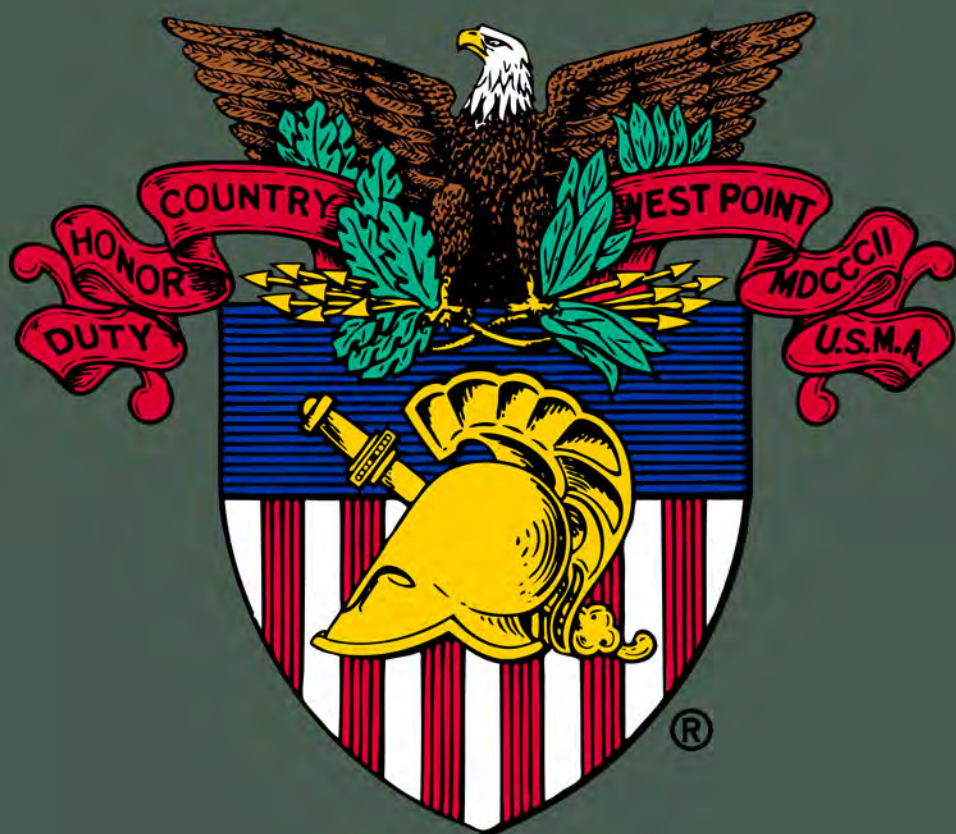


ACADEMY

THE WEST POINT BOARD GAME



RULEBOOK

WELCOME TO THE ACADEMY!



Step into the (shined) shoes of a West Point Cadet!

In **Academy: The West Point Board Game**, each player is an Army Cadet deciding how best to spend their limited time at the United States Military Academy. Each round (year), players visit locations around post to join competitions and conduct training. Players then compete in head-to-head competitions like Term End Exams, Parades, and the Indoor Obstacle Course Test. Just like at the real West Point, players must succeed in the three pillars: **Academic, Military, and Physical**. The player with the most combined points at the end of the game wins. Shine your shoes, tighten your boots, and motivate your socks, because your time at the Academy is about to begin!

