

# CHARTER OF THE CANADIAN ASL ASSOCIATION

Created: September 19, 2002

This version published on February 23, 2025

## ARTICLES OF THE CHARTER

1. THE CASLA MISSION: The mission of the Canadian ASL Association (Known hereafter in this document as the CASLA) is:
  - 1.1.To put Canadian ASL Players in contact and communication with other ASL players in Canada.
  - 1.2.To promote the development of player skills and rules knowledge of ADVANCED SQUAD LEADER (ASL).
  - 1.3.To promote friendly competition in the play of ASL.
  - 1.4.To foster a spirit of camaraderie among it's members
  - 1.5.To sponsor and support the Canadian ASL Open (CASLO) tournament.
2. CASLA MEMBERSHIP: There are two types of Membership within the CASLA; Charter Membership and Associate Membership. Should a person choose to become a CASLA Charter Member, that person will accept and abide by all articles of the current CASLA Charter.
  - 2.1.Charter Member (CM): A CASLA Charter Member pays an Annual Membership fee to become or remain a CASLA CM. A CASLA CM has certain rights, privileges and obligations (see article 4.) in addition to those of a CASLA Associate Member.
  - 2.2.Associate Member (AM): A CASLA Associate Member has their name and, if they so desire, personal contact information listed on the CASLA Player Directory. A CASLA AM does not pay any fees to belong to the CASLA.
3. CM FEE: An Annual Membership Fee of \$10 will be collected from those wishing to become a CM of the CASLA. The amount of the Membership Fee may be changed by the CASLA Charter Membership through a vote of the CM. The Membership Fee is due prior to the commencement of the CASLA Annual Scheduled Virtual Meeting, or, at the time one becomes a CASLA CM. CASLA CM whose Membership Fee is paid for the current year are considered to be a CASLA CM in Good Standing. The Membership Fee paid to the CASLA in order to become a CM is non-refundable. The CASLA fiscal year begins on the first of July. If, at the beginning of the fiscal year, the CASLA bank balance is greater than 2000 dollars, existing charter members will have their membership fee waived for the coming year.
4. CM RIGHTS, PRIVILEGES AND OBLIGATIONS: All CASLA CM have the following rights privileges and obligations:
  - 4.1.A vote on matters concerning the CASLA and the CASLO.
  - 4.2.One five dollar discount applicable to the CASLO registration.
  - 4.3.CASLA CM are responsible, through the CASLA bank account, for any financial shortfall arising from the operation of the CASLA and the CASLO. The CASLA has set the desirable minimum cash reserve to hold the CASLO at 1000 dollars.
5. CASLA EXECUTIVE: A CASLA Executive consists of a Director, a Secretary, a Treasurer and a Tournament Director. The CASLA Executive is elected by the CASLA Charter Membership at the end of the CASLA Annual Scheduled Virtual Meeting. The term of office for the Executive extends from the time of election of the Executive until the election of the new Executive during the following year's Annual Scheduled Virtual Meeting, which approximately follows the CASLA fiscal year. Incumbents may serve another term if nominated or proclaimed into office in the year following their current term.
  - 5.1.EXECUTIVE POSITIONS AND DUTIES:
    - 5.1.1. The CASLA Director is responsible for Chairing all CASLA meetings (be they face-to-face or virtual) and must provide the CASLO TD with lists of members, etc., to help with marketing and outreach activities.
    - 5.1.2. The Treasurer is responsible for collecting CASLA Membership Fees, maintaining the financial records and performing financial transactions of the CASLA.
    - 5.1.3. The Secretary is responsible for the following: preparing and distributing the minutes of the CASLA meetings; maintaining the CASLA charter (this document); reporting all matches played during the tournament to ROAR and to the current player rating system in use; maintaining the CASLA web site.
    - 5.1.4. The Tournament Director (TD) is responsible for the organizing the CASLO. The TD may appoint two Assistant TD's (ATD) who assist the TD in running the CASLO. Collectively, the TD and the two ATD's will be known as the Tournament

