

# GOELZER

INVESTMENT MANAGEMENT



## TOURNAMENT

to benefit

Edna Martin Christian Center

November 7, 2020

### Gratuities for Volunteers:

We are so thankful for our volunteers, we want to give each volunteer:

- One gift card
- One T-shirt
- Refreshments before and during the event
- A chance at winning door prizes

### Format:

This is a three-game tournament. All contestants play the first two games. The four players with the highest aggregate scores advance to the final table. Each round is timed and concludes 90 minutes, with a 30-minute break between rounds. Official tournament games must be played according to the official rules that come with the game.

### Volunteer Banker:

This is an officially sanctioned tournament, and as such, players may not act as bankers while playing. Each game table is to have four players plus a banker.

**Number of volunteer bankers needed:** We will need one banker per table. With 48 players (maximum), we'll need 12 bankers for each of the first two rounds. Only one volunteer needed for the final game.

### Time Commitment:

- Please arrive at 9:00 AM for orientation.
- The first round starts at 10 AM sharp.
- Lunch is served at 11:30 AM.
- Round 2 starts 12:30 PM  
(Most volunteer bankers will be finished after the second round.)
- Refreshments are available between rounds 2 & 3.
- The final round starts at 2:30 PM and concludes at 4 PM.

### Responsibilities:

- Before the game:
  - Attend orientation at 9 AM.
  - Get some coffee or other refreshments (on the house!)
  - Set up Game board.
  - Shuffle and set out Chance and Community Chest cards. If during the course of play, a contestant accidentally turns over two cards instead of one, the second revealed card stays in order, it does not get buried lower in the deck.
  - Count out \$1,500 in game cash for each player and distribute.  
(Two \$500s; four \$100s; one \$50; one \$20; two \$10's; one \$5; and five \$1s)

- Set out and display deeds, 32 houses, and 12 hotels in an orderly and obvious way.
- Welcome players, have them greet each other.
- During the game, act as a banker with responsibilities such as:
  - Pay \$200 salary when players pass GO.
  - Handle all property transactions, including selling, auctioning, mortgaging, and house and hotel building.
  - Receive monies from fines, income tax, Chance and Community Chest card fees.
- During the game, act as referee for your table. At orientation, we will review the rules, some of which are not well known, such as:
  - No side deals—a player may not offer a future consideration in lieu of payment.
  - Germane deals only—a player may not negotiate with incentives unrelated to the game.
  - No money under Free Parking—all non-rental fees are paid to the bank.
  - No conspiracy—players may not form partnerships or teams.
  - The tournament judge will be on hand if you need help.
  - Keep it light and fun! This is a game after all.
- After the game:
  - Each player should count his / her assets and complete a tally sheet at the end of each game.
  - Verify that each player has the assets claimed, including counting each player’s cash.
  - Double-check each sheet for accuracy, sign, and turn in the sheet to the judges table.
  - Collect game cash, deeds, tokens, and ready the set for the next game.

• **Scoring:**

- Players will add up their total assets (Cash + Properties + Buildings) at the end of each round.
- Bankers at each table should verify totals.
- A player’s score for each round will be the **percentage** of the total game assets rounded to the nearest tenth, without the decimal point. For example:
  - Anna wins with \$4,600. Ben had with \$3,800. Carolyn had \$2,210. David went bankrupt.
  - The sum of the all assets in this game was \$10,610.
  - Anna’s percentage of the game’s assets is 43.355%, so her score would be **434**. (see table below)

Player	player’s assets		game assets	score
Anna	\$4,600	÷	\$10,610	434
Ben	\$3,800	÷	\$10,610	358
Carolyn	\$2,210	÷	\$10,610	208
David	\$0	÷	\$10,610	0

- Win bonus: Players with a score of 500 or more will receive a 250-point “win bonus.” This is to encourage enterprising, energetic game play. However, a player’s maximum score for any round will be capped at 1000. If a player wins *and* bankrupts all opponents at his / her table, no bonus will be added.
- The four players with the highest aggregate score will advance to the championship table.
- Tie breakers for the championship round:
  - First tie breaker—game time: If two players are tied on score, the player winning in the shortest amount of time will advance. So play fast!
  - Second tie breaker—total assets: If two players are tied on score *and* completion time is within 5 minutes of each other, then total assets will be used as a tie breaker. So win BIG!

• **RULES:**

- All fines are paid to the bank, no money is put under Free Parking.
- Only \$200 for passing GO, whether landed on or simply passed, Never \$400.
- **Buying Property:**
  - Players are not required to go around the board before buying a property. You can buy anything from the get go.

- If a player does not wish to buy a property he / she lands on, The banker sells it at auction to the highest bidder. The person who did not buy it in the first place may still bid in the auction. Start auctions at mortgage value (see back of deed); go down or up as necessary.
- **Paying Rent:**
  - It is the property owner's responsibility to collect their own rent. Neither bankers nor other players should not remind players to pay or collect rent.
  - If rent is not collected before the next two rolls of the dice, rent cannot be collected for that instance.
  - Property owners may charge whatever they like for rent. It is the responsibility of the rent-payer to verify that they are paying the correct amount.
  - Rent for unimproved properties is doubled when an entire color-group is owned.
- **Jail:**
  - Your turn is over when you go to jail. If a player rolls doubles, lands on "Go To Jail", he / she may not roll again. Your turn ends when you go to jail.
  - Rolling doubles three times in a row, sends you to jail.
  - If you get out of jail by throwing doubles, you do not get to throw again.
  - You may conduct any and all business while in jail, including building houses, collecting rent, and trading property.
- **Houses and Hotels:**
  - There are only 32 houses and 12 hotels. There is usually a spare, but it should not be included in the game.
  - When building, houses / hotels must be built evenly, plus/minus one house. You can't have all your houses on one property.
  - If selling houses / hotels back to the bank, they must also be sold evenly.
  - When building, hotels cost 4 houses + the cost of a house. Players may build hotels without buying houses first ONLY if there are enough houses available. Players can strategically create a housing shortage in this manner. EXAMPLE: A player acquires Vermont, Oriental, and Connecticut and wants to immediately build hotels on each. There must be 12 houses available to do so, as if he / she could have built 4 houses on each property. If there are fewer than 12 houses, he / she cannot build hotels on each property.
  - If two or more players want more houses / hotels than are currently available, the houses / hotels will be auctioned and sold to the highest bidder. Each bidder must announce beforehand how many houses / hotels they want.
  - If houses are sold back to the bank, they are only worth half price. A house that was purchased at \$100 can only be sold back to the bank for \$50.
  - The bank is the sole seller of houses and hotels, they cannot be traded among players.
- **Mortgages and Bankruptcy:**
  - Properties cannot be mortgaged with houses / hotels on them. They must be sold back to the bank first.
  - Mortgaged properties can be un-mortgaged for the cost of the mortgage value + 10%
  - If a player acquires a mortgaged property, the new owner must at once pay the Bank the 10% of the value of the property. The new owner may then, at their option, lift the mortgage by paying the principal upon acquisition, lift the mortgage later, or never lift the mortgage. If they wait to lift the mortgage, they must pay the interest again upon lifting the mortgage.
  - If a player goes bankrupt to the bank, properties are auctioned off one at a time.
  - If a player A goes bankrupt to player B, all assets are turned over to player B except houses / hotels. They are first sold back to the bank at half price.
- At time limit, only the player whose turn it is will complete his/her turn. If the dice have been passed before the buzzer sounds, then that player must complete his/her turn. In either case, the last player must complete their turn, including any doubles rolls, pay all rents and/or fines, collect all salaries and/or rewards as the game instructs.