Zade Koch

Zade Koch (USMA 2019)
Game Designer
Trophy Point Games

Samuel Brush

Samuel Brush (USMA 2020)
Game Designer
Trophy Point Games

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COMPONENTS / SETUP



1 Gameboard



36 Competition Cards



**120 Training Cards
(40 per pillar)**



18 Event Cards



1 Section Marcher Card



4 Player Cards



**16 Cadets
(4 per color)**



**12 Stars
(3 per color)**



1 Year Tracker Pawn



4 Six-Sided Dice



1 Rulebook

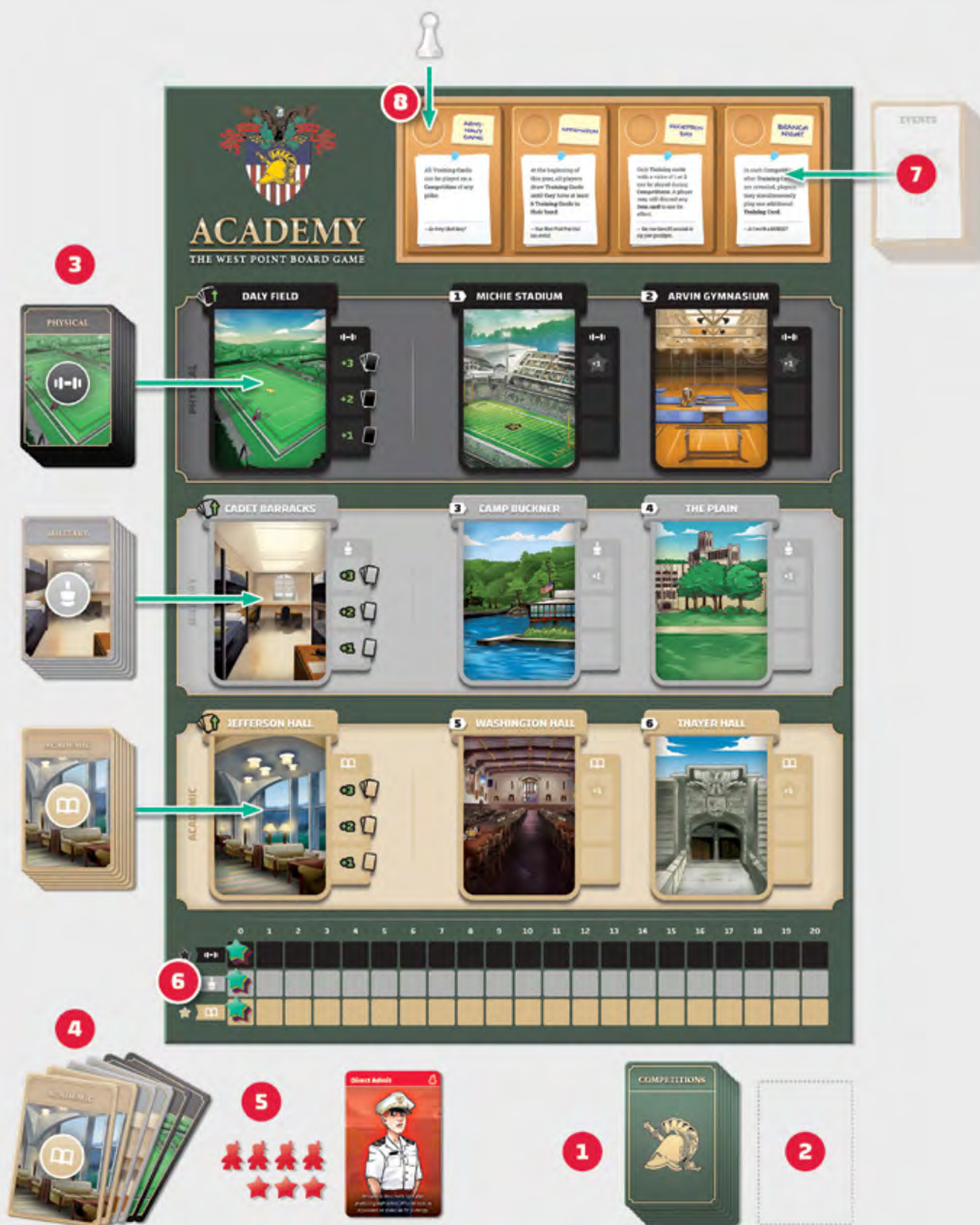
TO SETUP ACADEMY

- 1** Shuffle the Competition Deck and place it face down next to the Board.
- 2** Create space for a Discard Pile next to the Competition Deck.
- 3** Shuffle each deck of Training Cards and place them face down onto their matching space on the Board (Daly Field, Cadet Barracks, Jefferson Hall).
- 4** To form their starting hand, each player draws 2 Training Cards of each pillar (Academic, Military, and Physical) from the respective Training Decks.
- 5** Each player chooses a Player Card (**Direct Admit, Prepster, Corps Squad, or Prior Service**) and takes 4 Cadets and 3 Stars of the matching color (**Red, Blue, Yellow, or Green**).
- 6** Each player places a Star of their color on each "0" space of the Score Tracker.
- 7** Shuffle the Event Deck. Draw 4 Event Cards and place one face up on each Year's Event space. Return the remaining Event Cards to the gamebox.
- 8** Place the Year Tracker Pawn on 1) Plebe Year.