Staff. The Tournament Staff have the following obligations:

- 5.1.4.1. They will book a venue for the CASLO for which the TD will be responsible (i.e.: the TD's name will be associated to the reservation), a minimum of 6 months prior to the date of the CASLO.
- 5.1.4.2. They will prepare the tournament scenario lists and the scenario copies. They will have the scenario lists ready to email to pre-registrants of the CASLO two months prior to the date of the tournament. They will also publish the scenario lists on relevant internet sites. The scenario copies will be ready for the date of the CASLO. They will bring at least one printed copy of the tournament rules to the CASLO. They will bring sufficient copies of Player Record Sheets that follow the format shown in Appendix II, or have some equivalent method of recording match results. The registration form will have a check box for registrants to indicate that they wish to have a paper copy of the scenarios available for them to pick up at the CASLO.
- 5.1.4.3. They will purchase any other plaques they desire beyond what the CASLA provides. Article 6.1 describes the plaques the CASLA provides.
- 5.1.4.4. They will purchase one Bottle of 12 year old single malt Scotch Whisky for a toast during the CASLO opening ceremony.
- 5.1.4.5. They will run the CASLO in an efficient, trouble free manner.
- 5.2. CASLO MONETARY EXPENDITURES: The Treasurer must receive receipts for any payments and or purchases made for the CASLO by a CM before making reimbursement for those purchases to the TD Staff. The CASLA is not responsible for any payments and or purchases not directly related to the CASLO.
6. THE CANADIAN ASL OPEN (CASLO): The CASLA exists to assist in organizing and sponsoring an annual ASL tournament. This tournament is known as the Canadian ASL Open (CASLO). The CASLO is run in a prescribed format that cannot be changed without a vote by the CASLA Charter Membership to alter that prescribed format. Appendix I describes the format of the CASLO. At the discretion of the Tournament Staff, one or more Mini Tournaments may run concurrently to the CASLO. Appendix I also contains suggestions for Mini Tournament formats. The host Canadian city of the CASLO can change from year to year. In a year that has no bids to hold the CASLO, there will be no CASLO. During the

Annual Scheduled Virtual Meeting held after the CASLO, interested CM may forward a bid to host the CASLO in a Canadian city in the following year. The CASLA Charter Membership will vote on any such bid during the Annual Scheduled Virtual Meeting.

- 6.1. CASLO AWARDS, PRIZES AND SOUVENIRS:  
The CASLA will provide the following items as prizes at the CASLO; First, Second and Third Place plaques for the CASLO main tournament. All plaques will be inscribed with the calendar year and the phrase "Canadian ASL Open" above the image on the plaque. The image for the plaque is shown in Appendix IV. All plaques will be inscribed below the image with the city and province (postal abbreviation) hosting the event. The three plaques of the main tournament will be inscribed with one of the following three phrases below the line that shows the location of the event: "1st PLACE", "2nd PLACE" or "3rd PLACE". The plaque for first place will have an additional line under the line of "1st PLACE": "Jim McLeod Memorial Award". There will be a Sportsmanship prize (paid out of tournament registrations) of registration reimbursement for the player that finished lowest in the rankings and played in the most rounds. The TD may, at his option, present any number of dice award certificates at the CASLO. Suggestions are Sniper Award, Rate Of Fire Award, Close Combat Award, Snake Eyes Award and Box Cars Award. Any prizes donated to the CASLO will go into a general prize pool. The First place winner will have first choice of a prize in the general prize pool, etc. If the donated prize pool has enough prizes to provide one for each certificate, the certificates could be accompanied by a choice from the prize pool. The tournament staff may provide items for sale during the CASLO, such as T-Shirts, dice glasses and/or event beer mugs.
- 6.2. REQUIREMENTS OF A BID TO HOST THE CASLO: A bid to host the CASLO will contain the projected cost of these items: game room rental, purchase of plaques, equipment rentals and purchase of souvenirs. The bid will also contain the cost of a hotel room that players should expect to pay, minimum and maximum attendance projections, and revenue projections. The bid may include pertinent information about the venue, or this may be communicated separately from the bid. The CASLO must be held in the month of May on a Friday, Saturday and Sunday; the Victoria Day weekend is preferred. The suggested registration fee for the Canadian ASL Open is sixty to seventy-five dollars at the door and applying a five dollar discount each for pre-

