

Hello my friend and welcome to the jolly world of Compliment Duelling,

Once you've had a chance to look over the rules and the appendix of foibles, you should take a few additional guidelines to heart. As a judge, you are there to promote fun for the participants and for yourself. Our motto is that everyone wins which is in large part because everyone leaves the room feeling uplifted by the positivity and kindness displayed. While your judgements should follow the rules, sometimes, we can and do skip calling foibles if a moment is particularly poignant or if someone is clearly struggling with anxiety, stage fright, sensory overload or any other issue that might cause them to feel like that cannot participate. This is when the judge must also judge the situation and do their best to differentiate between a nervous player and a player who is losing.

In general, I personally am more lenient with foibles when newbies are participating. A first round with first timers is a little more loosely judged than a final round between players who are veteran improv comedians or award winning authors. (Both are dangerous opponents and will deliver the most overwhelming of compliments. Also beware the power of Canadians on the field of compliments.)

Beyond all of that, Compliment Duelling is a newer game and we can still count the number of times we, the creators, of hosted compliment duels at conventions. Some things are open to interpretation--we lean toward interpreting things in a way that leaves everyone feeling good and encourages fun--and we endeavor to apply the same interpretation of the rules to the same session of the game. That being said, contestants should remember the most important rule, "Don't vex the judges." Currently, I am considering revisions to how we call out foibles as this can derail the players and interrupt the duel in a way that makes it hard for people to continue effectively. The current strategy is that each judge will have a hankie or a hankie nearby which you may wave at the players when they make a foible. We then keep a tally, mentally, of foibles. I may introduce a white board and bells for CoKo 2019.

Finally, no one expects that you will have memorized every rule and every foible. Both the rules and foibles were written to be as utterly absurd and ridiculously Victorian in language as possible. Take away the spirit of the game and know that I shall give a summary of the rules and the foibles at the beginning of any tourney. If you have suggestions or would like to propose a "house rule" for the tourney, I am quite delighted to entertain the possibility.

Cheers!

~Jocelynn