First Game: If this is your first time playing Academy, we suggest playing 1) Plebe Year without an Event.

Short Game: If you want to play a shorter game, play only 3 years instead of 4.

READ THIS RULEBOOK OR WATCH THE VIDEO INSTRUCTIONS ON BACK!



GETTING STARTED

FIRST PLAYER (SECTION MARCHER)

The Section Marcher takes the first turn each Year.

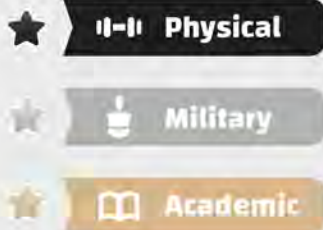
The player who last visited West Point is the first Section Marcher. If no player has visited West Point, roll a die to determine the first Section Marcher.

The first Section Marcher places the Section Marcher Card next to their Player Card.

OBJECTIVE

End the game with the most points.

Points are gained separately in the **Physical, Academic and Military Pillars** and then added at the end of the game.



When you earn points in a pillar, move your Star up the corresponding Score Track.



THERE ARE 4 YEARS (ROUNDS):



1st Year:
PLEBE

2nd Year:
YEARLING

3rd Year:
COW

4th Year:
FIRSTIE

EACH YEAR HAS 4 PHASES:

PHASE 1: COMPETITION SETUP

The Year's Competition Cards are placed onto the board.

PHASE 2: CADET PLACEMENT

Players decide which Training Cards they draw and which Competitions they will enter by placing their Cadets at various Locations on the board.

PHASE 3: COMPETITIONS

Players compete to win Competitions by playing Training Cards from their hand to gain Academic, Military, or Physical points.

PHASE 4: CLEANUP

Competitions are discarded and Cadets are collected to prepare for the next Year.

PHASE 1: COMPETITION SETUP

PHASE 1: COMPETITION SETUP

Draw Competition Cards from the Competition Deck one at a time. Place them onto a Location matching their pillar on the board.

Place Competitions until there is 1 more Competition than the number of players on

the board. Discard a Competition if both of the Locations matching its pillar have been filled.

Reshuffle the Competition Cards from the Discard Pile if there are no cards left in the Competition Deck.

EXAMPLE OF COMPETITION SETUP



2-Player Rule: When playing a 2-player game, place 1 Competition from each pillar onto the board. Each Year will have exactly 1 Academic, 1 Military, and 1 Physical Competition.

COMPETITION CARDS / SYMBOLS

COMPETITION CARDS

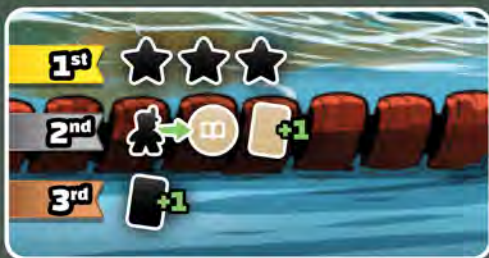
There are three pillars of Competition Cards (**Physical, Military and Academic**).



Competition Cards award points during the Competitions Phase, indicated by the number in each row: Gold 1st, Silver 2nd, and Bronze 3rd.

Each Competition Card also awards separate bonuses for 2nd and 3rd place, indicated by its symbols.

EXAMPLE OF CARD RESOLUTION



- 1st:** The winner of this competition wins 3 Physical Points.
2nd: The 2nd can move their Cadet from this Competition to an Academic Competition and also draw 1 Academic Training Card.
3rd: The 3rd draws 1 Physical Training Card.

SYMBOLS

POINTS

- ★ Gain +1 Physical Point
- ★ Gain +1 Military Point
- ★ Gain +1 Academic Point
- ★ Gain +1 Point of any pillar

CARDS

- +2 Draw 2 Physical Training Cards
- +1 Draw 1 Military Training Card
- +1 Draw 1 Academic Training Card
- +1 Draw 1 Card of any pillar

MOVEMENT

- Move the Cadet you placed on this Competition to a Military Competition
- Move the Cadet you placed on this Competition to an Academic Competition
- Move the Cadet you placed on this Competition to any Competition

PHASE 2: CADET PLACEMENT / LOCATIONS

PHASE 2: CADET PLACEMENT

Starting with the Section Marcher and proceeding clockwise, each player takes a turn by placing one of their Cadets on an open space on the gameboard.