registration and for being a Charter member (per 4.2) as applicable. The actual registration fee is determined by the successful CASLO bidder in their proposal. The proposed fee should cover the cost of venue plus other expenses. When there is only one CASLO proposal, it requires a 51% majority of the CM votes to be accepted. When there is more than one CASLO proposal, it requires a simple majority of the CM votes to be accepted.

## 7. CASLA VOTING RULES AND PROCEDURES

7.1. All CASLA CM in Good Standing have one vote.

7.2. Most votes [EXC: Convening an ad hoc VM, 8.213, Executive positions, CASLO proposal] on motions and proposals made by the CASLA Charter Membership require a 2/3 majority of the votes cast in order for that motion or proposal to be passed. A CM who does not cast a vote will be considered to have abstained from the vote.

7.3. If required, voting at the Annual General Meeting will be by a show of hands as either For or Against a motion or proposal. Voting during a Virtual Meeting will be by E-mail. The E-mail containing the vote of the CM will be sent to the CASLA Director in a private E-mail. This is meant to avoid influencing the vote while members are still voting.

7.4. All CM are encouraged, but not obligated, to participate in the CASLA voting process.

8. CASLA MEETINGS: Only CASLA CM in Good Standing may participate in CASLA meetings.

8.1. CASLA ANNUAL GENERAL MEETING (AGM): An Annual General Meeting of the CASLA Charter Membership took place during the CASLO on Saturday night after the completion of Round 4. This event has been mostly replaced by the Virtual Meeting.

8.1.1. AGM format: The AGM format was as follows. The CASLA Director called the meeting to order; address by the Director as to the state of the CASLA; Financial statement by the Treasurer; Open Forum Discussion by CM.

8.1.2. AGM Minutes: The Minutes of the AGM will list the CM who were present. The Minutes will also contain the CASLA Financial Report and any new business discussed at the AGM. The Secretary will distribute the AGM Minutes to all CM via E-mail for review prior to the Annual Scheduled Virtual Meeting.

8.2. VIRTUAL MEETINGS: CM may conduct CASLA discussions and business via E-mail. This

process will be known as a Virtual Meeting (VM). VM have two forms; the Annual Scheduled Virtual Meeting (ASVM) and the ad hoc Virtual Meeting (AHVM). In both types of VM, there is no time limit as to the duration of the VM.

8.2.1. Annual Scheduled Virtual Meeting (ASVM): the ASVM will begin one month after the CASLO end date.

8.2.2. The ad hoc Virtual Meeting (ahVM): A CM may, provided that another VM or the AGM are not in session, make a motion to the CASLA Director to start an ad hoc Virtual Meeting. The CM motioning to convene the ahVM will provide the proposal(s) to be discussed to the Director. The proposal(s) will then be sent to the Charter Membership via E-mail. If the motion to convene the ahVM is seconded, the CASLA Director will put the motion to a vote. In order for this motion to pass, 51% (FRU) of the CASLA CM must vote in favour of the motion. Any Abstentions will count as a vote against the motion. A reasonable period of time will be allowed in order for all CM to vote. Please make an effort to vote For or Against the motion to convene an ahVM. If the motion to convene the ahVM is passed, the ahVM will start one week after the vote to convene has been held. Once convened, the ahVM will abide by the same rules as the ASVM.

