



MONOPOLY® Championship Rules

To take part in the WOOLLEY BEVIS DIPLOCK MONOPOLY® CHAMPIONSHIP you must agree to the terms and conditions of the tournament as detailed in the rules below.

- PLAYER RECRUITMENT** Each game will comprise of 3 teams of 2 players i.e. 6 players who will begin the game playing as an individual with their own respective token and opening bank balance. Each winning team that advances must continue to play together and it will be at the discretion of the judges as to whether a player in a team can be changed. Participants must be over the age of 18 years.
- OPENING BANK BALANCE** Each player is given £1500 made up as follows: 2 x £500, 4 x £100, 1 x £50, 1 x £20, 2 x £10, 1 x £5, 5 x £1.
- CHAMPIONSHIP JUDGES** Woolley Bevis Diplock LLP ('WBD') will act as the overall judges of the tournament and by entering this championship all players acknowledge and confirm that the decision of WBD or any of its employees will be final and binding in the event that a determination is required.
- ROUNDS** This is knock out based championship contested over a total of 5 Rounds with the winning team of 2 players advancing to the next stage. At the beginning of the tournament WBD will randomly group all the playing teams into brackets and designated that one of the three teams will be the 'home' team.
- It will be the responsibility of the 'home' team to organise their game with the other two teams by arranging the date, time and venue. WBD will set a deadline by which the time the game must have been played and the results given back to WBD. Failure to play the game will result in all three teams being knocked out of the tournament.
- Tournament brackets and details of advancing teams, together with any updates will be published on WBD's website at www.woolleybevis.com/monopoly.
- TIMING** The first four rounds will have a time limit of 120 minutes per game. The Banker is responsible for announcing 'last turn'. Each player will get an equal number of turns. The 'home' team is responsible for time keeping.
- The final will have a time limit of 180 minutes.
- POSTING ASSIGNMENTS** Team players are not permitted to sit together. In the event of any dispute the Banker will have final say.
- TOKEN ASSIGNMENT & GAME START** Both token distribution and play order will be decided by a roll of the dice. At the start of each game, all players will roll 1 die to choose a token – the player with the highest roll will choose first, and then the next highest etc. After this each player will roll to decide who gets to start the game, with the highest roller going first, play then continues to the left of the first person.
- GAME MATERIALS** Tournament games will be played using the classic Hasbro (Waddington's and Parkers) MONOPOLY property trading game. It is the responsibility of the 'home' team to arrange having the board game available for play.
- Note taking and other tools or players aides (calculators, etc.) are not permitted in tournament play.

PLAYER NO SHOW Game starts will not wait on any player unless all present players unanimously agree otherwise. If a player does not show then the player abdicates his/her seat for the rest of the game.

SPECTATORS Real-time viewing of play is allowed at the discretion of the 'home' team.

BANKERS Each player will roll one die and the player with the highest score will be assigned as the banker. The banker will take control of all of the Bankers duties as dictated in the MONOPOLY rules. They will also have a copy of the rules and though they will not be acting as a judge the banker can be used for rules referencing. The banker will be asked to count up all assets at the end of each game and confirm to WBD the results.

ADVANCEMENT TO NEXT ROUND From each game the team with the highest combined score (i.e. net asset worth) will progress through to the next round.

PRIZES The winning team will be able to nominate their charity of choice to receive one third of the net proceeds raised in the Championship. The Argus Appeal and Albion in the Community will each receive a 1/3 share of the net proceeds. Should the winning team wish to nominate more than one charity then this is permissible but those charities selected will split the 1/3 of the net proceeds allocated.

MONOPOLY® tournament playing: -

TEAM PLAYING

The essence of MONOPOLY® is "Deal making and risk taking to - Own it All." The team with the highest net worth will progress to the next round.

