectively his role as a referee.*

4. Exclusion:

The player is excluded from the ranking system of the TB. His ID is removed and the number will never be reassigned. The anonymous mention of an exclusion is announced on the forum. All referees are invited to consult the TB to know the identity of the excluded person prior to organizing their tournament. *This information must remain confidential* but is necessary for them. Indeed, an excluded player no longer exists in the database of the TB and cannot be reinstated. It follows that if he managed to register surreptitiously in a tournament, none of the results of his games could be taken into account, including those for his opponents.