## 8.3. VIRTUAL MEETING FORMAT

8.3.1. The Agenda of a VM will be distributed to the CM prior to the start of the VM by the Director. CM who have a proposal(s) they want placed on the VM Agenda can send the proposal(s) to the Director any time prior to the start of the VM.

8.3.2. All proposals on the Agenda will include the name of the CM making the proposal. Proposals on the Agenda will be numbered in order of their receipt by the Director.

8.3.3. The VM will be called to Order by the Director. CM participating in the VM will discuss the proposals on the Agenda by email or using chat software. All CASLA CM are encouraged to participate in the VM. If a CM cannot participate in a VM after the VM has been convened that CM may excuse themselves from the VM.

8.3.4. Proposals on the Agenda are discussed in order at the discretion of the Director. A motion may be made by the Director to end discussion of a particular proposal. The motion to end discussion of a proposal will be likely due to a lack of discussion of that proposal or if the discussion has reached a dead end.

8.3.5. The motion to end discussion of a proposal must be seconded before the motion can go to vote. If seconded, VM participants have until 2400 of the following day to vote on the motion to end discussion. If the motion is passed, all discussion of that proposal will end for the duration of that VM. If the motion is defeated, discussion may continue.

8.3.6. When discussion of a proposal on the Agenda has ended, the Director will decide if holding a vote on whether or not to accept that proposal is warranted. If the Director decides to hold a vote on accepting the proposal, he will conduct the vote by confidential email from the CM. The Director will allow at least 48 hours for the CM to vote on a proposal. At the end of the voting period, the Director will inform the CM of the number of YES and NO votes.

8.3.7. After all proposals have been discussed and the results are made known, the Director will end the discussion portion of the VM.

8.4.CASLA EXECUTIVE ELECTION: At the conclusion of the ASVM, the election of the new CASLA Executive will take place. CM may nominate other CM for election to the Executive. The nomination of the candidate must be seconded by another CM and the candidate must accept the nomination in order for the nominee to become an eligible candidate for election to the CASLA Executive. If nominees are lacking for any position of the Executive, the incumbent of that position will be asked to serve another term on the Executive. An eligible candidate requires a majority vote, at least 51% (FRD), if running unopposed to be elected. In the case of more than one eligible nominated candidate the candidate with the most votes is elected. All positions of the CASLA Executive must be filled.

8.5.Minutes of the VM will include the names of all CM participating in the VM, the VM Agenda and the results of the votes on the proposals of the Agenda. The Secretary will send the Minutes of a completed VM to all CASLA CM following the completion of said VM.

## 9.CHARTER MEMBER CONDUCT

9.1.CM are expected to show courtesy and good conduct to each other at all times. Any displays of misconduct by a CM may result in that Charter Membership being revoked. An incident of such misconduct will result in the offending CM being issued, in private, a warning by the Director. A subsequent incident of misconduct

may result in a motion to revoke the offending member's Charter Membership.

9.2. A motion to revoke the membership of a CM can be made during a CASLA meeting and will require a vote by the Charter Membership. Such revocation of Charter Membership will be decided by a confidential vote.

9.3.Upon revocation of a Charter Membership, the former member will be prohibited from re-applying for CASLA Charter Membership for a period of 2 calendar years. After the prohibition period, the former member may re-apply for Charter Membership. The application will be accepted or rejected by a standard vote of the CASLA Charter Members. The application may be repeated until accepted after which normal renewal of membership will apply.

10.CHANGING THIS CHARTER: Any change to this charter requires a vote by the Charter Membership in the manner described by articles 7 and 8.

## **APPENDIX I**

### **FORMAT AND RULES OF THE CANADIAN ASL OPEN**

#### **Format:**

Before the start of the tournament, the TD must decide if he will be a paid registered player or a filler player. If the TD pays the registration fee, he is entitled to play in every round (even receive a Bye in a round) and he is entitled to win prizes. The TD may choose to be a filler player for no fee. In that situation, the TD plays only if there are an odd number of players available for a round; as well, the TD would not be eligible for any prizes.