Each participant will start the game by playing individually, abiding by the tournament game rules detailed below. At any time during game play, after all players have completed one whole circuit of the game board, both players representing their team can unanimously agree to merge together and play as one. The decision must be made whilst one of the team players is in play and before they have rolled the dice to move and must be verbally communicated to all players.

At that point both players in the team merge their assets together i.e. cash, title deeds and properties, and decide between them which of the two players will now continue on playing. That player will then roll the dice and move the token which belonged to the person whose go it was. The token of the other player is then removed from play.

Once the decision to merge the team players together has been made it is NOT permissible to split up again during the remainder of the game play.

The team player who has left the game is permitted to discuss tactics and strategy as the games proceeds with their fellow partner.

If one player or team has defeated all other players within the allotted time limit then that player's team will advance.

If at the end of the timed play the game has not concluded then the remaining players value their property as follows to determine the winning team: -

1. cash on hand;
2. un-mortgaged property, utilities and railroads owned, at the price printed on the board;
3. any mortgaged property owned, at one-half the price printed on the board;
4. houses, valued at listed prices; hotels, valued at listed price including the value of the four turned-in houses;
5. where both players in a team remain in play at the end of the timed play then they combine the total of 1 to 5 above to reach an overall team

TIE BREAKERS In the event of a tie of net asset worth, the winning team will be the one who has the highest value of un-mortgaged property.

MONOPOLY® game rules with tournament clarifications: -

OBJECT

The object of the game is to become the wealthiest player or team through buying, renting and selling property. The game is over at the end of the allotted time or when only one player or team remains in the game.

PREPARATION

Place the board on a table, and put the Chance and Community Chest cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while travelling around the board.

Each player is given £1500 divided as detailed above.

All remaining money and other equipment go to the Bank. Stack the Bank's money on edged in the compartments in the plastic Banker's tray (if any).

BANKER

Will be determined as detailed above.

Any issue with the preparation of the game must be taken up with the Banker prior to the first roll of play.

THE BANK

Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells houses and hotels to the players and loans money when required on mortgages.

The Bank collects all taxes, fines, loans, interest and the price of all properties that it sells and auctions.

THE PLAY

Each player in turn throws the dice. The player with the highest total starts the play: Place your token on the corner marked "GO," throw the 2 dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time. Once the order of play is established, the time begins at the first roll of the starting player.

According to the space your token reaches, you may be entitled to buy real estate or other properties - or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail," etc.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the "In Jail " part of the "IN JAIL - JUST VISITING " corner space (see JAIL).

"GO"

Each time a player's token lands on or passes over GO, whether by throwing the dice or by drawing a card, the Banker pays him/her a £200 salary.

The £200 is paid only once each time around the board. However, if you pass GO on the throw of the dice and land 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and you draw the "Advance to GO" card, you collect £200 for passing GO the first time and another £200 for reaching it the second time by instructions on the card.

BUYING PROPERTY

Whenever you land on an un-owned property, you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership; place it face up in front of you.

If you do not wish to buy the property, the Banker sells it at auction to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.

In tournament play, the Banker will start property auctions at £1. If a player wins an auction and cannot pay the winning sum, the auction is void. A second auction will follow but will exclude the previous high-bidder.

PAYING RENT

When you land on property owned by another player, the owners collects rent from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner.

It is an advantage to hold all the Title Deed cards in colour-group because the owner may then charge double rent for unimproved properties in that colour-group. This rule applies to un-

mortgaged properties even if another property in that colour –group is mortgaged.

It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties.

The owner may not collect the rent if he/she fails MONOPOLY® etiquette: it is not usual to point out to ask for it before the second player following other players rent obligations. throws the dice.

"CHANCE" AND "COMMUNITY CHEST"

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck.

The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both. Players may not sell or trade a Get Out of Jail Free Card for more than £50 cash value.

"INCOME TAX"

If you land here you have two options: You may estimate your tax at £200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and un-mortgaged properties and cost price of all buildings you own.

You must decide which option you will take before you add up your total worth.

