**Show-Me Showdown**

**Conduct Policy**

**Slow Play**: Games should be played in a timely fashion. Stalling is not the mark of a good general or an honorable and worthy opponent. You are held responsible, to both yourself and to all your opponents, to run your army list effectively in the time frame allowed. Slow play will be monitored. Show-Me Showdown judges reserve the right to warn and/or dock players for slow play/stalling.

**Sportsmanship:** Good, if not stellar, sportsmanship is an absolute requirement at the Show-Me Showdown. While certain events have scoring systems in place to deal with this aspect of the hobby, good sportsmanship is simply expected from all attendees of the Show-Me Showdown. Throwing a fit, acting out against your opponent, incessantly arguing your position with a judge or any other manifestation of poor sportsmanship will not be tolerated.

**Quitting:** We are all adults and are expected to behave as such. Quitting during an event affects the quality of the experience for all attendees and creates a significant disruption for the event and players. Failure to finish an event at the Show-Me Showdown will lead to forfeiture of all scheduled events for the rest of the weekend. That said, obviously there are legitimate circumstances that would require someone to have to leave the event. For such instances, please speak to the head event staff prior to leaving the premises so the judges can have time to make the proper adjustments. Appropriate reasons include such things as Family, Health, and Work-related emergencies. Getting an early start on the road, while highly appealing, are not legitimate excuses.

**Drinking and Smoking:** Show-Me Showdown is being held at a High School. As such, there will not be any drinking of alcoholic beverages or smoking allowed on the premises. This includes e-cigarettes.

**Rules Disputes:** Rules disputes are bound to occur at the event. Players should attempt to resolve all rules disputes between themselves at the table (using the appropriate codex, rulebook, FAQ). If this fails, contact a Floor Judge who will attempt to resolve the dispute using the appropriate game system documents. In some extreme situations, a Floor Judge reserves the right to escalate issues to the Head Rules Judge, who’s decision is final.

**List Checking, Illegal Lists and Penalties**: Army lists will be checked prior to the event. If a player’s list is found to contain illegal units or any other rules violation, at a minimum, the models in violation will be removed from all subsequent play. If a list is found to exceed the event’s intended point value, the player will be required to remove an ENTIRE UNIT from all subsequent play to bring the list back within the confines of the event. In all cases, the tournament organizers reserve the right to nullify any game outcome resulting from illegal play. Repeated abuse of the rules will result in expulsion from the event.

**Observing Games:** Simply observing a game in progress is fine, but observers should NEVER interject their own commentary, rules interpretations or tactical advice to either player involved in the game. If any interjections are witnessed and/or reported, the player(s) involved will receive a warning. Subsequent actions may result in the player(s) being asked to leave the event.

**Cheating:** Cheating will not be tolerated at Show-Me Showdown. Cheating affects the quality of the experience for all attendees and creates a significant disruption for event staff. Proof of cheating at Show-Me Showdown will lead to forfeiture of all scheduled events for the rest of the weekend and being placed on the banned list for all future events. Players are expected to have a solid grasp of the rules and are responsible for challenging their opponent(s) when those rules are broken. If the players cannot come to a resolution, then the matter must be brought to the attention of a Floor Judge DURING the game. At that point the Floor Judge(s) will weigh the evidence and take appropriate action (which might result in anything from a warning to expulsion). Please remember, this is a complex game and honest mistakes are often made. Every attempt to resolve the issue should be made prior to calling over a Floor Judge (see Rules Disputes above). Claiming your opponent is cheating to simply influence the outcome of the game is cheating in and of itself.

**Dangerous Behavior:** Attendees must refrain from any deliberate acts that may create a dangerous or unhealthy situation during Show-Me Showdown. This includes, but is not limited to, the use of illegal drugs, irresponsible consumption of alcoholic beverages, assaulting, threatening, bullying or disregarding the safety of an individual. If you know of anyone who might be under the influence or is exhibiting dangerous or risky behavior, please report the instance to Show-Me Showdown staff.

**Care of Terrain:** Show-Me Showdown volunteers have invested an incredible amount of time and effort to provide you with quality gaming terrain. Please treat the terrain with the utmost care throughout the weekend. If accidental damage does occur to a piece of terrain, please notify an event judge so the piece can be flagged for repair.

**Trash:** Please, please, please pick up after yourself. Leaving trash on and under tables makes for an unpleasant environment for everyone and greatly prolongs the hall cleanup at the end of the day.