



State of the Organization Report, 2022

Who We Are

San Diego Historical Games Convention ([SDHist](#)) was established in 2015 mainly as a local wargaming group for the greater San Diego area. Starting in 2015, we held an annual convention that attracted mainly local historical gamers.



Since 2020, however, SDHist has set itself some larger and longer-term objectives, which is to increase accessibility to the hobby of historical games. A key part of achieving that mission is to provide transparency so others can see what we do, learn from it, and help us do better. Facing the start of 2023 and in further support of transparency, we thought it would be useful to provide a State of the Organization Report, 2022 for SDHist.

One tenet of SDHist is that we don't pay anyone and we don't make a profit. We will always work to create surpluses that allow us to expand our endeavors, but from time to time, if we have a surplus that we don't expect to be useful for operations in the near term, we will donate to charities that reflect the interests of the team. We operate according to a [Mission Statement](#), which we review frequently. If we have a question about

what we are working on and whether it is appropriate for the organization, we frequently refer to the [Mission Statement](#), which always seems to provide a beacon to guide us. This Mission Statement was first published in our [Conflicts of Interest](#) eZine and is attached to this report as an Addendum. It is a living [Mission Statement](#) and subject to change based on consensus amongst the [SDHist Board](#).



What We Have Accomplished

2022 was a banner year for the organization. Our first face-to-face convention in 2015 attracted roughly 60 locals - compared to 2022 where in November we hosted over 130 attendees from across the US and beyond. The convention was attended by a large number of established designers, first time designers with prototypes, publishers and our traditional curious historical gamer. The average age of our attendees continues to fall as we work to find new and interesting perspectives in historical gaming. We continue to work to improve how well the attendance represents the community in general - a continued fight for diversity and an objective called out in our [Mission Statement](#).



In 2021 we ran 3 online conventions (May, August and November) with over 600 attendees. Those conventions allowed us to raise the money to pay operational expenses for the group and make the following charitable contributions: \$800 to [Make a Wish of SD](#), \$800 to [Girls Inc](#), \$800 to [Minority Humanitarian Foundation](#) and nearly \$1,400 to support the [2021 Zenobia Award](#).

In addition to the face-to-face convention in November 2022, we conducted an online convention in June 2022 that was focused on Volko Ruhnke's Levy and Campaign series which attracted over 100 attendees, including many from Europe.



In 2022 we also launched an SDHist eZine called [Conflicts of Interest](#) and published the first edition in July of 2022. The first edition was packed with over 80 pages of content.



The [Summit Award](#) was also a new 2022 initiative. It recognizes a previous year's game that most improves access to the historical gaming hobby. Congratulations to the 2021 publication year winner, *Red Flag Over Paris* designed by Fred Serval and published by GMT Games. The other three finalists were *No Motherland Without*, *Nicaea*, and *Atlantic Chase*. The public took part in the nomination process and advanced one of the four finalists - interestingly enough, *Red Flag Over Paris* was their favorite! The Summit Award Press Release is attached to this report as an Addendum.



What We Are Working On

Plans are in the works to grow our footprint for 2023. We are considering a number of experiments and will be watching the results. We talk about much of what we do in terms of experimentation: trying new things, investing in things that are successful and learning from our failures. Some of

our 2023 plans are investing in what works, while extending our track record of experimentation.



We are evaluating officially becoming a [charitable organization \(501c3\)](#). There is a good bit of time and some costs to be invested. It will also require a multi-year commitment of officers to support the effort. The benefit would be an organization constructed to do what SDHist does. It would also allow our supporters to receive charitable contribution deductions and allow us to adjust fund raising for conventions. We also believe it would materially reduce costs for facility rentals.





Expect plenty of big names, a live kickoff the night before, coffee with Harold, and an epic finale that evening. Much more to follow but we are currently looking at a Saturday March 18 event. Stay close by for more information.

Another face-to-face convention is in the works in [San Diego for 2023](#) - as per our usual, we expect it to be November near Veterans Day weekend. We have been discussing strategies to increase designer and publisher numbers and interaction. Expect more and better from us in November of 2023.



At least one online convention is planned for 2023. The first will be a one-day online convention starting in the evening in Europe and ending that evening in San Diego. There will be a track for gamers and a track for designers. Participants can move back and forth to their heart's content.



