



**WORLD SERIES OF
BOARD GAMING**

Patchwork Procedures

Before play begins, players should confirm that the game contains a full set of tiles.

Initial tile placement will be conducted by WSBG tournament officials.

The initial bidder will be determined randomly and occupy Seat One. Bids may begin at zero.

The initial bidder may choose to bid on playing either first or second. Play will begin when one player declines to raise the bid, and the final number of victory points bid will be added to the end-game point total of the declining player.

Example: *Player A is the initial bidder and bids four victory points to play first. Player B may then bid five or more victory points to play first or decline to raise the bid. Player B chooses to decline raising the bid, allowing Player A to go first. Player A finishes the game scoring 31 points, Player B finishes scoring with 28 points. Since Player B will now have the 4 bidded points added to their total, Player B will advance, 32-31.*

During the course of the tournament, any round which contains an odd number of players will see one player advance to the next round automatically. The following parameters will be used to determine that player:

- 1) The player being advanced will have accumulated the best combined point differential of any player throughout all previous rounds.
- 2) If two or more players are tied for this distinction, the tied player whose opponent(s) had accumulated the best combined point differential will advance.
- 3) No player will automatically advance more than once during the tournament.

An Active Player card will be used to indicate whose turn it is, and will be passed to signify the end of a turn.

No player will address any game element unless they are the active player.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.