**US OPEN**

**Information**

Venue:

National Museum of the Marine Corps

Address:

 1775 Semper Fidelis Way

 Triangle, VA 22172

Hotels:

Multiple hotels are in the area. The recommendation from the organizers would be to stay south of the venue, closer to Fredereicksburg, VA.

Restaurants:

There are many restaurants in the area.

Parking:

Parking is free at the venue

**General Rules**

Minimum Age:

10 yrs old with a good knowledge of base game rules, with the ability to play on their own.

Good Behavior:

This tournament is all about one main thing and that is to have fun! This game can be frustrating when on a run of bad luck, but it’s part of the game. Please keep all interactions civil and pleasant. The Memoir ’44 community thrives on good sportsmanship, so let’s keep it that way.

In the event of bad behavior and poor sportsmanship a warning will be given. If the behavior continues the organizers reserve the right for scoring penalties up to disqualifying the offending party from the tournament.

Food and Drink:

Absolutely no food or drink in the Heritage Center exhibit galleries. During the tournament no food will be permitted at the playing table. Drinks in a closed container will be permitted. Please keep the container closed when not drinking. Please be aware of moisture from your container. The maps are paper and will be damaged by water. If you damage a map and you bought maps, the damaged one will be yours!

Cell Phones:

We request that cell phones be silenced during tournament play. We will send you files that have scenario specific reference cards that you can print off and bring with you or you can use your phones to view them. Please limit their use to this only.

Game Material:

All game material will be provided. Treat it as your own!

The National Museum of the Marine Corps:

We have been given a wonderful opportunity to use this facility for our tournament. It will still be open to the general public during the tournament, so it is possible that we could have spectators for portions of the days. However, as our main goal is to promote Memoir ’44, we consider this a plus!

We also would like to take good care of the facility. Please be mindful of exhibits, other guests, etc. Any damage will be the responsibility of the individual and not the organizers.

**Tournament Rules**

Rounds:

One round will be made up of 2 games, one played as Allies, one played as Axis. The player named first will be allowed to choose the starting side.

6 rounds will be played, 12 games total.

Placement:

Both players are responsible for setup and checking placement of their units before each game. Once a game has started, it will be finished even if an incorrect setup was discovered late.

Schedule:

Briefings and matches will have start times posted for all to see. Please be on time as we will have a tight schedule. If a player is more than 5 minutes late for a game, he will forfeit the game. If 45 minutes late he will forfeit the match and the other player will be declared the winner (see scoring; forfeit).

Score Sheet:

Every table will have a score sheet to be used for game and match results. It is imperative that it is filled out detailing the medal and objective count for the match. Both players must sign and then turn in the score sheet to an organizer.

Time Limit:

Because of the tight schedule and the need to play all 6 rounds, there is a time limit of 45 minutes for each game. When the time limit is reached, every game not yet finished will continue until the player who played second completes his turn. This way both players will have the same number of turns. The score at the end of this turn will be recorded on the score card.

Rules Questions:

Every player may use his own summary of the rules, either paper or electronic. Any player may ask for clarification from a rule’s official. All rulings will be made in conjunction with the rules of the game and the official FAQ. Rulings from the rule’s officials are final.

Scoring:

Medals won will be recorded on the score sheet and are worth 1 point.

Objectives won/held will give a bonus of .7 points. Therefore, an objective medal is worth 1.7 points.

The total score is the number of medals won plus the number of objective bonuses gained.

If two players are tied in the rankings, the first tie breaker will be your opponents score (the lower the score, the higher the ranking). The second tie breaker will be the number of objectives won.

Forfeit:

In case of a forfeit or disqualification, the forfeiting player will get a score of 0, while the opponent will get the full score of all medals in the scenario, but no objective bonuses.

Position Control:

Because objectives give bonuses the tournament will be played with Position Control rules from the Campaign Book 2, page 12.

The rule is as follows:

If the last medal is gained by a player that eliminates an enemy unit in close assault, the player may choose to discard the medal obtained for eliminating that unit and Take Ground instead. Such a move is only permitted if the enemy unit was on an objective medal and if taking the objective wins the game.

It remains impossible to gain more victory medals than the Victory Conditions specify. However, because of the objective bonus this may be used in the tournament to gain the higher score.

Rankings:

Rankings will be updated after each round, with the final ranking coming after round 6. The final ranking will be the standings of the tournament.

Pairing:

The pairing for round 1 will be randomized. After that, pairing will be done by ranking (i.e. 1 plays 2, 2 plays 3, etc.). However, you will not play the same player twice in the tournament. Pairings will be adjusted if the ranking matches two players who have already played.