Vince Meconi vmeconi@verizon.net October 29, 2011

2011 WBC RESULTS Ted Drozd Wins Gettysburg '88 Title 42 Players Sets Record

Ted Drozd of Chicago, IL captured the Gettysburg '88 tournament at the World Boardgaming Championships in Lancaster, PA on August 6, unseating defending champion **Richard Beyma** of Blacksburg, VA in the final. Although this was Ted's 1st championship, he has been a top player from the start, earning Rookie of the Year honors at the 2003 WBC while upsetting a 3-time Gettysburg '88 champion in his very first game. He had six top 5 showings prior to this one. Ted finished with a 6-0-1 record and Richard was 8-2-0. Richard was playing in his 3rd Gettysburg final in a row. Former champ **Jim Tracy** (Dayton, OH) took 3rd at 5-3-0 and **Doug Porterfield** (Bristow, VA) finished 4th with a 3-2-0 mark. The 42 total entrants set a new all-time high by a wide margin and the 61 games played was just slightly off last year's record total.

Preliminary games were played at the Grognardcon from Saturday through Tuesday, and at the WBC proper from Tuesday through Friday. Friday night, the 15 players who had played the required minimum number of games (3) to qualify for the Final 4 were ranked, with the top 4 advancing to the single-elimination rounds. The top 4 qualifiers were, in order, **Richard Beyma** (7-1-0, 71 Total Points), **Jim Tracy** (5-2-0, 64 Total Points), **Ted Drozd** (4-0-1, 55 Total Points), and **Doug Porterfield** (3-1-0, 51 Total Points). **Richard Beyma** was the only player to repeat from last year's final four. 5th place was secured by 4-time champ **Ed Menzel** (Fullerton, CA/5-4-1), who took home the book <u>Brigades of Gettysburg</u> for being the highest finisher not to win a plaque. Other top ten finishers were 6th, the GM (Wilmington, DE/5-3-0), 7th, **Ray Clark** (Ellington, CT/ 5-3-0), 8th, **Mark Gutfreund** (Paducah, KY/3-3-0), 9th, **Jeff Lange** (APO, AE/3-1-0), and 10th, **Tom Gregorio** (Blue Bell, PA/2-2-0). In the Saturday morning semifinals, #1 **Richard Beyma** slugged it out with #4 **Doug Porterfield** and #2 **Jim Tracy** squared off against #3 **Ted Drozd**. Richard's Confederates, bidding 10.5, scored a July 2 automatic victory over Doug's Union; the final score was 60-25.5. Meanwhile, Ted's Blue received a turn 18 concession from Jim's Grey, who had bid 13.

In the final, **Richard Beyma** again took the South for a bid of 10.5 against **Ted Drozd**. The USA scored an early victory by eliminating the CSA's Anderson division on the first day, but Reynolds' and Slocum's corps were cut off due to a confusing ZOC situation on Cemetery Hill. On the 2nd day, the South defeated the isolated corps in detail and continued to push forward, but obtained few hits on the remaining North troops. The arrival of Sedgewick's VI Corps turned the tide. The Union cavalry worked its way around the flanks, and Confederate losses began to mount. The CSA was facing a surrounded hilltop situation on the night of July 2 and conceded. Casualty VPs were virtually identical at that point, but the Union held 15 of the 16 territory VPs plus the 10.5 bid. Congratulations again to 2011 champion **Ted Drozd**!

Richard Beyma's 8-1 mark as the Grey earned him the Best Confederate Player designation, ahead of **Jim Tracy** at 6-2 and **Ray Clark** at 5-1. Best Union Player was champion **Ted Drozd** with a remarkable 7-0 log. No other player managed more than 2 Union wins and only **Chuck Stapp** had both 2 Union wins and a winning record as the Federals.

You can find the complete final standings on page 5.

STATISTICAL HIGHLIGHTS

As headlined, our 42 entrants were the most ever by 20%. The South won 42 games to 19 for the North. 50 games used the campaign scenario, with the Confederates on top in 38 and the Union in 12. 11 games used the short July 1 scenario, with the Federals winning 7 and the Rebels 4. 6 of those 11 July 1 scenario games were played in pairs, with the best total score determining the winner for Victory Point purposes; they are considered separate games for AREA reports (this is why the number of games is slightly different in the final standings). In the campaign scenario games, there were 43 Confederate bids ranging from 3.0 to 13.0 Victory Points. There were no bids in the 11 July 1 scenario contests. The average bid was 4.32/Confederate for all games and 6.13/Confederate for games in which there was a bid. Both averages were the highest on record.

Average game length clocked in at 3 hours and 21 minutes, equalling 2008's longest since we began timing games in 2004. Game length ranged from an 8-hour marathon between veterans **Kevin McCarthy** and **Dave Zimmerman** (Kevin's Union forces prevailed) and a 15-minute July 1 sprint in which **Ted Drozd**'s Union knocked off brother **Charlie Drozd**'s Confederates.

TOURNAMENT NOTES

>Combined all-time WBC/Avaloncon, BPA PBEM Championship, and PBEM Ladder records show **Barry Shoults** with the highest overall winning percentage (.762) and highest Union winning percentage (.785), while **Tom Gregorio** now sports the highest Confederate winning percentage (.833).

>The Confederates have won 62% of the games for which we know a winning side to the Union's 37%, with 1% ties. 84% of the games played have used the campaign scenario, 15% have used the July 1 only scenario, and less than 1% all other scenarios. 54% of the games have featured a Rebel bid, 2% a Yankee bid, and 45% no bid.
>Welcome first-time players Scott Beall, Charles Catania, Roger Eastep, Paul Fletcher, Robert Frisby, Dan Gavrilovic, Bob Goddard, Jeff Hacker, Randy Heller, and Randy Schilb. We hope you'll all be back for more.

