

# Selling Stuff at the Council of Five Nations Auction

Thank you for your participation in the Council of Five Nations 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 money.

## Rules for selling items

1) You must list every item you're selling on your Seller Log Sheet(s). A seller log sheet is provided on page 3 of this document. You fill in your Name and Page LETTER at the top, provide a brief description of the item (i.e. "Divine Right" or "Dragon #20-25"), the starting bid, and the percent you're donating to the con. We fill in "Sold For" and "Sold To" later, when the item gets sold. It would probably be a good idea to keep a copy of the list for yourself. We make mistakes too.

**NEW for 2010** (Thanks to Dave Bostwick):

We've improved the PDF technology with this year's forms. Now, when you use the PDF to type the items onto the form, it fills out most of your Item Tickets for you. Please note that if you choose to fill out the sheets by hand (which is perfectly OK, as long as your writing is legible), you will lose this benefit.

2) For **every** item or bundle of items you sell, you must fill out an item description tag, (it looks like this):

Sold To : # _____
Sold For : \$ _____
Any Counters/Parts missing? [ ] Yes [ ] No
Counters/Parts Punched? [ ] Yes [ ] No
Condition (1=Bad / 10=Excellent) : _____
Comments : _____
_____
<b>Seller Name</b> : _____
Starting Bid : \$ _____
<b>Item Number</b> : _____
Percent to Con: % _____

You fill out everything except "Sold To" and "Sold For" (obviously, we'll fill those in when your item gets sold). Please write legibly.

If you've used the PDF technology to fill out the form digitally, some of the entries will be completed for you automatically. Those appear in **blue type** below.

Step-by-step instructions on how to fill out the tags:

- Sold To and Sold For: These are the **only** items you **don't** complete...
- Any Counters/Parts missing?: Please be as honest as possible.
- Counters/Cards Punched?: Again, please be as honest as possible.  
*You wouldn't want someone lying about items you're bidding on, would you?*
- Comments: Anything you think is reasonable and **informative**.
- Seller Name**: Your name.

f) **Starting Bid:** The Starting bid is the amount you'd like to start bidding at. If no one bids, we will return the item to you. (*Hint: have your starting bid low*).

g) **Item Number:** The number and letter character combination taken from your Seller Log Sheet. (*Pay attention - things get a little tricky here . . .*)

You'll notice that there is room for 20 items on each page of the log sheet. You'll also notice that there is a space in the top-right hand corner for the "Page Letter." THIS IS NOT A PAGE NUMBER, IT IS A PAGE LETTER! You letter your pages A, B, C, etc... Your Item Number comes from what page that item is listed on your log sheets.

THUS, if you are selling 12 items, they'll all be on page A. Your item numbers will be A1...A12. But, if you're selling 47 items, their item numbers will be A1...A20, B1...B20, and C1...C7.

Get it? You may think this is a pain, but it will allow our paperwork to keep up with the rapid auction pace. **Items not properly tagged and logged will not be sold.**

h) **Percent to 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 have 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.**

Each tag must be securely attached to the item or bundle of items it identifies. A small piece of tape should be fine.

3) All bids will be in increments of at least 25¢. Thus, all starting prices should be set in 25¢ increments.

4) Sellers will be given their money 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 before this, we will gladly mail you a check.

5) To keep things reasonable, **small items should be bundled in groups.** Magazines are an excellent example of this. If you plan on selling *Dragon* issues #20–25, bundle them for sale as a group. If we get too many small items, we will not have a chance to get through them all.

\*6) We suggest that you keep the starting bids for your items 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 our time.

7) **Please do not bring your items to us before Sunday morning.** The auction has grown to the point where it is problem for us to have to store everything ahead of time. The only exception is if you will not be at the convention on Sunday. Then, sure, bring your stuff to the Registration Desk and we'll work it out. Everyone else should bring their items to the Registration desk on Sunday morning. The deadline is 1:00 PM.

8) 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!

# Council of Five Nations Auction - Seller Log Sheet

Seller Name : \_\_\_\_\_

Page Letter: \_\_\_\_\_

Item Description	Starting Price	Sold To	Sold For	% to Con	\$ to Con
1) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
2) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
3) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
4) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
5) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
6) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
7) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
8) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
9) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
10) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
11) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
12) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
13) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
14) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
15) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
16) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
17) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
18) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
19) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
20) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
<b>Total of Goods Sold:</b>			\$ _____		

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

**Total \$ to Con:** \$ \_\_\_\_\_

**Total Payout to Seller:** \$ \_\_\_\_\_

Signed: \_\_\_\_\_

**Sellers initials upon receipt of Payment:** \_\_\_\_\_

Date: \_\_\_\_\_

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -1 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -2 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -3 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -4 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -5 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -6 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -7 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -8 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -9 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -10 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -11 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -12 \_\_\_\_\_

Percent to Con : \_\_\_\_\_ %

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_  
Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No  
Condition (1=Bad / 10=Excellent): \_\_\_\_\_  
Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_  
Starting Bid : \$ \_\_\_\_\_  
Item Number: -13  
Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_  
Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No  
Condition (1=Bad / 10=Excellent): \_\_\_\_\_  
Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_  
Starting Bid : \$ \_\_\_\_\_  
Item Number: -14  
Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_  
Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No  
Condition (1=Bad / 10=Excellent): \_\_\_\_\_  
Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_  
Starting Bid : \$ \_\_\_\_\_  
Item Number: -15  
Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_  
Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No  
Condition (1=Bad / 10=Excellent): \_\_\_\_\_  
Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_  
Starting Bid : \$ \_\_\_\_\_  
Item Number: -16  
Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_  
Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No  
Condition (1=Bad / 10=Excellent): \_\_\_\_\_  
Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_  
Starting Bid : \$ \_\_\_\_\_  
Item Number: -17  
Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_  
Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No  
Condition (1=Bad / 10=Excellent): \_\_\_\_\_  
Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_  
Starting Bid : \$ \_\_\_\_\_  
Item Number: -18  
Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -19

Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_ -20

Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_

Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_

Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_

Percent to Con : \_\_\_\_\_%

Sold To : # \_\_\_\_\_  
Sold For : \$ \_\_\_\_\_

Any Counters/Parts missing? [ ] Yes [ ] No  
Counters/Parts Punched? [ ] Yes [ ] No

Condition (1=Bad / 10=Excellent): \_\_\_\_\_

Comments : \_\_\_\_\_

Seller Name : \_\_\_\_\_

Starting Bid : \$ \_\_\_\_\_

Item Number: \_\_\_\_\_

Percent to Con : \_\_\_\_\_%