



ADEPTICON 2010

ADEPTICON CONDUCT POLICY

Last Update: 01.25.2010

Slow Play: Games should be played in a timely fashion. Stalling is not the mark of a good general or an honorable and worthy opponent. You are held responsible, to both yourself and to all your opponents, to run your army list effectively in the time frame allowed. Slow play will be monitored. AdeptiCon judges reserve the right to warn and/or dock players for slow play / stalling.

Quitting: We are all adults and are expected to behave as such. Quitting during an event affects the quality of the experience for all attendees and creates a significant disruption for event staff. Failure to finish an event at AdeptiCon will lead to forfeiture of all scheduled events for the rest of the weekend and being placed on the banned list for all future AdeptiCons. That said, obviously there are legitimate circumstances that would require someone to have to leave the event. For such instances, please speak to the head event staff prior to leaving the premises so the judges can have time to make the proper adjustments. Appropriate reasons include such things as Family, Health, and Work-related emergencies. Getting an early start at the bar or on the road, while highly appealing, are not legitimate excuses.

Dice: AdeptiCon does not require the use any specific type of dice, however your dice must **ALWAYS** be made available to your opponent to use if they so desire. AdeptiCon reserves the right to remove any dice showing excessive wear, obvious tampering or other questionable deformities.

Rules Disputes: Rules disputes are bound to occur at an event this large and varied in attendance. Players should attempt to resolve all rules disputes between themselves at the table (using the appropriate codex, rulebook, FAQ). If this fails, contact a Floor Judge who will attempt to resolve the dispute using the appropriate game system documents. In some extreme situations, a Floor Judge reserves the right to escalate issues to the Head Rules Judge (if the event has one) – his/her decision is final.

Cheating: Cheating will not be tolerated at AdeptiCon. Cheating affects the quality of the experience for all attendees and creates a significant disruption for event staff. Proof of cheating at AdeptiCon will lead to forfeiture of all scheduled events for the rest of the weekend and being placed on the banned list for all future AdeptiCons.

Players are expected to have a solid grasp of the rules and are responsible for challenging their opponent(s) when those rules are broken. If the players cannot come to a resolution, then the matter must be brought to the attention of a Floor Judge **DURING** the game. At that point the Floor Judge(s) will weigh the evidence and take appropriate action (which might result in anything from a warning to expulsion). Please remember, this is a complex game and honest mistakes are often made. Every attempt to resolve the issue should be made prior to calling over a Floor Judge (see Rules Disputes above). Claiming your opponent is cheating to simply influence the outcome of the game is cheating in and of itself.

Observing Games: As some of the larger tournaments enter the final rounds, it is often tempting to seek out and watch the 'top tables'. Simply observing a game in progress is fine, but observers should **NEVER** interject their own commentary, rules interpretations or tactical advice to either player involved in the game.

Care of Terrain: AdeptiCon volunteers have invested an incredible amount of time and effort in order to provide you with quality gaming terrain. Please treat the terrain with the utmost care throughout the weekend. If accidental damage does occur to a piece of terrain, please notify an event judge so the piece can be flagged for repair.

Trash: Please, please, please pick up after yourself. Leaving trash on and under tables makes for an unpleasant environment for everyone and greatly prolongs the hall cleanup at the end of the day.