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2013 WBC RESULTS

Richard Beyma Is Gettysburg '88 Champ

Richard Beyma of Christiansburg, VA captured the Gettysburg '88 tournament at the World Boardgaming Championships in Lancaster, PA on August 3, defeating defending champion **Ed Menzel** of Fullerton, CA in the final. Richard, who finished 10-1-0 for the week, won his 2nd WBC crown and has played in the final 5 years in a row. For his part, Ed (6-3-1 this year) has won 5 WBC tournaments. Third place went to another former champion, **Jim Tracy** of Dayton, OH (6-2-0). 5-time semifinalist **Greg Smith** (Boca Raton, FL) finished 4th with a 4-4-0 mark and took home the book National Geographic's Atlas of the Civil War, given to the highest finisher who did not win a plaque. The 34 entrants and 48 games played increased slightly and decreased slightly from 2012, respectively.

For the 10th year in a row, the tournament used the Flexible Free-Form Swiss-Elim format. Preliminary games were played at the Grogardcon from Saturday through Monday, and at the WBC proper from Tuesday through Friday. Friday night, the 10 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 playoffs. The top 4 qualifiers were, in order, **Richard Beyma** (8-1, 64 Total Points), **Jim Tracy** (6-1-0, 57 Total Points), **Ed Menzel** (5-2-1, 48 Total Points), and **Greg Smith** (4-3-0, 39 Total Points). Richard, Ed, and Greg all repeated from last year's final four. Other top finishers were 5th, the GM (Wilmington, DE), 6th, **Mark Gutfreund** (Paducah, KY), 7th, **Lembit Tohver** (Hamilton, Ontario, Canada), 8th, **Dave Zimmerman** (Myerstown, PA), 9th, **Ted Drozd** (Chicago, IL), and 10th, **Bryan Eshleman** (Kernersville, NC).

In the Saturday morning semifinals, seed #1 **Richard Beyma** faced #4 **Greg Smith** and #2 **Jim Tracy** played #3 **Ed Menzel**. Greg's Union forces hung in until turn 20 against Richard's Confederates (who bid 8.0), but ultimately succumbed. Meanwhile, **Ed Menzel's** Federals dominated **Jim Tracy's** Rebels; a bid of 13.0, the tournament's highest, could not prevent a turn 13 Rebel resignation.

The final match reprised both last year's championship contest and an earlier Swiss-round game this year between **Richard Beyma** and **Ed Menzel**. Richard again took the Grey for a bid of 11.5 against Ed's Blue. (Thanks to Richard for the following detailed narrative.) The South was conservative early, allowing the North to defend forward positions through turn 5. Confederate reinforcements eliminated Robinson's Iron Brigade and an artillery unit, causing the Union to fall back to Cemetery and Culp's Hills, where they repulsed Confederate attacks at twilight. Day 2 saw another Confederate assault on the hills, which succeeded. Losses were still fairly light for both sides. The USA elected to counterattack rather than fall back. Ed, normally fairly defensive as the USA, became aggressive. US attacks succeeded in killing support artillery and cavalry units but did not dent CSA infantry. CSA counterattacks then began to grind down the US. The US extended their flank towards the west edge of board, putting pressure on CSA by killing off flanking artillery. The CSA fell back off the hill with 4 big infantry stacks to lay into Union flank forces. On turn 12, the Confederates attacked the Union's Sickles stack of 6 infantry factors at 10 to 8 (artillery support added), rolling one hit on CSA; at this point the CSA used the reroll chit and instead rolled one hit on the Union.

By turn 12, all Rebel artillery save the horse guns had been eliminated, but no CSA infantry has been hit. USA losses were heavier. Turn 13 reinforcements arrived and the Confederates consolidated and reformed their line by killing US units in the rear. Turn 13 and 14 attacks resulted in steady losses for the Federals and only 1 hit of Rebel infantry. In the evening on July 2nd, US forces launched one more counterattack that was turned back. With the CSA infantry stacks almost all intact, CSA counterattacks broke US troop strength and morale at the close of July 2, resulting in a Union surrender. Congratulations again to 2013 champion **Richard Beyma** for his 2nd WBC crown!