When a Cadet is placed on a Location, they are placed at the front of the line (the top unoccupied space) at that Location.

The Cadet Placement Phase ends when all Cadets have been placed on the board.

LOCATIONS

Cadets can be placed at any of the 9 Locations. There are two types of Locations:

• LOCATIONS FOR COMPETING

Contain Competitions that players compete over during the Competitions Phase. These Locations have numbers to clarify their order.

1 MICHIE STADIUM

2 ARVIN GYMNASIUM

3 CAMP BUCKNER

4 THE PLAIN

5 WASHINGTON HALL

6 THAYER HALL

The first Cadet placed at each of these Locations gains 1 Point in the matching pillar.

If these Locations do not contain a Competition, no Cadet can be placed there.

• LOCATIONS FOR TRAINING

Allow players to draw Training Cards.

 DALY FIELD

 CADET BARRACKS

 JEFFERSON HALL

The first Cadet placed at each of these Locations draws +3 Training Cards of the matching pillar. The 2nd draws +2 Cards, and the 3rd draws +1 Card.

CADET PLACEMENT EXAMPLE

EXAMPLE OF CADET PLACEMENT

It is **Blue's** turn to place a Cadet. **Blue** can place their Cadet on any of the four open spaces:



A **Washington Hall:**
Compete there during the Competitions Phase.

C **Barracks:**
Draw 3 Military Training Cards.

B **The Plain:**
Gain 1 Military Point and compete there during the Competitions Phase.

D **Library:**
Draw 2 Academic Training Cards.

PHASE 3: COMPETITIONS

PHASE 3: COMPETITIONS

During the Competitions Phase, players play Training Cards from their hands to compete in Competitions to receive awards.

Competitions are resolved from 1 to 6, beginning with Michie Stadium and ending with Thayer Hall. If there is no Competition in a Location, proceed to the next Location.

• TO RESOLVE EACH COMPETITION:

1 SELECT 1-3 CARDS

All players in the same Location as the Competition simultaneously and secretly select up to 3 Training Cards of the pillar matching the Competition.

2 REVEAL CARDS

After all players at the Competition have selected their Training Cards, they simultaneously reveal their selected Training Cards.

If a player does not play a Training Card, they do not compete in the Competition or receive an award.

Tip: Have players secretly select their Training Cards under the table and then play them on the table after a "ready, set, go!" countdown.

3 ADD VALUES

Each player adds the values of all Training Cards they played to determine their total.

4 RECEIVE AWARDS

The player with the highest total receives the first place award shown on the Competition Card. The player with the second highest total receives the second place award. The player with the third highest total receives the third place award.

REMEMBER: If a player does not play a card, they do not receive any award from the Competition.

If multiple players have the same total, the Cadet closer to the front of the line at that Location wins the tie.

If a player places more than 1 Cadet on the same Competition, the additional Cadet does not affect the Competition resolution, but still blocks other Cadets from being placed there.

A player may only win one award per Competition. If a player is unable to receive their award, they do not receive an award.

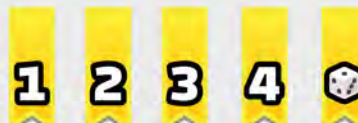
TRAINING CARDS / ITEM CARDS

TRAINING CARDS

There are three pillars of Training Cards:
Physical, Military, and Academic.



Training Cards contain the values 1, 2, 3, 4, and D (Dice). The value of a Dice Card is determined by rolling a die after cards are revealed.



If asked, a player must reveal how many Training Cards of each pillar they have in their hand.

ITEM CARDS

Item Cards can be played as normal Training Cards during a Competition **OR** discarded at **any time** to use their special effect.



Item Cards are indicated by a green flag.



EXAMPLE OF ITEM USE

DISCARD

Move 1 of your  to the front of their line.

Yellow decides to use their Red Sash's special effect instead of playing it later in a Competition. Yellow discards the Item Card and then moves one of their Cadets on the gameboard to the front of its line.

COMPETITION RESOLUTION / PHASE 4: CLEANUP

EXAMPLE OF COMPETITION RESOLUTION

Yellow, Blue, and Red are competing in a **Uniform Inspection** at Camp Buckner.



- A** Yellow, Blue, and Red secretly simultaneously select up to 3 Military Training Cards from their hand, then play their cards at the same time.

Yellow plays $3 + 1 = 4$.

