

GOELZER

INVESTMENT MANAGEMENT



TOURNAMENT

to benefit

Edna Martin Christian Center

October 21, 2023

Become a Railroad Baron! Park for FREE! Bankrupt your friends and neighbors! Go to Jail! And maybe collect \$200—or more!!

Come to the Goelzer Investment **MONOPOLY** Tournament to benefit the Edna Martin Christian Center! You can help our youth and family programs and have fun at the same time! Registration with coffee and doughnuts starts at 8:30 AM, and game play begins at 9 AM sharp on Saturday, **October 21**.

This is an official, four-round tournament sanctioned by Hasbro, and we play by the official rules. There is one division and there is no age limit*. Lunch is included.

- There are cash prizes for the top four finishers, and first prize is \$500!
- Registration for adults is \$25 in advance or \$35 day-of.
- \$5 discount for groups of three or more—\$20 in advance / \$30 day of (per person).
- Edna Martin Christian Center's own Dale Crabtree (3rd, 2009 National MONOPOLY Tournament) will serve as judge for the tournament. Kids* and adults register at <https://ednamartincc.org/events/monopoly-tournament>.

Format:

- Four-round tournament
- First three rounds are 75 minutes in length.
- Players are seated by random draw.
- All players play the first two rounds.
- The top 16 players advance to the third, semi-final round.
- The 4 winners of the semi-final round advance to the final, championship round.
- Championship round will be up to 100 minutes in length.



* There is no lower age limit, but each player is expected to play on his/her own. Young players may not be coached or advised during game play.

Rules:

- We play by the classic rules that come with the box. You can view the rules online at <https://www.hasbro.com/common/instruct/monins.pdf>. In addition, please note these EMCC tournament rules. Please pay particular attention to these three:

MOST ABUSED RULES:

- Do not remind a property owner that rent is due if he or she does not notice. It is the responsibility of the owner to demand rent when due. Freeloading, squatting—whatever you want to call it—is a legitimate part of the game.
- Trade for cash or property only. You cannot bargain for future consideration, such as immunity from rent. Nor may you bargain for incentives outside the scope of the game, e.g. You cannot offer to buy dinner in exchange for a successful trade.
- Do not disparage other player's dealings. Ask before you offer advice—don't be rude, don't butt in unsolicited. Please say something polite, like "May I offer you some advice on that trade?" We expect all contestants to play with respect and good sportsmanship.
- Keep your money on the table. You don't have to disclose how much you have, but you cannot hide your money.
- No conspiracies: You may not gang up on another player. Every player for his or her self.
- Trades that take place during a turn must involve the player whose turn it is. e.g. Player A and Player B may not transact a trade in the middle of Player C's turn which may affect the outcome of Player C's turn.
- Thrown dice must land on the board. A thrown die landing on the Chance or Community Chest cards is legal if it is fully upright. A cocked die or a dice off the board—but only the dice or die affected—must be thrown again.
- Players are not guaranteed an equal number of turns. At time limit, only the player whose turn it is will complete his/her turn. If the dice have been passed before time is called, 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.
- If two or more players want to buy houses during a "housing shortage", the banker will auction the houses one at a time.
- Once the Chance and Community Chest cards are shuffled and in place, their order may not be changed even if one is accidentally revealed out of sequence.
- In any instance not covered here, a player may appeal to the banker for a ruling. If the banker cannot satisfactorily resolve a controversy, appeal may then be made to the tournament judge. The tournament judge will render each decision in the spirit of fair play and good sportsmanship, and the judge's decision will be final. Being mindful that this event is a fundraiser for a good cause, each player agrees to adhere to both stated rules and the judge's decision.
- **None** of these "house" rules will be used in tournament play:
 - ~~Getting money when you land on Free Parking~~ – Free Parking is a space on which nothing happens, there is no reward for landing on it.
 - ~~Not being allowed to buy anything until you pass GO for the first time~~ – You may buy the first property you land on whether or not you have passed GO.
 - ~~Getting \$400 for landing on GO~~ – Whether you land on, or pass GO, you only get \$200.
 - ~~You may not collect rent when in jail~~ – You may conduct any and all business while in jail, including building houses, collecting rent, and trading property.
 - ~~A property you land on but don't want to buy stays in the bank~~ – If you don't want to buy a property, it is immediately sold at auction to the highest bidder. The person who did not buy it in the first place may still bid in the auction.

Scoring:

- Players will add up their total assets (Cash + Properties + Buildings) at the end of each round.
- We will use a point system, based on Hasbro's World Championship scoring, as follows:

Players remaining at the end of the game	Points granted to 1st place	Points granted to 2nd place	Points granted to 3rd place	Points granted to 4th place
1	30			
2	26	15		
3	23	13	7	
4	21	11	6	3

- 16 players will advance to the semi-final round. *Potentially*, there are two ways to advance:
 1. Have one of the 16 highest aggregate point scores, or
 2. Win both preliminary matches.
- If more than 16 players qualify, or in case of a tie, the following tie breakers will be used:
 - First tie breaker—**game time**: Totalling the time from both preliminary matches, 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 2 minutes (yes, really), then total assets will be used as a tie breaker. So win big!
- In either case, **only** 16 players will advance to the semi-final round.
- The 4 winners from the semi-final round will advance to the championship table.

Prizes:

- \$500 first prize
- \$200 second prize
- \$100 third prize
- \$50 fourth prize
- Each contestant is given one (1) free entry for door prizes. Contestants may buy additional entries for \$2 each / three for \$5. Door prizes will be announced between rounds.

Schedule:

- 8:30 AM Registration, coffee, doughnuts (included with your registration fee).
- 8:50 AM Players must be seated.
- 9:00 AM Round 1 begins **sharply** at 9:00 AM.
- 10:45 AM Round 2 begins.
- 12 Noon Lunch (included in your registration fee).
- 1:00 PM Semi-final round begins.
- 2:45 PM Championship Round begins.
- 4:00 PM Tournament concludes.

Cost:

- \$25 early registration / \$35 day-of registration for adults
- Family Rate: \$20 for groups of 3 or more.

Officiating:

- Dale Crabtree (3rd place, 2009 U.S. national tournament) will serve as judge.

Additional Rules During the Pandemic:

The following rules were in place in the 2020 and 2021 tournaments. We hope that none of these will be necessary in 2023. However, we may have to add these constraints:

- Temperature checks upon entry. Players with a fever will not be allowed to participate. Refunds will be offered to players who must be turned away on the day of the tournament.
- We will comply with all government mandates regarding face covering that may be in force on the tournament date. We will require facemasks, if mandated, during game play and at all times when not eating or drinking.
- Each table will be socially distanced from the other tables.
- Vinyl gloves will be encouraged during game play.
- We will provide face masks and vinyl gloves, but you may bring your own if you prefer.
- All refreshments will be individually wrapped and / or single-serve items.

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