Richard Beyma's 9-1-0 record as the Confederates also earned him the Best Confederate Player appellation by a comfortable margin over **Jim Tracy's** 6-1-0 mark. **Ed Menzel's** 4-3-1 log as the Blue won him Best Union Player in a year when no other player could manage both more than one victory and a winning record as the Federals. **Mike Kaye**, a veteran gamer making his initial foray into Gettysburg '88, was named Rookie of

the Year for winning both his games and landing in 11th place. **Mark Gutfreund**'s playing style and demeanor earned him this year's Sportsmanship Award nomination. I also want to acknowledge last year's Sportsmanship Award nominee, **John Sharp**, because I somehow failed to mention his nomination in last year's recaps.

For the complete final standings, please see page 6. All players who qualified for the playoffs by playing 3 games are ranked above other players, by the way.

STATISTICAL HIGHLIGHTS

Overall, the South won 31 games to 16 for the North and one tie. 44 games used the campaign scenario, with the Confederates on top in 30 and the Union in 13, with the aforementioned tie. 4 games used the short July 1 scenario, with the Rebels winning 1 and the Federals victorious in the other 3. 2 of those 4 July 1 scenario games were played in a pair, with the best total score determining the winner for Victory Point purposes and AREA reports. Bidding was all over the map this year, so to speak. Although no player bid for the Union in the campaign scenario, 12 games had no bid and 32 had Confederate bids ranging from 1.0 to 13.0, with everything in between. There was no bid in the 4 July 1 scenario games. The average Confederate bid was 3.82 for all games and 5.73 for games in which there was a bid.

Average game length has been increasing steadily for the past several years — this year reaching 4 hours and 4 minutes, highest by 20 minutes over last year's previous record. **Henry Richardson** and **Pat Richardson** reeled off one July 1 scenario game in just 35 minutes; at the other end of the spectrum, **Ed Menzel-John Glarke** and **Greg Smith-Vince Meconi** wrestled for 7 hours apiece. Up till now, we've been listing Gettysburg '88 as a 3-hour event, but it has clearly become a 4-hour event. The increased length is due to 1) fewer July 1 scenarios being played (only 4 this year), and 2) the combination of higher bids and the Revised Order of Appearance has virtually eliminated July 1 Confederate knockouts — none were in evidence this year.

TOURNAMENT NOTES

>10th place finisher **Bryan Eshleman** took this occasion to announce that, although they were both born in Lancaster, Pennsylvania (as was, by the way, the GM), he is not a descendant of Colonel Benjamin Franklin Eshleman, commander of the game's Confederate 1st Corps Artillery.

>Welcome first-time players **Terry Cotter**, **Devin Dausin** (DOW sin), **Mike Kaye**, **Tim Miller**, **Greg Tanner**, and **Ed Welsh**. We hope we'll see all of you again in the future.

>Combining the all-time WBC/Avaloncon, BPA PBEM Championship, and PBEM Ladder results for the 830 games played show **Barry Shoults** with the highest overall winning percentage (.762), followed by **Richard Beyma** at .741 and **Allen Kaplan** (.725). Barry also has the highest Union winning percentage (.785), while **Tom Gregorio** sports the highest Confederate winning percentage (.846).

>The Confederates have won 61.3% of the games for which we know a winning side to the Union's 36.1%, with 0.6% ties. 85% of the tournament games played have used the campaign scenario, 14% have used the July 1 only scenario, and about 1% all other scenarios. 56.3%% of the games have featured a Rebel bid, 1.6% a Yankee bid, and 42.1% no bid.

>As we watched champ **Richard Beyma** defeat girlfriend **Devin Dausin**, we could only wonder —was the temperature in the car chilly on the drive home?

PLAY BALANCE

One notable feature of this year's tournament was the mandatory Revised Order of Appearance for all campaign scenario games. In the revised version, the game begins on the 10 AM turn, or turn 2. The Confederate troops which in the current rules arrive on turns 2, 3, 4, 5, and 6 now are all 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. Although the new format's impact has not yet been reflected in the won-lost records for Grey vs. Blue at the WBC, players generally agreed that it changes and balances the game, if to a still-uncertain degree. The most recent PBEM Ladder Tournament round, in which the Revised Order of Appearance is also used, resulted in 9 Union vs. 3 Confederate wins. It therefore is likely that the Revised Order of Appearance is here to stay;

whether any other balancing mechanisms are necessary is yet to be seen.