Blue plays a Dice Card and rolls a 4.

Red plays $3 + 1 + 4 = 8$.

- B** Red receives the 1st place award:
2 Military Points.

- C** Yellow and Blue are tied. Since Yellow is closer to the front of the line than Blue, Yellow wins the tie.

Yellow receives the 2nd place award:
Draw 1 Training Card of any pillar.

- D** Blue receives the 3rd place award:
Draw 1 Military Training Card.

PHASE 4: CLEANUP

If it is the end of Year 4, the game ends. Immediately proceed to End of Game and Scoring.

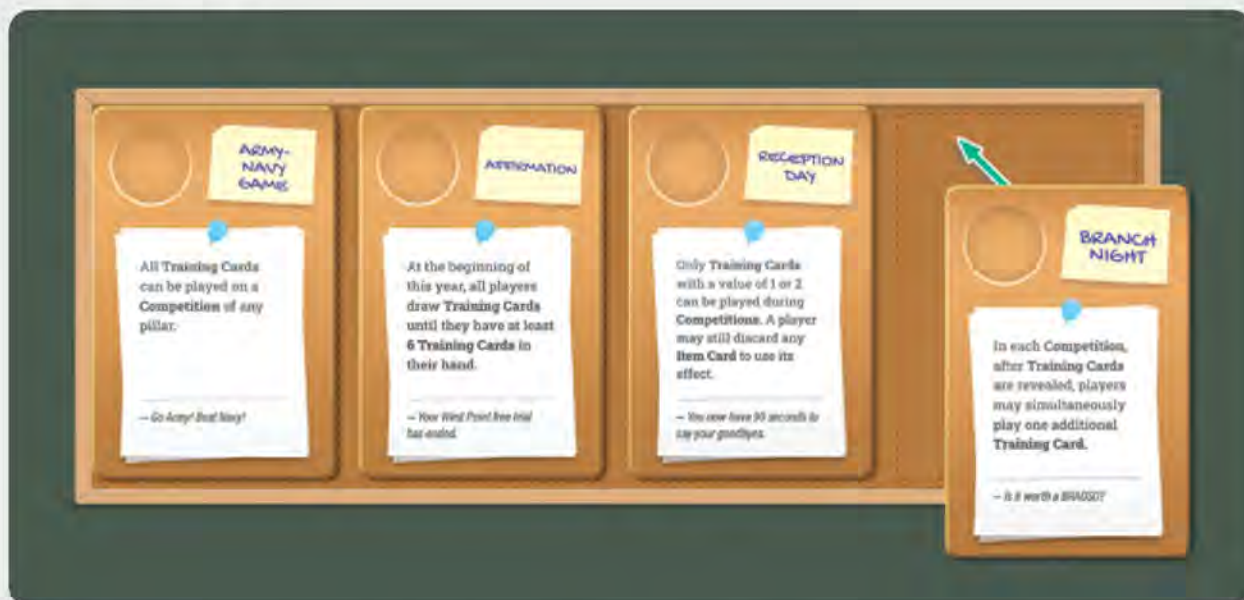
Cleanup occurs after all Competitions have been resolved in a Year.

DURING THE CLEANUP PHASE:

1. Move the Competition Cards placed this year to the Discard Pile.
2. Each player collects their 4 Cadets from the gameboard.
3. Move the Year Tracker to the next Year.
4. The Section Marcher passes the Section Marcher Card to the player on their left.
5. Proceed to the Competition Setup Phase and continue playing.

EVENT CARDS / END OF GAME AND SCORING

EVENT CARDS



Event Cards have special rules that change how Academy is played.

Four Event Cards are placed face up at the start of the game, but only one takes effect each Year.

END OF GAME AND SCORING

1 ADD POINTS

Each player adds up their scores in the Academic, Military, and Physical pillars.

2 AWARD + 3 BONUS POINTS

3 Points are awarded to the player with the most points in each pillar. If multiple players tie for the most points in a pillar, they all receive 3 points.

3 DEDUCT -3 PENALTY POINTS

In a 3 or 4 player game only, 3 points are subtracted from the player with the fewest points in each pillar. If multiple players tie for the least points in a pillar, they all lose 3 points.

The player with the most points at the end of the game becomes the Valedictorian and wins the game!

In the case of a tie, the player with the most Training Cards in their hand wins. If both players have the same number of Training Cards, the player who can do the most push-ups in two minutes wins the game!