"JAIL"

You land in Jail when ... (1) your token lands on the space marked "Go to Jail"; (2) you draw a card marked "Go to Jail"; or (3) you throw doubles three times in succession.

When you are sent to Jail you cannot collect your £200 salary in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail.

If you are not "sent" to Jail but in the ordinary course of play land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Jail by ... (1) throwing doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw, even though you had thrown doubles, you do not take another turn; (2) using the "Get Out of Jail Free" card if you have it; (3) purchasing the "Get Out of Jail Free" card from another player and playing it; or (4) paying a fine of £50 before you roll the dice on either of your next two turns.

If you don't throw doubles by your third turn, you must pay the £50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

Even though you are in Jail, you may buy or sell property, buy or sell houses and hotels and collect rent.

"FREE PARKING"

A player landing on this place does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES

When you own all the properties in a colour-group you may buy houses from the Bank and erect them on those properties.

When seeking to purchase a house, declare the number of houses desired for purchase and the desired colour-group placement to the banker.

If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete colour-group you may own.

The price you must pay the Bank for each house is shown on your Title Deed card for the property on which you erect the house.

The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete colour-group.

Following the above rules, you may buy and erect at any time as many houses as your judgment and financial standing will allow. But you must build evenly, i.e.; you cannot erect more than one house on any one property of any colour-group until you have built one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three houses on one property if you have only one house on another property of that group.

As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY)

HOTELS

When you have four houses on each property of a complete colour-group, you may buy a hotel from the Bank and erect it on any property of the colour-group. You return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. You may erect only one hotel on any one property.

When seeking to purchase a hotel, declare the number of hotels desired for purchase and the desired colour-group placement to the banker.

BUILDING SHORTAGES

When the Bank has no houses to sell, players

The Banker runs auctions. Players must indicated

wishing to build must wait for some player to turn back or to sell his/her houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder.

the specific property to be improved if the house/hotel is won after biddings. Auction bids start at the value of houses/hotels for the lowest-priced property where it might be placed. The highest bidder, after giving his/her money to the Banker, places the house/hotel on the identified property. If houses/hotels remain and more than one person wishes to purchase the remaining houses/hotels, then another auction is held for the right to purchase these houses/hotels, one by one.

This continues until no houses/hotels remain, until no one wishes to buy, or until only one person wishes to purchase houses/hotels. If only one person wishes to purchase, he/she may do so without an auction.

SELLING PROPERTY

Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get, however, no property can be sold to another player if buildings are standing on any properties of that colour-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that colour-group.

Houses and hotels may be sold back to the Bank at any time for one-half the price paid for them.

All houses on one colour-group must be sold one by one, evenly, in reverse of the manner in which they were erected.

All hotels on one colour-group may be sold at once. Or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

MORTGAGES

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its colour-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted

at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player or team, you must turn over to that player or team all that you have of value and retire from the game. In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them, this cash is given to the creditor. If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds property in this way until a later turn, he/she must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player or team, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

END OF GAME

The game ends when one player or team remains or when the time limit is reached, whichever is first. The banker then values the remaining players' assets as detailed above.

The Banker declares the winning team at the approval of all participants.

