Winter War 45 Judges Form

The Winter War Gaming Convention is seeking judges to organize and run games at its 45th annual Winter War Gaming Convention, January 26 – 28, 2018, held at the Wyndham Gardens in Urbana, IL. Judges who run a single event receive a 50% discount on weekend registration or free registration for a single day. Judges who run two or more events receive free weekend registration. Judges must pay for events they <u>play</u> in.

This form is NOT a registration form; submitting an event for Winter War does NOT register you for the convention. If you do not pre-register for Winter War 44, you will need to register at the convention.

In order for proposed events to appear in the convention pre-registration packet, forms must be received no later than December 1, 2017; the final deadline for events to be listed in the convention program is January 12, 2018. Please return completed forms to the Convention Chairman:

Winter War Chairman, PO Box 1012, St. Joseph, IL 61873 or e-mail at chairman@winterwar.org

Convention Time Slots A – Friday Afternoon B – Friday Evening C – Friday Twilight D – Saturday Morning E – Saturday Afternoon F – Saturday Evening G – Saturday Twilight H – Sunday Morning J – Sunday Afternoon 2 PM to 6 PM Midnight to 4 AM 9 AM to 1 PM 9 AM to 1 PM 2 PM to 6 PM				Player Experience 1 – Younger players welcome 2 – Newcomers welcome 3 – Some gaming experience 4 – Some experience with specific game 5 – Regular play of specific game 6 – High degree of experience Please use the lowest level applicable!						
Judges Name: Mailing Address: City/State/Zip: Phone Number:					E-mai	l:				
Event Title: Description: (300 characters)					_ Rules	System	:			
Number of Tables Required: Number of Players (MINIMUM 6): Player Experience (circle one): 1 2 3 Preferred Time (circle one): A B C Alternate Time (circle one): A B C					4	5	6	ot by 2.5 ed: G G	F foot)	- J J
Event Title: Description: (300 characters)	Rules System:									
Number of Tables Required: Number of Players (MINIMUM 6): Player Experience (circle one): 1 2 3 Preferred Time (circle one): A B C Alternate Time (circle one): A B C					4 5 6					