EXAMPLE OF SCORING

After 4 years, a 4-player game ends with the following scores:



	Red	Blue	Yellow	Green
★ -	6+3	4	5	0-3
★ 🍰	6	8+3	1-3	8+3
★ 📖	2-3	2-3	2-3	7+3
Total Points	★ 14	★ 14	★ 2	★ 18

Each player's Physical, Military, and Academic Points are added.

Each Pillar Leader is awarded a +3 point bonus; Each Pillar Loser incurs a -3 point penalty.

After adding each player's Physical, Military, and Academic Points and Pillar Bonus Points, **Green has 18 points and wins the game.**

Compare your final score with the table below to determine how well you did as a cadet. Try to earn a higher rank when you play again!

Points	Title
< 0	Midshipman
0-6	Goat
7-12	New Cadet
13-18	Plebe
19-24	Yearling
25-30	Cow
31-36	Firstie
> 36	First Captain

GLOSSARY

You now know everything necessary to play Academy!

If you want to learn more about the real West Point, study this cadet knowledge!

100th Night

Formal dinner for Firsties celebrating 100 nights remaining until their graduation.

Traditionally followed by the 100th Night Show, a theatrical performance satirizing the class's time at West Point.

500th Night

Formal dinner for Cows celebrating 500 nights remaining until their graduation.

Academic Pillar

The four-year curriculum cadets complete to receive their Bachelor of Science degrees upon graduation.

Acceptance Day

The day when fourth class cadets complete their Cadet Basic Training, ending their time as new cadets and officially entering the United States Corps of Cadets.

Additional Instruction

Tutoring received from an instructor outside of normal classroom hours.

Affirmation

Ceremony conducted at the beginning of Cow year where cadets "affirm" their desire to serve in the Army by swearing an oath. After Affirmation, any cadet who leaves West Point must reimburse the Army for the cost of their education.

Army-Navy Game

The annual football game played between West Point and the Naval Academy. Played since 1890, it is the culmination of the two schools' rivalry.

Arvin Gymnasium

The state-of-the-art fitness center used by cadets. Named after Carl Robert Arvin (USMA 1965), a former West Point First Captain killed in the Vietnam War.

Beast Land Navigation

Military skills test conducted during Cadet Basic Training (a.k.a. "Beast Barracks") during which cadets use a map and compass to find points.

Boxing

Required physical education class for Plebes.

Branch Night

Ceremony in which Firsties receive their branch assignments, indicating what job they will have in the Army.

Buckner Land Navigation

Military skills test conducted during Cadet Field Training (a.k.a. "Camp Buckner") during which cadets use a map and compass to find points.

Cadet Barracks

Cadet living quarters named after famous USMA graduates, including Bradley, Davis, Eisenhower, Grant, Lee, MacArthur, Pershing, Scott, and Sherman.

Cadet Saber

The ceremonial sword issued to Firsties, worn during parades and graduation.

Camp Buckner

The location of Cadet Field Training and other summer trainings at West Point. Named after LTG Simon Bolivar Buckner, Jr. (USMA 1908), the highest ranking member of the US military killed by enemy fire in WWII.

Capstone Project

Large academic project completed by cadets during their Firstie year.

Class Ring

Ring worn by Firsties and alumni of West Point. USMA was the first school to adopt class rings, beginning the tradition in 1835.

Combatives

Required self-defense grappling class taken by Cows.

Company Athletics

Intramural sports played by cadets. Following the guidance "all cadets an athlete," all cadets are required to play an intercollegiate or intramural sport each semester.

Corps Squad

The cadets on West Point's intercollegiate sports teams.

Corps Squad Practice

Intercollegiate sports team practice.

Cow

A third-year (second class) cadet, a junior.

Daly Field

The athletic field closest to Trophy Point. Named after Charles Daly (USMA 1905), an accomplished football player, coach, and WWI veteran.

Direct Admit

Cadet admitted to West Point directly out of high school.

Drill

The practicing of military maneuvers (a.k.a. marching) prior to a parade or ceremony.

Duties

Required tasks completed by Plebes such as cleaning, delivering laundry, taking out trash, and announcing formations by calling minutes.

First Captain

The highest ranking cadet in the Firstie class. Famous First Captains have included John J. Pershing (USMA 1886), Douglas MacArthur (USMA 1903), and William Westmoreland (USMA 1936).

