

SWA Council of Five Nations Discount Game Auction Information

Rules for Selling Items

- 1) You must list every item you're selling on your Seller Log Sheet(s). A blank Seller Log Sheet is provided on Page 4 of this document. You fill in your Name and Page **LETTER** at the top. For each item you are putting in the auction, 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. We do sometimes make mistakes.
- 2) For **every** item or bundle of items you sell, you must fill out an Item Ticket:

Sold To: # _____
Sold For: \$ _____
Any Counters/Parts Missing? <input type="checkbox"/> Yes <input type="checkbox"/> No
Counters/Parts Punched? <input type="checkbox"/> Yes <input type="checkbox"/> No
Condition (1=Bad / 10=Excellent): ____
Comments: _____

Seller Name: _____
Starting Bid: \$ _____
Item Number: _____
Percent to Con: _____%

- a. You fill out everything except "Sold To" and "Sold For". We'll fill those in when your item is sold. If you are new to the Council of Five Nations Auction, see the separate Item Ticket instructions, on Page 3.
 - b. Please write legibly or, even better, fill out the PDF version. In fact, if you fill out the PDF Seller Log Sheet, a lot of the information on the Item Tickets gets filled out, too.
 - c. We get a lot of items for our auction, and need to keep things moving. So if you have a lot of small items – magazines, role-playing modules – bundle them as a group. Otherwise, we will auction them off at the end, unless we run out of time.
 - d. Each tag must be securely attached (tape generally does the trick) to the item or bundle of items it identifies. Items not properly tagged and logged will not be sold.
 - e. 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.
- 3) **NEW for 2017---**During the auction, all bids will be in increments of at least 50¢. All starting prices will be at a minimum of \$1.
 - a. We suggest that you keep the starting bids for your items low. A \$20 game that you've only played twice may be worth \$10, but if you start it at that price, you probably won't get a single taker. Starting it at \$3 to \$5 is likely to get people interested enough to start the bidding. And the price may end up at \$10+. Or it may not. That is how auctions work, after all.

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- b. This is a discount auction, and the attendees are looking for great deals. If you want the best price for your item, you'd be better off somewhere else, like eBay or BoardGameGeek.
- 4) Bring your items (each tagged with an Item Ticket) and your Seller Log Sheet(s) to the Registration Desk on Sunday. We really have nowhere to store everything that gets placed in the auction. You have until 1:00 to bring us your items, which gives us time to get it all ready for the 2:00 start time.
 - a. If you are not going to be at the con on Sunday but would still like to put items in the auction, come to the Registration Desk. Depending on how much you have, we may be able to work something out. Even better, email us at Council@swa-gaming.org at least a week in advance, so we can let you know whether we can work something out before you drag all your stuff to the con.
- 5) You will be paid in cash, from the money we collect from the buyers. Our priority is to take care of the buyers first. It will likely take two to three hours before we'll be ready to pay sellers, and patience is greatly 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 or send a payment via PayPal.
- 6) If you have any questions, please contact us ahead of time at Council@swa-gaming.org

Participating in the Council of Five Nations Discount Game Auction is a win for everyone. You get to clear off some space on your gaming shelf while picking up some extra money. Con attendees (including you) get to add a game or three to their collection at a reasonable price. And the convention gets a portion of the proceeds as its auctioneering fee.

So thank you for participating. The auction just wouldn't be the same without you!

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Instructions for Completing the Item Tickets

Below is an explanation of each line on the Item Ticket. Lines in **blue type** are automatically filled out from the Seller Log Sheet, if you have used the PDF version.

- 1) **Sold To:** Leave this blank. We will fill it out at the auction, with the Buyer Number.
- 2) **Sold For:** Leave this blank. We will fill it out at the auction, with the final selling price.
- 3) **Any Counters/Parts Missing?, Counters/Cards Punched? Condition:** Fill these in, being honest, of course. After all, you wouldn't want someone lying about the items you're bidding on, right?
- 4) **Comments:** Add anything that is reasonable and informative. We will try to read them, time permitting.
- 5) **Seller Name:** Write your name, so we know who gets the money at the end.
- 6) **Starting Bid:** Write the amount you'd like us to start the bidding with. If no one bids, we will return the item to you. So set it low enough to get people interested and high enough that you can live with the amount if only one person bids on it.
- 7) **Item Number:** Write the identification number from the Seller Log Sheet.
 - a. Okay, this gets a bit tricky but . . . Each Seller Log Sheet (which has room for 20 items) gets a letter (not a number) and each item on that Seller Log Sheet gets a number. The combination is the item's unique identification number.
 - b. If you are selling 12 items, they would be A1 through A12. If you are selling 47 items, they would be A1 through A20, B1 through B20, and C1 through C7.
 - c. This is the only way for us to keep track of what sells to whom and for how much, and still keep the auction moving at a rapid pace. **Items not properly tagged and logged will not be sold. No exceptions.**
- 8) **Percent to Con:** We keep 10% of the final selling price of each item sold as our auctioneering fee. The money goes to the SWA, to defray the costs of our monthly Game-a-thons and to provide the seed money for the next year's convention. You can either leave this blank (and we keep 10%) or put in a higher percentage.
 - a. If we have a large volume of items and have to prioritize them, items with a percentage greater than 10% will be auctioned off first.

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: _____%

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) _____	\$ _____	# _____	\$ _____	_____ %	\$ _____
Total of Goods Sold:			\$ _____		

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 : _____ %