MANY THANKS

Again this year, first thanks go to **Bruno Sinigaglio** and **Bill Morse** for running the Grogardcon from Saturday through Monday. Thank you also to Assistant Gamemasters **Ted Drozd**, **Ed Menzel**, **Greg Smith**, and **Bill Thomson** for helping run the tournament. Finally, **Bill Morse** deserves continued appreciation for completely automating the scoring at the WBC for all the Grogardcon games, including Gettysburg '88. Thanks to the work of these 5 gentlemen, the GM's job is very easy.

BPA PBEM CHAMPIONSHIP COMING

Stay tuned for the fall kickoff of the 4th BPA PBEM Championship for Gettysburg '88. We're shooting for an October 1 start date.

As always, if you wish to be removed from the mailing list, please let me know.

Sincerely,

Vince Meconi

2013 WBC Gettysburg '88 Final Standings

No.	Name	Games	Confed.	Union	Total	Game	Bonus	Total	Schedule	Finish
			W-L-T	W-L-T	W-L-T	Pts	Pts	Pts	Strength	
1	Richard Beyma	11	9-1-0	1-0-0	10-1-0	30	44	74	—	1
15	Ed Menzel	10	2-0-0	4-3-1	6-3-1	30	18	48	—	2
23	Jim Tracy	8	6-1-0	0-1-0	6-2-0	30	27	57	—	3
22	Greg Smith	8	2-1-0	2-3-0	4-4-0	30	9	39	—	4
14	Vince Meconi	7	1-2-0	1-3-0	2-5-0	21	16	37	—	5
7	Mark Gutfreund	5	1-0-1	1-2-0	2-2-1	25	11	36	—	6
29	Lembit Tohver	6	2-0-0	0-4-0	2-4-0	21	0	21	—	7
25	Dave Zimmerman	3	1-1-0	0-1-0	1-2-0	12	4	16	—	8
4	Ted Drozd	4	1-1-0	1-1-0	2-2-0	12	0	12	—	9
5	Bryan Eshleman	3	0-2-0	1-0-0	1-2-0	12	0	12	—	10
11	Mike Kaye	2	1-0-0	1-0-0	2-0-0	20	2	22	—	11
12	Jeff Lange	2	2-0-0	—	2-0-0	20	0	20	—	12
20	John Sharp	1	1-0-0	—	1-0-0	10	4	14	12.33	13
8	Jeff Hacker	1	1-0-0	—	1-0-0	10	4	14	7.00	14
3	Charlie Drozd	2	—	1-1-0	1-1-0	11	2	13	—	15
28	Greg Tanner	1	1-0-0	—	1-0-0	10	0	10	1.00	16
26	Bert Schoose	1	—	1-0-0	1-0-0	10	0	10	1.00	17
19	Henry Richardson	2	0-1-0	1-0-0	1-1-0	10	0	10	1.00	18
9	Bob Jamelli	2	0-1-0	0-1-0	0-2-0	2	0	2	—	19
34	Devin Dausin	1	0-1-0	—	0-1-0	1	0	1	24.67	20
33	Ray Clark	1	—	0-1-0	0-1-0	1	0	1	18.67	21
16	Tim Miller	1	—	0-1-0	0-1-0	1	0	1	18.67	22
2	John Clarke	1	—	0-1-0	0-1-0	1	0	1	15.33	23
13	Kevin McCarthy	1	—	0-1-0	0-1-0	1	0	1	12.67	24
6	Paul Fletcher	1	0-1-0	—	0-1-0	1	0	1	12.67	25
10	Allen Kaplan	1	—	0-1-0	0-1-0	1	0	1	10.00	26
18	Pat Richardson	2	0-1-0	1-0-0	1-1-0	1	0	1	10.00	27
32	Terry Cotter	1	—	0-1-0	0-1-0	1	0	1	10.00	28T
24	Ed Welsh	1	—	0-1-0	0-1-0	1	0	1	10.00	28T
27	Alexander Lange	1	—	0-1-0	0-1-0	1	0	1	10.00	30
30	Joe Beard	1	—	0-1-0	0-1-0	1	0	1	7.00	31
21	Tom Shaw	1	—	0-1-0	0-1-0	1	0	1	7.00	32
17	Doug Porterfield	2	0-1-0	0-1-0	0-2-0	1	0	1	4.00	33
31	Charlie Catania	1	0-1-0	—	0-1-0	1	0	1	4.00	34
34	Totals	96	31-16-1	16-31-1	47-47-2	341	141	482		

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Address Correction Requested

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