

## Selling Stuff at the Council Gaming Auction

Thank you for your participation in the Council Gaming Auction. Thanks to you, others will have the chance to enjoy old games and stuff that you've grown tired of. And, you can pick up some extra cash.

Special thanks to Dave Bostwick for updating the auction form.

### Rules for selling items

- 1) You must list every item you're selling on a Seller Log Sheet.
- 2) You must use a separate log sheet for each individual Con percentage donation choice.
- 3) Every item or bundle of items you sell, you must have an item description tag attached. Please print the tag sheet(s), cut the individual tags apart and attach the appropriate tag to each item.
- 4) All starting bids should be set in \$1 increments, with a minimum of \$1.00.
- 5) Small items must be bundled in groups. This is somewhat subjective, but try to keep things reasonable, if we get too many small items, we will not have a chance to get through them all. Magazines are an excellent example of this. If you plan on selling Dragon issues #20–25, bundle them for sale as a group.

### Collecting your proceeds:

- Sellers will be given their cash as soon as possible after the auction (probably about 2-3 hours afterward). Your patience is appreciated. Sellers should go to the Registration Desk to collect their payment.
- If you have to leave the convention early, we will gladly mail you a check.
- We will also pay your PayPal account, if you prefer.

### Starting Bids:

- Starting bids are your choice (\$1 minimum), however we suggest that you keep them low.
- If you've got a \$20 game you've only played twice, we really wouldn't suggest starting it at \$10. Yes, it might really be worth it, but you probably won't even get a single bid. If you start it at \$3-5, it will probably work its way up to around \$10 (then again, maybe not; that's the deal with auctions). If you don't like the idea of selling low, you might want to reconsider selling your stuff here. We say this only to avoid wasting both your time and ours.

### Delivering your items to the Con:

- Please bring your items to us Sunday morning before 1 pm.
- If you choose to drop off your items before Sunday morning, there will be shelving units in the basement available to leave them *at your own risk*. This storage space will not be watched by the Con staff.

### Completing the paperwork:

- You may print the blank forms and tags and complete them by hand (please write legibly).
- You may use Excel or open office Sheets to complete them electronically (this will give you some additional error handling and automation). Then print them. We can not accept electronic forms.
- It may be a useful to keep your own copy of the log sheet(s).

### Help:

- If you have any questions, please contact us ahead of time at [Council@swa-gaming.org](mailto:Council@swa-gaming.org).

Thanks for your participation

### Step-by-step instructions to fill out the log sheet:

- a) **Seller Name:** - Your name.
- b) **Lot:** A unique number (not letter) for each log sheet you fill out.

- c) **% to Con:** - The percent of the sale price you will donate to the Con. We keep 10% of the final selling price of each item sold as an auctioneering fee. However, you have the option of donating more. All money raised goes to the Schenectady Wargamers Association, allowing us to sponsor future Councils and to keep the cost of weekly gaming low. Items where the percent to the con is higher than 10% will get preferential selling treatment.
- d) **Item Description:** - A brief description of each item (i.e. "Divine Right" or "Dragon #20-25"), more details can be
- e) **Start Bid:** - Your minimum bid (must be at least \$1). If no one bids, we will return your item.
- f) **Sold to:** - Leave blank.
- g) **Sold for:** - Leave blank.
- h) **Signed:** - Your signature indicating your acceptance and understanding of these rules and instructions.
- i) **Date:** - Date
- j) **Address/email:** - Mailing address or email to receive your payment. This is optional if you will be picking up your
- k) **Total Goods Sold:** - Leave blank.
- l) **Total \$ to Con:** - Leave blank.
- m) **Total Payout to Seller:** - Leave blank.
- n) **Sellers initials:** - Leave blank. You will initialing this when you pick up your cash or unsold items after the auction.
- o) **Means of Payment:** - Please choose from "In Person", "Check", or "PayPal".

**Step-by-step instructions to fill out the tags:**

- a) **Sold to: #** - Leave blank
- b) **Sold for: \$** - Leave blank
- c) **Complete:** - Yes, if no parts, counters, accessories or documentation is missing, otherwise No.
- d) **Punched:** - Yes, if parts and counters are on their original sprues, otherwise No
- e) **Starting Bid:** - Starting Bid from your Log Sheet.
- f) **Extras/Expansions:** - Yes, if item contains anything that did not come in the original box being auctioned. Explain
- g) **Condition:** - Honest evaluation of your item.
  - 1 = Bad, barely holding together, only good for parts
  - 2 = Game is in poor shape, and is incomplete
  - 3 = Needs some repair work to play.
  - 4 = Some damage or excessive wear, but still playable.
  - 5 = Considerable wear and tear, some art or text may be obscured
  - 6 = Well used, but ready to play
  - 7 = Normal use and wear.
  - 8 = Used, but lovingly cared for.
  - 9 = Like new, played once or twice. You would give this as a gift to a friend
  - 10 = New, never used.
- h) **% to Con:** - Percent donation to the Con from your Log Sheet.
- i) **Seller:** - Your name as it appears on your Log Sheet.
- j) **Comments:** - Any comments you want the auctioneer and bidders to be aware of. Explain extras, if any. List expansions, if any. This is the only information the auctioneer (and hence the buyers) will have about your item, be clear and concise.

# Council Gaming Auction - Seller Log Sheet

**Lot: 1**



**Seller Name:**

**Initials:**

**% to Con:**

	Item Description	Start Bid	Sold to (badge number):	Sold for
1				
2				
3				
4				
5				
6				
7				
8				
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29				
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31				
32				

I have read all instructions regarding the sale of my items at the Council Gaming auction, and I agree to abide by them.

**Signed:**

**Date:**

**Address or email for payment:**

**Total Goods Sold:**

**Total \$ to Con:**

**Total Payout to Seller:**

**Sellers initials upon receipt of payment:**

**Means of Payment:**

Council Auction Tag				1
1-1	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				2
1-2	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				3
1-3	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				4
1-4	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				5
1-5	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				6
1-6	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				7
1-7	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				8
1-8	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag		9
<b>1-9</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		10
<b>1-10</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		11
<b>1-11</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		12
<b>1-12</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag				13
1-13	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				14
1-14	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				15
1-15	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag				16
1-16	Sold to: #		Sold for: \$	
	Complete:		Extras/Expansions:	
	Punched:		Condition:	
	Starting Bid:		% to Con:	
	Seller:			
	Description:			
	Comments:			

Council Auction Tag		17
<b>1-17</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		18
<b>1-18</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		19
<b>1-19</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		20
<b>1-20</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	



Council Auction Tag		21
<b>1-21</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		22
<b>1-22</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		23
<b>1-23</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		24
<b>1-24</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		25
<b>1-25</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		26
<b>1-26</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		27
<b>1-27</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		28
<b>1-28</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		29
<b>1-29</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		30
<b>1-30</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		31
<b>1-31</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	

Council Auction Tag		32
<b>1-32</b>	Sold to: #	Sold for: \$
	Complete:	Extras/Expansions:
	Punched:	Condition:
	Starting Bid:	% to Con:
	Seller:	
	Description:	
	Comments:	