

ExxCon III

at the

Telford Moat House Hotel

from

14:00 Friday 28th May 2004

to

18:00 Monday 31st May 2004

Following on from the success that was ExxCon II, ExxCon III is an 18xx tournament held over the 2004 Spring Bank Holiday weekend. There will be trophies for at least first, second, and third places, with more if the numbers warrant it, plus medals for success in individual games, and possibly other spot prizes.

We return to the Telford Moat House, which is a modern hotel situated in the heart of the Black Country, close to the early Industrial Revolution sites of Ironbridge and Coalbrookdale, which are well worth a visit. It lies directly off Junction 5 of the M54. The closest railway station is Telford Central, about quarter of a mile away, while the closest airport is Birmingham International, about 40 miles away. Accommodation costs £32 per person per night bed and breakfast, or £26 each for two sharing, to be paid directly to the hotel on departure. This reduced rate is also available for the nights before and after the convention. There is a convention fee of £7.50, rising to £15 on 18th April 2004. Space is limited, so book early to avoid disappointment!

Please note that this form is double-sided, and fill in the reverse.

Booking:

Please fill in the form below and overleaf and send it, together with the registration fee of £7.50 (rising to £15 on 18th April 2004, the last day of BayCon) to: Steve Thomas, 168 Orchard Way, Addlestone, Surrey KT15 1LW. Tel: 01932 828074. e-mail: maisnestce@aol.com

Cheques should be made payable to S J Thomas

ExxCon III Booking form:

Name:

Address:

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Tel:

E-mail:

Please tick the nights required

Thursday Friday Saturday Sunday Monday

Single Double Twin Sharing with:

Smoking Non-smoking

Have you remembered to complete the other side of the form?

As at ExxCon II, it is intended to have the first game of each day be set up by the Tournament Director, Chris Lawson, though hopefully without any of the organisational hiccoughs of last time. In an ideal world this would involve all, or nearly all, of the players, and not just 2/3rds of them. Forming a second division from those not being directed in this way proved, last time, to be unsatisfactory, so it is hoped that this can be avoided. Having the better players playing each other predominately is still desirable. Those players refusing to have plans made for them in advance could either join in an existing game, where there's room, or set up another game and play that. It would be nice if game selection could be made more responsive to players' wants, especially when players want to try some of the more obscure games, than was the case last time.

Doing the draw at ExxCon II proved rather harder than expected (well, harder than some expected, anyway), and the desiderata for this year are rather more exacting. So, software is being written to do the draw. It's the type of problem for which brute-force approaches are notoriously unsuited, and the extent to which all the above desiderata can be fulfilled will depend on the amount of cleverness which can be injected into the program, and hence its run time. In consequence we're not promising anything yet, but we're hopeful.

But one thing we'll need is data, the more the merrier, about players' wants. The form below shows most of the available and/or popular 18xx titles, with room for write-in ballots where something has been omitted. Please fill in as much data as you can. We can accommodate any changes of mind, right up to the time the draw is made, so don't regard your initial choices as set in stone. Despite what some people profess to believe, to the maximum extent possible we'll set you up playing games you claim to want to play, and not those you claim to not want to play, so lying is counter-productive.

There ought to be something useful to say in this space, but that doesn't appear to be the case.

Do you wish us to select some games and opponents for you? (Y/N) If N, leave the rest of this page blank.

What time do you propose to arrive on your first day?

For each 18xx title listed, plus any others for which you have an opinion, put an integer between 1 and 5 inclusive, where 1 means you'd be disappointed not to play, 2 means you'd like to play but don't really mind if not, 3 means you have no strong opinion either way, 4 means you'd rather not, but prefer it to twiddling your thumbs, and 5 means you'd just as soon spend a few hours thumb-twiddling. Any left blank will be assumed to be a 5.

1825 (UK)	<input type="checkbox"/>	1826 (France)	<input type="checkbox"/>	1829 (UK)	<input type="checkbox"/>	1830 (NE USA)	<input type="checkbox"/>
1835 (Germany)	<input type="checkbox"/>	1837 (Austria)	<input type="checkbox"/>	1841 (Italy)	<input type="checkbox"/>	1846 (C USA)	<input type="checkbox"/>
1848 (W USA)	<input type="checkbox"/>	1849 (Sicily)	<input type="checkbox"/>	1851 (TN/KY)	<input type="checkbox"/>	1853 (India)	<input type="checkbox"/>
1854 (Austria)	<input type="checkbox"/>	1856 (Canada)	<input type="checkbox"/>	1861 (Russia)	<input type="checkbox"/>	1862 (USA)	<input type="checkbox"/>
1866 (W USA)	<input type="checkbox"/>	1870 (C USA)	<input type="checkbox"/>	1876 (Trinidad)	<input type="checkbox"/>	1890 (Osaka)	<input type="checkbox"/>
1899 (China)	<input type="checkbox"/>	18AL (Alabama)	<input type="checkbox"/>	18C2C (USA)	<input type="checkbox"/>	18EU (Europe)	<input type="checkbox"/>
18GA (Georgia)	<input type="checkbox"/>	18IW (Wight)	<input type="checkbox"/>	18LU/63(London)	<input type="checkbox"/>	18MX (Mexico)	<input type="checkbox"/>
18VA (Virginia)	<input type="checkbox"/>	2038 (Space)	<input type="checkbox"/>	18.....	<input type="checkbox"/>	18.....	<input type="checkbox"/>
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