

The Objective Secured Organised Play Gamer's Bill of Rights

(Last Updated May 1st, 2017)

In every Objective Secured Event, every player has the right to:

1. Have fun and meet new people.

ObSec events are meant for fun and their main purpose is to allow everyone to have fun by playing games. Playing is its own reward and no cheating or unsportsmanlike behaviour should be tolerated by any attendee. See later in this document about Sportsmanship and Conduct.

2. Play as many games as we can fit in a day.

What's the point in coming to a tournament if you're only going to play a game or two? Value for money is an important facet of attending an event – we want you to get the most games we can offer!

3. Have tournament disputes, rules queries and questions settled by polite and impartial judges.

Impartiality is a must in tournaments and a player can expect the judges to have a sound knowledge of the gaming system. The judges are on hand to make rules decisions to the best of their ability and will not favour their friends or tournament favourites.

4. Have the event organised and run in a timely manner.

Regardless of how far anyone has travelled to attend the tournament, everyone is to be treated fairly and equally. Players can expect all games to start in a timely and orderly fashion and end at the allotted time.

5. Play in a reasonably comfortable environment.

Players can expect that the tournament will take place in an area with plenty of room to move around and play their series of games. Player's will not be forced outside if the weather is bad, play in a cramped room or have to jockey for position at their table through a swathe of onlookers.

6. Have every other player held to the same standard.

Whether it's painting, sportsmanship or something else, everyone is equal and will be treated as such.

7. Play games in a safe and relaxed atmosphere

Poor behaviour, discrimination in any form or inflammatory language will not be tolerated. Aggressive or abusive behaviour (verbal/physical or otherwise) will result in immediate ejection from the event. Being aware of your own actions and how they might affect others is important!

Player Conduct and Sportsmanship

Players are expected to conduct themselves in a positive and civil fashion. We are all here to have fun and it is important that your behaviour doesn't get in the way of someone else's fun. It is player attitude and behaviour that will make events awesome, so please have fun and be aware of others around you!

Sportsmanship is handled with a Thumbs Up, Thumbs Down format. We default games to a "Thumbs Up" from both players. If your opponent was acting in an unsportsmanlike manner, which is defined as being verbally abusive toward their opponent, physically aggressive, was more than 15 minutes late for a round, or knowingly cheated on a rule, you are free to give them a "Thumbs Down" on sports. This rule does not exist to express displeasure in a game because you didn't like your opponent, your opponent's army, or you had rules debates, etc....

- If a player receives a "Thumbs Down" a tournament organizer (TO) will privately discuss the issue with each player individually to determine the legitimacy of the issue, and if it is found to be warranted the offending player will be issued a warning.
- If a player receives a second "Thumbs Down" the issue will again be reviewed with each player individually by a TO, and if it is found to be warranted the player will be disqualified from prize support/awards.
- Further unsportsmanlike behaviour, at the TO staffs' discretion, will result in the player being asked to leave the event without refund (and where relevant, a forfeit of any associated ITC ranking points from the event.)

Please note that these penalties are at TO discretion, and extreme cases may receive a more swift escalation of response. TOs also have the right to Thumbs Down a player if they do not adhere to TO/Judge rulings (e.g. dice down, rules disputes, etc...).

List Submission and Approval:

Lists are not required to be pre-submitted, but at Objective Secured events, TOs aim to validate every list in attendance either in advance, or during the event. This will be done both by the TO staff and through issues brought to the attention of TO staff by players during the event. If attendees have questions about lists ahead of the event, they are encouraged to contact the TO(s) for clarification. Fair play starts with fair lists!

The judges will utilize aids such as Battlescribe and published GW materials/rulebooks to validate lists. Because errors may happen, players are encouraged to verify each other's lists and note issues to event staff if any are present.

ObSec events will have the following consequences for lists found to be invalid:

- A. If the issue is minor, such as a typo/misspelling, and does not affect gameplay, a warning will be issued and the offending player will be required to notify future opponents of the issue.
- B. If a list is found to be illegal, and this is confirmed by the TO staff:
 - a. The player with the illegal list will be issued a "Thumbs Down".
 - b. The player with the illegal list will be disqualified from any awards influenced by battle score.
 - c. The list will be corrected for future rounds by removing units until it is legal at the TO's discretion.

Conceding/Dropping:

- A. Conceding a Match
 - a. A player may offer a concession at any point during his or her match. At this point, both players should briefly talk their way through the final turns, agreeing on what points each player would score. A concession **does NOT** automatically result in earning maximum points.
- B. Dropping From an Event
 - a. If a player drops from the event, they are removed from the tournament and play no further rounds and score 0 points in any category. The dropping player shall leave all of his or her models for the current game on the board, and the remaining player will play their remaining turns back to back, ignoring the turns of the dropping player. An opponent dropping **does NOT** automatically result in earning maximum points.

EVENT PAINTING STANDARDS

Fully painted armies are awesome to see on the tabletop – there is nothing quite as awesome in our hobby as seeing to painted armies on the table top! One of the things that is most important to us at Objective Secured is providing a complete and immersive experience to our event attendees.

While every player will have a different level of hobby skills and abilities, the expectation is that every model in your army is fully assembled, painted and based for every one of our events.

Fully Assembled: This standard is partly related to the aesthetics and partly to do with game play. What you see is what you get (also known as WYSIWYG) is the expectation of every event run by Objective Secured and your models need to reflect this. Modelling the required weapon you have selected is required and models should be fully assembled when placed on the table. Utilising Blu-Tac (or similar temporary adhesive) is completely fine, many hobbyists utilise the medium while painting models in parts or to make a model easy to transport – the important thing is that the model is complete with the appropriate visual silhouette to make game play easy and accurate.

Fully Painted: Painting can be a tricky thing to learn – the expectation of the standard is that all of the models in your army should appear to be finished to the casual observer. Paint should be applied neatly and appropriately in a suitable scheme for the model in question – we don't mind the colours you pick (I have seen pink necrons!) only that you have made an active effort to paint the model. While everyone has different skill levels in the hobby, getting a neat and simple colour scheme on a model should be achievable for all. Extra effort (like shading, highlighting, blending and so on) is not expected but greatly encouraged.

Fully Based: Basing is a personal thing – we would expect you to either have painted the base neatly (to cover any over spill from painting the model) or to have placed texture on the base which again should be painted. Using clear acrylic bases is perfectly fine.

In all 3 of the above cases, the show of effort in the preparation and finish of the model is important.

If you have a model (or 2...) which are unfinished or are not suitable for use, we will politely ask you to remove it from the table as we are obliged to protect the experience of every participant – we all want to play against fully painted armies and Objective Secured events are designed to give every player the opportunity to do just that. This standard will also apply to any model summoned/spawned or otherwise created during play.

Using bought or borrowed armies:

It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves. Whilst we would prefer players did paint their own forces (so you have a chance at winning all the categories), you are permitted to use commission painted armies regardless. With that said, we do want to ensure that the "Best Painted" awards go to the players who did paint their armies themselves and for this reason you'll be asked to indicate to the Judges whether you painted the entire army yourself or if someone else helped. Therefore whilst bought or borrowed armies will still allow you to compete for generalship, they will be ineligible for any painting awards.