PLAY BALANCE

Play balance is a periodic topic of these post-tournament newsletters. It might seem unnecessary to discuss a Confederate advantage after a tournament with record participation in which the champion won all 7 of his games, including his semifinal and final tilts, as the Union. Still, if your name was not **Ted Drozd**, your results —4—

were 42 wins for the South to just 12 for the North. The Rebels prevailed in games in which they bid 9, 9.5, 10.5, 11, and 13. It was only in games with a Confederate bid of 10 or more in which the Union managed to win half the time.

You may feel that the game is fine the way it is, and/or that bids simply need to start at 10 or so to balance the game. In case you believe that a different way ought to be found to level the playing field, a couple of us Gettysburg aficionados have done a little experimenting with an altered order of appearance for July 1. Under this scenario, the game begins on the 10 AM turn, or turn 2. Confederate troops which in the current rules arrive on turns 2, 3, 4, 5, and 6 now all are delayed one turn, to turns 3, 4, 5, 6, and 7 respectively. Union troops arriving on turns 1, 2, and 3 arrive on turns 2, 3, and 4 instead. Our initial results were very promising, primarily because it effectively cuts in half the current very difficult turns for the Union, turns 4 and 5, when no new Union troops enter the fray. Before offering this as an alternative scenario, we need to have a number of games played using this new order of appearance. So consider this newsletter a call for volunteers to try it out. E-mail me, and I'll match you up or play you myself.

MANY THANKS

Again this year, first thanks go to **Bruno Sinigaglio** for running the Grognardcon from Saturday afternoon through Tuesday afternoon. Thank you also to Assistant Gamemasters **Ted Drozd** and **Ed Menzel** for helping run the tournament. Finally, **Bill Morse** deserves continued appreciation for completely automating the scoring at the WBC for all the Grognardcon games, including Gettysburg '88. Thanks again for the work of these 4 gentlemen, who made the GM's job immeasurably easier.

Sincerely,

Vince Meconi

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2011 WBC Gettysburg '88 Final Standings

No.	Name	Games	Confed. W-L	Union W-L	Total W-L	Game Pts	Bonus Pts	Total Pts	Schedule Strength	
17 13 1 23 24 12 6 7 5 3	Ted Drozd Richard Beyma Jim Tracy Doug Porterfield Ed Menzel Vince Meconi Ray Clark Mark Gutfreund Jeff Lange Tom Gregorio	9 10 9 6 11 8 8 6 4 4	0-2 8-1 6-2 3-0 4-2 3-0 5-1 2-1 2-0 2-0	7-0 0-1 0-3 2-3 2-3 0-2 1-2 1-1 0-2	7-2 8-2 6-3 3-3 6-5 5-3 5-3 3-3 3-1 2-2	 30 21 	25 41 34 21 20 19 12 11 4 10	55 71 64 51 50 49 42 41 34 31		1 2 3 4 5 6 7 8 9 10
10 34 26 14 36 35 27 20 30 40 16	Alexander Lange Chuck Stapp Kevin McCarthy Erica Snarski Charlie Drozd Robert Frisby Paul Fletcher Ray Freeman Pat Richardson Roger Eastep Jeff Hacker	4 3 3 4 1 2 2 1 1	2-1 0-2 1-0 1-1 1-0 1-0 1-0	0-1 2-1 1-2 0-3 1-1 — 0-1 — 1-0 —	2-2 2-1 1-2 0-3 1-3 1-0 1-1 1-1 1-0 1-0 1-0	21 21 12 3 10 11 11 10 10	0 0 0 0 6 2 0 0 0 0	21 21 12 3 16 13 11 10 10	10.22 7.71 15.33 14.00 — 1.00 1.00 1.00	11 12 13 14 15 16 17 18 19 20T 20T
29 22 25 2 37 32 33 19 15	John Ohlin Dennis Nicholson Chuck Leonard John Clarke Dave Deitch John Sharp Randy Schilb Dan Gavrilovic Tom Shaw	1 2 1 1 1 1 1	 0-1 0-1 	1-0 0-2 0-1 0-1 0-1 0-1 0-1 0-1	1-0 0-2 0-1 0-1 0-1 0-1 0-1 0-1	10 2 1 1 1 1 1 1	0 0 0 0 0 0 0 0	10 2 1 1 1 1 1 1	$\begin{array}{c} 1.00\\ 20.00\\ 7.75\\ 21.33\\ 17.00\\ 16.67\\ 16.33\\ 14.00\\ 14.00\\ \end{array}$	22 23 24 25 26 27 28 29 30
39 11 8 9 21 4 38 31 41 18	Bill Scott Basem Chbaklo Scott Beall Charles Catania Ted Lange Bert Schoose Randy Heller Henry Richardson Allen Kaplan Pat Mirk	1 1 1 1 1 1 1 1	 0-1 0-1 0-1 	0-1 0-1 0-1 0-1 0-1 0-1 0-1	0-1 0-1 0-1 0-1 0-1 0-1 0-1 0-1 0-1	1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 0 0	1 1 1 1 1 1 1 1	14.00 13.67 13.67 11.33 11.33 10.33 10.00 10.00 7.00 7.00	31 32 33 34 35 36 37 38 39 40
28 42 42	Dave Zimmerman Bob Goddard Totals	1 0 61	0-1 	 19-42	0-1 0-0 61-61	1 0 444	0 0 205	1 0 649	4.00	41 42

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