

TIMETABLE: Nationals is held over Easter Weekend 2010. For the calendarly minded of you, that's the 2nd - 4th of April, 2010.

Friday:	0800 – 0830	Registration
	0900 – 1130	Game 1
	1200 – 1430	Game 2
	1500 – 1730	Game 3
Saturday:	0900 – 1130	Game 4
	1200 – 1430	Game 5
	1500 – 1730	Game 6
Sunday:	0900 – 0930	Beauty Pageant – Players Choice
	0930 – 1200	Game 7
	1230 – 1500	Game 8

Each game is allotted 2.5 hours. Players will be advised throughout the round as to the amount of time remaining. If last turn is called players are to complete the current players turn and their opponents turn is it results in an even number of turns being played.

ARMIES: Armies are to be selected from the most recent version of their Army Book published at least 1 month before the event. Armies are not to exceed 2250 points.

No Special Characters or Named Characters allowed.

Dogs of War units are not allowed in non-Dogs of War Armies.

Army lists to be sent to the Umpire no later than 21 March 2010. Excel or Word formats only please.

Umpire: Mike Thorn
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Registrations: Registrations forms can be found on the Hutt Club website www.huttclub.co.nz and can be sent to the registrar on Natcon2010@gmail.com

SCORING: Generalship 50%

There are a possible 160 points available for generalship, contributing towards a possible 50% of your final score

The following VP table will be used to determine the points received by each player for both the sealed and open games.

Victory Points	Battle Points Earned	
	Winner	Loser
0-149	10	10
150-349	11	9
350-549	12	8
550-699	13	7
700-849	14	6
850-999	15	5
1000-1249	16	4
1250-1499	17	3
1500-1749	18	2
1750-1999	19	1
2000+	20	0

Sports 12.5%

A possible 40 points are available for sportsmanship which will contribute 12.5% towards your final score.

After every game each player will answer the 5 questions below regarding their opponent's sportsmanship attributes throughout the game. It is expected that most players will achieve close to full marks for sportsmanship.

1. Regardless of the outcome of the battle...did your opponent's behavior detract from your enjoyment of the game?
2. Were all rules queries resolved amicably and without too much argument?
3. Did your opponent try anything "dodgy" during the game in your opinion? ("Rubber Ruler", Intentions not stated prior to doing something - moving, shooting, charging etc). Anything at all that you would say was "dodgy"?
4. In your opinion, did your opponent play the game in the right spirit? Did they maintain a sensible approach and demeanor when things were not going their way?

5. Would you be happy enough to play your opponent again? Maybe not today but at another tournament perhaps?

Composition 25%

The armies will be judged by a panel of experienced judges on the basis of effectiveness. Tier Composition won't be explicitly used but the system does give a good indication of the relative strengths of each book. Each list will be marked on a scale between 0-80 and will contribute up to 25% of your final score.

While it can be next to impossible for some lists to achieve high composition scores, the reverse is not true. If you pack your army with the best units and toys/combos galore, the panel will see it and mark it accordingly – just because the army generally is perceived to be weaker than others won't save you, your choices will be scrutinized

Presentation 12.5%

Armies will be awarded a score ranging from 20-40 which will contribute 12.5% towards your final score. **All armies MUST be painted.** If you are not sure what is meant by this please contact the Umpire but a minimum standard for armies will be enforced. The majority of players can expect a score in the mid thirties for a fully painted army with a unified scheme and basing. The higher scores will be awarded for those players that go the extra mile with conversions and exceptional painting.

Prizes: Depending on numbers the following prizes will be awarded:

- Best Painted – as voted during the Beauty Pageant.
- Best Army – Awarded by the composition judges. This will not necessarily be the highest comp but rather that army the judges feel best represents that race.
- 1st, 2nd and 3rd – the players that achieve the highest combined total of Generalship, Sports, Comp and Presentation.
- Butcher – The highest percentage of your score achieved through generalship; finishing outside the top 3.

Best Sports – As voted for by the players at the conclusion of game 8. Tiebreaker will be Generalship.

Acknowledgements:

Much of this document was based on a document first published by Peter Dunn.