In a round having an odd number of players when the TD is a paid registered player, the TD will grant the lowest rated player a Bye. No player will receive more than one Bye.

In a round having an odd number of players when the TD is a filler player, the TD will offer the lowest rated player the choice of a Bye or playing against the TD. This will occur only once for any player.

The TD shall direct tournament players/ adjudicators how to provide the results of each game, such that those results can be verified throughout the tournament.

The TD will seed all tournament participants according to their current rating on the whatever rating system is available (<http://www.asl-area.org> since 2013). If no rating is available for a player, the TD will seed the player manually. Appendix III has suggested instructions for seeding an unrated player. For round one, the TD sorts the players by seed number. Then he pairs the top half against the bottom half (e.g.: in a field of 24 players, the field is split into 2 groups of 12. The #1 seeded player plays #13, #2 plays #14 etc.). The same method is applied in the following rounds to groups of players having the same victory-defeat record. If a group has an odd number of players, take the best player from the next lower group. The TD may alter the pairings to prevent repeated pairings of the same players, or to fulfill a special player request.

The player with the highest point total at the end of the tournament is the winner. See tournament rule 13 for the earning of points. See Appendix IV for instructions to determine the winner and the final rankings using the PRS.

The CASLO consists of 5 rounds of play: 2 rounds on Friday, 2 rounds on Saturday and 1 round on Sunday. See Tournament Rule 22 for the schedule. The round timings will be strictly adhered to throughout the tournament. Participants will play only scenarios from the scenario list unless the Tournament Director approves a non-tournament scenario choice.

## TOURNAMENT RULES

1. All dice will be 7/16" to 5/8" standard 6 sided ASL dice. Any worn or damaged dice will not be allowed in the tournament. Players will roll their dice using either a dice cup or a dice tower.
2. All scenarios chosen for this event are small to medium in size. Setup time is limited to 30 minutes with 15 minutes allotted per player. Players must make every effort to adhere to this time frame. Do not be shy to tell your opponent the time passage. Games that exceed the allotted time frame for that round due to players taking too long to setup will be adjudicated accordingly.
3. Players who are not present in the gaming area at the start of the current Round will forfeit their choice of scenario 10 minutes after the Round has begun. The late player will forfeit choice of side as well after 20 minutes and will forfeit the game itself after 30 minutes.
4. Each Round has a specific amount of time allotted for the playing of the scenario. Rule 22 has the schedule. The TD has the discretion to make minor adjustments to the tournament rounds schedule, but of no more than 60 minutes difference in each round. With 1 hour remaining in that Round a Fair Time Warning will be given to all players. With 20 minutes remaining in that Round a Final Time Warning will be given for the end of that round of play. If players have not finished their game when time runs out, they will take up to five minutes to discuss whether one of them should concede or both of them should declare the game a draw. If the players do not reach an agreement, then their match will be Adjudicated by the Tournament Staff. The reason for Adjudication is to avoid upsetting the tournament schedule by waiting for games that run too long. See Tournament Rule 15 for an explanation of the Adjudication process.
5. Consider and agree on ALL optional rules before making scenario choices (e.g., IIFT, BI, PF usage, etc.). Any variable scenario information (e.g.: VC choice, Bore-sighted hexes etc.) must be written down on a side record in ink for later verification.
  - 5.1. Any player that has OBA in his scenario OB may choose to use the following OBA variant rules.
  - 5.2. A Phone has B12 instead of X12. The repair values for Phones and Radios are 1 and 2.
  - 5.3. Every draw of a red card (including the first red) is returned to the OBA draw pile

along with an additional red card. The OBA module is never lost due to drawing two red cards. Extra card draw mechanics remain the same.

