

## Look, Sarge, No Charts: World War II Scenario Writing Contest

### Rules (version 1.1):

1. The conference organizers are John R. “Buck” Surdu, Christopher Palmer, and David Wood. The conference sponsors are the conference organizers plus LMW Works and GFI/Minifigs.
2. Scenarios submitted for this contest must be historical battles, not hypothetical battles or fictional ones.
3. All submitted scenarios must include at least one historical reference to a published source. In this case, ‘published’ source means a book or a refereed journal article. Additional sources are encouraged and may result in a higher score. Wikipedia or other non-refereed sources are not permissible as the one mandatory reference but are acceptable as additional references. References can be in any style desired, but they must be complete references. In-line references should be in the style of [last name of primary author, date of publication] and refer to sources in the references section of the scenario.
4. Scenarios must depict World War II battles involving at least two battalions on each side. In **Look, Sarge, No Charts: World War II** (LSNC) players typically command battalions. Bases in LSNC represent platoons or headquarters, so orders of battle should be specific to the platoon level. These scenarios should focus on four- to six-player games. In LSNC we like to see maneuver, so be careful not to crowd the table so that it looks like a Civil War battle instead of a World War II battle.
5. Any theater of operation is permissible. There is no scoring preference to one theater over another.
6. Scenarios must comply with the format specified in Appendix 1. Page limits listed in Appendix 1 are guidelines from the conference organizers, not requirements. Authors should use good judgment in adjusting the page counts as appropriate.
7. Public domain photographs are encouraged and will have an impact on scenario scoring.
8. The scenario submission should include a map not smaller than six-inches by ten-inches depicting a playing surface between four feet by six feet or six feet by ten feet.
9. Scenarios must be submitted electronically in a format compatible with Microsoft Word and/or PowerPoint. Rich text format is preferred. Pages must be letter or A4 size, with one-inch margins, and a font size no smaller than 10-point.
10. Points will be awarded based on the creativity and originality of the scenario. We are not seeking regurgitations of previously published scenarios from other scenario books.
11. Authors may submit multiple scenarios for consideration. Each should be submitted separately.
12. All scenarios submitted to this contest, including maps and other images, become the property of the contest organizers. They are subject to republishing in electronic or print formats by the contest organizers. While authorship will be

- acknowledged, submitters may not be financially compensated for these scenarios if they are subsequently published by the contest organizers. The intent of the contest organizers is to publish a scenario book including some of these scenarios as well as potentially post some number of scenarios on the Web. **All submissions become usable without restriction by LMW Works, Chris Palmer, and/or John “Buck” Surdu for publication or other uses.**
13. Scenarios should be submitted via Email to [surdu@acm.org](mailto:surdu@acm.org). Submissions are due by midnight on **9 May 2008**.
  14. Prizes: First place will be awarded a \$100 gift certificate from GFI/MiniFigs. Second place will be awarded a \$75 gift certificate from GFI/MiniFigs. First, second, and third place winners will also receive a free copy of the scenario book published by LMW Works as a result of this competition. If there are multiple authors for a winning scenario, the prize will be mailed to the first author listed in the submitted scenario. If fewer than twelve submissions are received, no prizes will be awarded. Prizes are courtesy of GFI/MiniFigs, LMW Works, Chris Palmer, and Buck Surdu.
  15. Questions should be Emailed to [surdu@acm.org](mailto:surdu@acm.org). Include “SCENARIO CONTEST” in the subject line. The contest organizers will answer the questions as quickly as possible and perhaps update these rules to reflect the answers to questions received. Authors are thereby encouraged to check for updates to the contest rules, which are subject to change without notification.

Grading Criteria:

1. 0-15 points: Overall quality of the scenario (including compliance with documentation and formatting rules, quality of writing style, detail of order of battle, etc.)
2. 0-10 points: Creativity and originality of the scenario
3. 0-10 points: Scholarly value of scenario (including number and quality of sources)
4. 0-25 points: Play value of the scenario (including balance, interestingness of the situation, opportunity for maneuver, etc.)
5. 0-10 points: Aesthetics (including presence of public-domain photographs, quality of the map)

Grading Process:

A panel of judges will evaluate the scenarios based on the above criteria 1-3, and 5. Based on the first round evaluation, a subset (perhaps all) of the scenarios will be chosen for play testing with actual players, whose evaluations will provide input to criteria 4. Final scores will not be released! The winner of the first and second place awards will be announced publicly