Firstie

A fourth-year (first class) cadet, a senior.

Goat

The cadet with the lowest class rank in the graduating class. As they cross the graduation stage, the Goat traditionally receives a standing ovation and an envelope containing a \$1 donation from every member of their class.

Goat-Engineer Game

Annual football game played between the highest ranking cadets ("Engineers") and lowest ranking cadets ("Goats") in the Firstie class.

Indoor Obstacle Course Test

The IOCT, a timed obstacle course taken by cadets which must be passed to graduate. The test has existed since 1944 and includes obstacles such as a low crawl, vault, balance beam, monkey bars, and a rope climb.

Jefferson Hall

The cadet library, named after the founder of West Point and the third President of the United States, Thomas Jefferson.

Knowledge Book

Handbook issued to new cadets on Reception Day used to study knowledge.

Michie Stadium

The West Point football stadium. Named after Dennis Michie (USMA 1892), an Army football captain, coach, and officer killed in the Spanish-American War.

Mil Art Writ

Quiz given in Military Art, a class studying the history of warfare.

GLOSSARY

Military Movement

Gymnastics class taken by Plebes. Cadets score a "High Zero" when they fail to correctly execute a skill.

Military Pillar

The courses cadets complete to develop their leadership and military proficiency.

Morning PT

Physical training (PT) performed in the morning.

New Cadet

The rank cadets hold during Cadet Basic Training.

Parade

Public event in which cadet companies march in formation to demonstrate their discipline.

Physical Pillar

The regimen cadets undergo to develop their physical fitness.

Pillar

A category that cadets are evaluated in. The three pillars are Academic, Military, and Physical with Character as their foundation.

Plebe

A first-year (fourth class) cadet, a freshman.

Plebe Parent Weekend

A weekend in spring when families are invited to visit their plebes and attend social events.

Post Night

Ceremony in which Firsties receive their post assignments, indicating the locations of their first duty assignment in the Army.

Prepster

A cadet who attended the USMA Preparatory School prior to attending West Point.

Prior Service

A cadet who has served in the Army prior to attending West Point.

Projects Day

Event in which Firsties present their Capstone Projects to the public.

Reception Day (R-Day)

The day when cadet candidates arrive at USMA to become new cadets and begin their Cadet Basic Training.

Red Sash

A crimson waistband worn by Firsties on their dress uniforms.

Rifle Qualification

Routine Army test in which soldiers shoot at targets to evaluate their weapon proficiency.

Ring Weekend

The ceremonial weekend when Firsties receive their class rings.

Ruck March

A fast walk over long distances with a heavy backpack (rucksack).

SAMI

Saturday AM Inspection, a thorough examination of the cadet barracks and rooms for proper cleanliness and organization. Cadets spend hours cleaning their rooms during the week to prepare for the inspection.

Sandhurst Practice

Training for the military skills competition known as "Sandhurst." Each year, military academies from around the world send teams to compete at West Point. The competition is named after the United Kingdom's Royal Military Academy Sandhurst.

Section Marcher

The cadet responsible for taking attendance and calling the class to attention at the beginning of each class.

Sosh Run

A fun event in which Cows dress in costumes and run to submit their International Relations term papers before the 1600 deadline.

Spin Sedgwick's Spurs

Legend has it that a cadet in Full Dress who sneaks out after Taps and spins the spurs on Sedgwick Monument will pass their exam the next day. MG John Sedgwick (USMA 1837) was the highest ranking Union soldier killed in the Civil War. His last words were "They couldn't hit an elephant at this distance."

Study Abroad

Semester spent taking classes at another military academy or foreign university.

Study Knowledge

New cadets are required to study information during Cadet Basic Training. Upperclassmen must sign their Knowledge Book to indicate that they have memorized each piece of knowledge.

Survival Swim

Required class taken by Yearlings. Cadets learn to swim while wearing combat uniforms and equipment.

Take Boards

An academic exercise where cadets answer questions on chalkboards. Some cadets then brief their answers to the class.

Tar Bucket

Formal headgear worn by cadets during parades.

Term End Exam

TEE, a class's final exam.

Thayer Hall

The largest academic building at West Point. Originally constructed as a riding hall in 1909, it is named after Sylvanus Thayer (USMA 1808), the former Superintendent known as "The Father of West Point."