6. Players choose scenarios from the Scenario List for each round. No exceptions, other than extenuating circumstances with the TD's approval, are permitted. Each player will secretly pick their top three selections ranked as 1st, 2nd, and 3rd. Upon revealing the choices to your opponent, scenario matches are determined (i.e.: scenarios that you both picked). Of the scenarios that are matches, the one with the lower Rank Average (RA), closest to the first choice, is the scenario to be played. In case of a tie, both players will make a DR. The player having the lowest DR has the choice of the tied scenarios.

EXAMPLE: Player A picks scenarios X1, X2 and X3 as his 1st, 2nd and 3rd choices. Player B picks X3, X4 and X2 as his 1st, 2nd and 3rd choices. X4 and X1 are not considered since they are not a match. X3 has a lower RA of 2  $[(1+3)/2=2]$  as opposed to X2 which has a RA of 2.5  $[(2+3)/2=2.5]$ . X3 is the scenario these players will play in this round.

7. Both players choose sides secretly. A player may secretly choose to not pick a side thus negating any Play Balance provisions. If both players chose the same side, both players make a dr. The player with the lowest dr receives the side for which he bid and gives his opponent the printed Play Balance. If neither player chooses a side, they make a dr and the player with the lower dr chooses side with no Play Balance given.
8. Verify your opponents OB and the map boards' orientation before setup begins.
9. Ask your opponent if they have considered all setup restrictions for HIP units before Setup. Verify the legal Setup of all non-HIP units before the game begins. All HIP units must have their locations written on a side record in ink for later verification.
10. If a player is found to have violated Setup restrictions after play has commenced, any illegally setup units are removed from play. Rules 8, 9 and 10 are meant to ensure a fair playing of the scenario chosen. They are not intended to be a method for unethical play. If you are aware of an error in the OB's or in your opponents setup, you MUST make this error known to your opponent.
11. Any rules dispute should be resolved first by the players involved. If the players involved cannot agree on a rule interpretation, the

Tournament Staff will decide on the rule in question. Any decisions made by the Tournament Staff are final.

12.Kibitzing is not tolerated! Absolutely no comments within earshot of players on any games in progress!

13.The winner of the main tournament will be the player with the highest point total at the end of the tournament. Points are awarded as follows:

13.1.Ten points for every victory and five points for every draw that a player has at the end of the tournament. In cases where a player wins by opponent forfeiture, or a player receives a Bye in a Round, that Round counts as a victory for that player.

13.2.One Bonus point for every victory that a player's defeated opponents have at the end of the tournament.

14.Unless one player conceded defeat in the scenario, no tournament scenario will be arbitrarily ended by the players involved.

15.ADJUDICATION: The following process will be used in the Adjudication of any unfinished tournament matches at the end of a Round. Players will be asked to leave the gaming area and move into the Administration Area to await the outcome of the Adjudication.

15.1.Play ceases when the Tournament Staff declare the Round is over. If a fire attack or a CC attack was declared and in the process of being resolved before the announcement to cease play, that attack is resolved completely, including any resulting Sniper attacks, LLMC etc.

15.2.Three Adjudicators, usually the Tournament Staff (TD and two ATD's), privately ask player "A" what his plan was for the scenario and what he planned to do had play continued.

15.3.They repeat the process with player "B".

15.4.The three Adjudicators then discuss the scenario situation among themselves. No one other than the Adjudicators will comment on this discussion unless asked to do so by the Adjudicators.

15.5.The three Adjudicators secretly choose one of three options: Allied Win, Axis Win or Draw. They then simultaneously reveal their choices. The match is decided based on the majority option chosen by the adjudicators. Say if 2 'Draws' are selected versus 1 'Allied Win' or 'Axis Win', the final result is a 'Draw'. If they chose one of each option, then the match result is a draw.

15.6.If the game being Adjudicated involves one or more members of the Tournament Staff, the non-involved Tournament Staff

will appoint one or more experienced (as the non-involved Tournament Staff decides) person(s) to assist in the Adjudication.