MISCELLANEOUS

Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

TOURNAMENT POINTS TO REMEMBER

- £. To raise money to pay debts, only houses and hotels can be sold back to the bank (at half price) – never properties. If a debt is owed to another player or team, properties may be sold to a third player or team only if sufficient money is raised to cover the debt. If not, the properties are turned over as is (and not mortgaged if un-mortgaged at the time the debt is incurred.)
- £. The owner may not collect his rent if he fails to ask for it before the second player following throws the dice. This means: Player A lands on your property. Player B has his turn. You must collect your rent before Player C throws the dice.
- £. If you throw doubles to get out of Jail, you move forward that number of spaces as your turn. You do not throw again. However, if you *pay* to get out of Jail prior to rolling, *and* you throw doubles, you may throw again as usual.
- £. Though you need not disclose how much money you have, you must keep your money on the table in plain view at all times.
- £. All trades are based on assets owned at the time of the trade. No options or immunity from paying future rents may be granted.
- £. Trading is permitted during a player's turn or in between other players' turns, but not during an opposing player's turn.
- £. Players cannot sell Chance or Community Chest cards prior to revealing them to other players.
- £. Players may not sell or trade a Get Out of Jail Free Card for more than £50 cash value.
- £. Players may not consult or seek advice from friends or game observers while the game is in progress.
- £. Tokens used in Tournament play must be from the game itself.
- £. While a Building Shortage exists, players desiring to buy the houses remaining in the bank have priority over those wishing to break down hotels.

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MONOPOLY® Championship Score Sheet

Property	No Buildings		With Buildings					£0.00
	Mortgaged	Fully Own	1 house	2 houses	3 houses	4 houses	Hotel	
Old Kent Road	£30.00	£60.00	£110.00	£160.00	£210.00	£260.00	£310.00	
Whitechapel Road	£30.00	£60.00	£110.00	£160.00	£210.00	£260.00	£310.00	
The Angel, Islington	£50.00	£100.00	£150.00	£200.00	£250.00	£300.00	£350.00	
Euston Road	£50.00	£100.00	£150.00	£200.00	£250.00	£300.00	£350.00	
Pentonville Road	£60.00	£120.00	£170.00	£220.00	£270.00	£320.00	£370.00	
Pall Mall	£70.00	£140.00	£240.00	£340.00	£440.00	£540.00	£640.00	
Whitehall	£70.00	£140.00	£240.00	£340.00	£440.00	£540.00	£640.00	
Northhumb'l'd Ave	£80.00	£160.00	£260.00	£360.00	£460.00	£560.00	£660.00	
Bow Street	£90.00	£180.00	£280.00	£380.00	£480.00	£580.00	£680.00	
Marlborough Street	£90.00	£180.00	£280.00	£380.00	£480.00	£580.00	£680.00	
Vine Street	£100.00	£200.00	£300.00	£400.00	£500.00	£600.00	£700.00	
Strand	£110.00	£220.00	£370.00	£520.00	£670.00	£820.00	£970.00	
Fleet Street	£110.00	£220.00	£370.00	£520.00	£670.00	£820.00	£970.00	
Trafalgar Square	£120.00	£240.00	£390.00	£540.00	£690.00	£840.00	£990.00	
Leicester Square	£130.00	£260.00	£410.00	£560.00	£710.00	£860.00	£1010.00	
Coventry Street	£130.00	£260.00	£410.00	£560.00	£710.00	£860.00	£1010.00	
Piccadilly	£140.00	£280.00	£430.00	£580.00	£730.00	£880.00	£1030.00	
Regent Street	£150.00	£300.00	£500.00	£700.00	£900.00	£1100.00	£1300.00	
Oxford Street	£150.00	£300.00	£500.00	£700.00	£900.00	£1100.00	£1300.00	
Bond Street	£160.00	£320.00	£520.00	£720.00	£920.00	£1120.00	£1320.00	
Park Lane	£160.00	£350.00	£550.00	£750.00	£950.00	£1150.00	£1350.00	
Mayfair	£200.00	£400.00	£600.00	£800.00	£1000.00	£1200.00	£1400.00	
Kings Cross	£100.00	£200.00						
Marylebone	£100.00	£200.00						
Fenchurch Street	£100.00	£200.00						
Liverpool Street	£100.00	£200.00						
Electric Company	£75.00	£150.00						
Water Works	£75.00	£150.00						
Total Property (£0.00)								
	£1.00	£5.00	£10.00	£20.00	£50.00	£100.00	£500.00	
Number held								
Cash Value	£	£	£	£	£	£	£	
Total Cash (£0.00)								
Grand Total (Property + Cash)								