Thayer Method

Instructional method in which cadets learn the material prior to class and are tested on the material during class.

Thayer Week

An academically difficult week with multiple classes having tests, papers, and projects due in rapid succession.

The Plain

The notorious parade field at West Point. Some people claim it is the second most expensive plot of grass to maintain in the United States, after the White House's South Lawn.

The Rocket

A USMA cheer frequently performed at football games and spirit events.

Touchdown Push-ups

Exercise executed by Plebes each time the Army football team scores. The number of push-ups is equal to the current Army score.

Uniform Inspection

Event in which cadet uniforms are inspected to ensure compliance with uniform standards.

USMA

Abbreviation for the United States Military Academy at West Point.

Walk Hours

Punishment for cadets that involves walking back and forth across The Area for hours. When a cadet walks 100 or more hours, they become a "Century Man."

Washington Hall

A building named after President George Washington that contains the cadet mess hall, mailroom, and additional classrooms.

Written Partial Review (WPR)

An academic examination.

Yearling (Yuk)

A second-year (third class) cadet, a sophomore.

Yearling Winter Weekend

Formal dinner for Yearlings.

Game Designers:

Zade Koch (USMA 2019),
Samuel Brush (USMA 2020).

Artist:

Loic Billiau.

Graphic Designers:

Julián Tunni, Ariel Zajac.

Special Consultants:

Steve Finn (Doctor Finn's Games), Effie Jia, Zaria Koch

Rulebook Editing: Birgitta Anderson ('19), Carolyn Goblirsch-Koch, Colleen Brush, Rik Eberhardt.

Repeat Playtesters: Anthony, Cooper Cone ('20), Effie Jia, Justin Knoll ('20), Maggie Chen, Matthew Yuan ('19), Sebastian Paz Kitschke, Steve Finn, The Brush Family, The Koch Family.

Playtesters: Aaron Appleton, Adam Robinson ('19), Andrew Kitzhaber ('19), Andrew Caron, Asher Simon, Austin Davis, Ben Christensen, Bob Brown, Bowen Wu, Birgitta Anderson ('19), Cesar Duran, Chrissie Mifsud, Dante Carillo ('19), Delaine Weliver ('19), Dimitri Pallas, Elijah Lee, Ethan Strobel, Halle Boroski, Jace Staats ('21), Jennifer Bailey, Joe Oleski, Jon Buckenhizer, Jonathan Kalabat, Joe Schlessinger ('19), Joseph Frederick, Julie Smith, Linda Mifsud, Louis Fuka ('21), Manley James ('21), Manny Dominguez, Mikael, Pat Meehan ('19), Payton Boroski, Porter Boroski, Rachel Luo, Rik Eberhardt, Sebastian Houg ('21), Tobin Cooper, Todd White, Victor Kao ('20), Vivian Song, Will Anderson ('20), Winston Luo, Wyatt Cook.

"GENEROUS OLD GRAD" KICKSTARTER BACKERS:

■ **Brenda Chewning-Kulick, Travis (USMA 2017), and Morgan (USMA 2021):** Embrace the Suck.

■ **Scott C. Smith (USMA 1999) and Kelly L. Smith (USMA 2001):** Dedicated to our three sons (Riley, Gabe and Max), all the preppers and Rifle Team members.

■ **Billy Major (USMA 1994):** To all Century Club Members & Firstie Privates (especially WCWS94), I wish you Supernumerary with a side of First Floor Bradley Long Wing inside windowsill Chips and Salsa...

■ **Forrest Zenone (USMA 2020) and Tricia Stone-Shumaker:** Cheers to all the WP Moms and Dads who experienced the West Point journey alongside their DS or DD.

■ **Matthew James B. Wang (USMA 2006):** Dedicated to James F. Wang (1947 - 2020). Thank you for always being my biggest cheerleader.

**VIDEO TUTORIAL**

Scan this QR to learn
the game using a
5-minute video.

■ **Michael Fritz:** "On the fields of friendly strife are sown the seeds that on other fields, on other days, will bear the fruits of victory." — General Douglas MacArthur.

■ **Cindy Moline**

■ **James and Jessie Jia:** Let's play the game and see how characters are built!

■ **Anonymous**

■ **Chris Easter (USMA 1988):** For my fellow classmates from the "No Task Too Great" Class of 1988 and in honor of my fellow Century Club Members who all played the game so well! I-Beam & Proud!