16.In cases where a round has an odd number of players, the lowest seeded player in the lowest W/L group in the round will receive a Bye. A player may receive only one Bye in the tournament. When the TD is playing the filler role, the TD will offer the lowest rated player, that does not already have a Bye, to accept a Bye or to play the TD.

17.RANKINGS: The Initial Rankings are based on the player's point totals in the tournament. The tournament staff will use the following tie-breakers to resolve any ties in the Initial Rankings to obtain the Final rankings.

17.1.Head-to-Head play: If player A defeated player B, then player A is ranked higher.

17.2.Deferred opponents: If the point total of player A's defeated opponents is higher than the point total of player B's defeated opponents, then player A is ranked higher.

17.3.All opponents: If the point total of player A's opponents is higher than the point total of player B's opponents, then player A is ranked higher.

17.4.Initial seed: If two players are still tied after the first three tiebreakers, then the one that started the tournament seeded lower will have the higher final ranking.

18.Players/adjudicators shall correctly file results in accordance with the TD's direction.

19.UNRATED PLAYERS: A player that has no rating in the current rating system will be seeded manually by the TD. See Appendix III for a suggested seeding aid.

20.HAVE FUN AND ENJOY THE TOURNAMENT!

21.PLAYER CONDUCT: All participants are expected to exhibit good sportsmanship throughout the tournament. Unsportsmanlike conduct (verbal or physical abuse, intoxication and or cheating) will result in disciplinary action and/or disqualification at the discretion of the TD (and the tournament directing staff). Should a registered attendee experience unsportsmanlike conduct, he or she is encouraged to report the situation immediately to the TD or tournament staff and ask the TD/staff to intervene. Depending upon the nature and severity of the conduct, the TD may use whatever action they deem necessary to resolve the situation.

22.The schedule of the tournament rounds is as follows:

FRIDAY:

1100: Doors open to gaming area

1200: Opening Ceremonies

1230: Round 1 begins

1800: Round 1 ends.

Dinner Break

1900: Round 2 begins.

0030: Round 2 ends.

SATURDAY:

0900: Round 3 begins.

1500: Round 3 ends.

Dinner Break

1700: Round 4 begins.

2330: Round 4 ends.

SUNDAY:

0900: Round 5 begins.

1530: Round 5 ends.

1600: Awards Ceremony.\*

1630: Conclusion of the Tournament.

\* If the final match is completed before the scheduled end of Round 5, the Awards Ceremony will take place earlier than is indicated.



(front and back, reduced size)

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## **APPENDIX III**

### **SEEDING UNRATED PLAYERS**

Most rating systems have a starting value for new players. The ASL AREA system, used by the CASLA from 2009 onwards, starts new players with 1500 points. The TD can ask the following questions to adjust the rating to something appropriate for the tournament.

1. Has the player played ASL more than once in the last year?. For an affirmative reply, add ten points. For a negative reply, subtract 100 points.
2. Has the player been playing for more than five years?. For an affirmative reply, add ten points. For a negative reply, subtract ten points.
3. Has the player ever been in an ASL tournament? For an affirmative reply, add ten points. For a negative reply, subtract 50 points.
4. Has the player finished in the top 3 at an ASL tournament in the last five years?. For an affirmative reply, add 100 points. For a negative reply, subtract five points.
5. Does the player win more ASL matches than he loses? For an affirmative reply, add 20 points. For a negative reply, subtract 20 points.
6. Has the player had more than five different opponents? For an affirmative reply, add 30 points. For a negative reply, subtract 30 points.

## **APPENDIX IV**

### **THE CASLA IMAGE**

Jim McLeod referred to this image as Bloggins. This image is taken from a colour WW2 poster (Buy Victory Bonds) and modified. The Secretary has several formats of this image to use on plaques, etc.



## **APPENDIX IV**

### **USING THE PLAYER RECORD SHEETS TO DETERMINE THE TOURNAMENT WINNER AND FINAL RANKINGS.**

The TD records a player name and AREA rating on a PRS for each player.

Before the first round, the TD sorts the PRS by AREA rating and then splits them into two groups; a high AREA rating half and a low AREA rating half. Top of the high group plays against top of the low group and so on.

In each round, players record the scenario and the opponent and the result of each match on the PRS.

The players return the PRS to the TD at the end of each round. After receiving all of them, the TD groups them by win/loss record and sorts each group by AREA rating. Each win/loss group is handled the same as the entire group was handled for round one.

After completing all five rounds:

- Calculate and fill in the Victory Points for each player. Multiply the number of wins by 10 to have the Victory Points.
- Determine the Bonus Points for each player.
  - Sort the PRS by last name.
  - For each round with a win on each sheet, determine the Bonus Points for each round by looking up the number of wins the player's defeated opponent in that round has.
  - A round with a loss receives no Bonus Points.
  - Record the total Bonus Points.
  - Add the Victory Points and the Bonus Points to give Total Points and record them.
- Sort the PRS by Total Points.
- If two or more PRS have the same number of Total Points, apply the first tie breaker and re-sequence the PRS.
- If two or more PRS have the same number of Total Points and the first tie breaker does not resolve the tie, apply the second tie breaker and re-sequence the PRS if the tie was resolved.
- If two or more PRS have the same number of Total Points and the second tie breaker does not resolve the tie, apply the third tie breaker and re-sequence the PRS if the tie was resolved.
- If two or more PRS have the same number of Total Points and the third tie breaker does not resolve the tie, apply the fourth tie breaker and re-sequence the PRS.

## Notes to the charter

This section may be modified by the CASLA Executive without approval by the CM.

To date, the CASLA has used two suppliers for plaques: Leighco Deluxe Trophies in Roxboro, Québec and Stewart Trophies & Engraving Ltd in Winnipeg, Manitoba.

In the 2011 CASLO, the tournament staff made the following format changes with the permission of the CASLA.

- Specific assignment of prizes to achievements instead of a prize pool from which winners select their prizes.
- Rounds sponsored by prize contributors.
- Two losses to enter the mini tournament.
- Mini tournament scenarios geared to beginner players with a handicap for more experienced players.

In 2011 the CASLA decided to hold the 2012 CASLO on May 18-19-20 (Victoria day weekend) as a trial, instead of the third weekend of September. The CASLO has been held in May since that year.

In 2014 the compulsory mini-tournament became optional, as well as its format.

In 2014 the Secretary was forced to rebuild the Charter document because of software issues. The numbers of some sub-articles changed as a result.

### POSSIBLE MINI TOURNAMENT FORMATS

1. THREE ROUND SINGLE ELIMINATION: This could be offered for players unable to attend all three days of the CASLO, or to players in the main tournament who have taken a loss. This format accommodates eight players. Players in this Mini Tournament are paired according to the standard CASLA Format pairing procedure. When a player is defeated, they cannot win this mini-tournament, but continue playing paired against opponents with a similar won/lost record. Each round could have a selection of scenarios.

2. ONE ROUND VICTORY POINTS MINI: This example is called a VP Mini Tournament. The length is one round. All players use the same scenario, chosen by the tournament staff. The scenario must be of the type that both sides win by accumulating victory points. This mini tournament has two winners: the Allied player with the most VP and the Axis player with the most VP. In the case of a tie, the winner is the player whose opponent scored less VP. If a second tie-breaker is necessary, the winner is the player who finished his match first.

3. ASL STARTER KIT: The TD may, at his discretion, include an ASLSK mini tournament of one, two, or three rounds duration. The suggested format is Single Elimination with round-robin pairings. The CASLA recommends that there be no registration fee for an ASLSK mini tournament. To have the maximum accessibility, try using scenarios that contain only infantry and support weapons.