A pop-up historical convention is in the works and we are hopeful for a 2023 experiment. The idea would be to pick a historical site, Gettysburg, Fort Ticonderoga, Newport RI, Colonial Williamsburg, New Orleans etc and set up a two-part convention. The first part would be a Friday meeting to visit a number of historical sites with informed guides and some evening camaraderie, dinner and drinks. The second part would be a Saturday and Sunday convention to play some games motivated by the historical site. More to follow on this concept and first experiment.



[Conflicts of Interest](#), the eZine of SDHist remains a central clearinghouse for us to share ideas on topics of interest to us and our community. We expect to see another issue in 2023 and potentially more. So many of our friends have stepped up to share their thoughts and stories. We want to share more and generate more discussion. If you are interested in taking part in the conversation by contributing something interesting, please contact us.



The first [Summit Award](#) was a big success and we plan to kick off the Award for 2022 with a concentrated effort to grow the Summit Award's public input. We don't expect to grow into different types of awards in the near future, however. For many reasons, the simplicity of this single annual award delivers the clean message we want to leave with the public. We also hope for more post-award debate and discussion about what games most improve access to the hobby.



What can you do?

We've told you what we plan to do, but what can you do to help us advance our mission? Here are a few thoughts in closing:

- Recruit, teach and welcome a new and diverse group of players to this historical gaming hobby we all love.
- Support publishers that showcase new and diverse design and art talent.
- Shed light on symbols of hate to expose them to scrutiny and make our hobby a comfortable and welcoming space.
- Continue the conversation and work closely with those immersed in the hobby already to expand and improve.
- Give us your comments and feedback, you are a part of this!

signed,

The SDHist Board



Who is SDHist?

SDHist Board

Chris Bennett
Harold Buchanan
Dan Bullock
Jeff Dreher
Scott Fischbein
Pratik Multani
Joe Schmidt

Joe Bottoms
Andrew Bucholtz
Roberto Chavez
Wes Ferrer
Edgar Milik
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SDHist Advisory Board

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Candice Harris
Kai Jensen
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Fred Serval
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Our Sponsors:

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Avalanche Press
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Playdek
Thin Red Line Games

Blue Panther
Fellowship of Simulations
Hollandspiele
Nuts! Publishing
RBM Studios
Wehrlegig Games

Addendum:

[SDHist Mission Statement](#)

[Summit Award Press Release](#)

Contact us: harold@sdhist.com

SDHist Mission Statement

THE MISSION OF THE SAN DIEGO HISTORICAL GAMES CONVENTION (SDHist) IS: to create a diverse and supportive gaming community dedicated to playing, discussing, designing, and promoting historically-based board games. Through this commitment, SDHist seeks to serve both the existing historical board gaming community as well as grow it through the addition of new voices and perspectives.

PRINCIPLES

- SDHist was founded around a mutual love of historical board game simulations, a unique amalgamation of world history (from global to local), military conflict, biography, cartography, economics, politics, and hypotheticals, all fueled by the camaraderie that such games engender. And while this corner of the larger board gaming hobby once consisted mainly of hex-and-counter wargames, the idea of what constitutes a historical simulation has grown to encompass a larger, more expansive and inclusive definition, and SDHist fully embraces this view.
- SDHist utilizes all available technologies and communications platforms to organize and moderate both in-person and online events, in order to bring historical board gamers together to have fun and play games with fellow enthusiasts, to gain insights about the hobby and its future directions directly from publishers, and to learn about history and how to model it directly from designers. Through such events, SDHist seeks to both expand the reach of its mission globally but also to bring the community closer together.
- SDHist further strives to continue to innovate so as to keep its mission fresh and relevant to the current and prospective historical board gaming community. This innovation includes expanding the ways we interact, the types of events we sponsor, and also the topics we discuss, with an inclusive bias towards what is worthy of consideration.
- SDHist commits to measuring its success on an ongoing basis, through self-assessment as well as through external feedback and evaluation. One such mechanism is the SDHist Advisory Board, a body of invited game designers, critics, and content producers, selected to provide advice and underrepresented perspectives to SDHist in furtherance of its mission to create a diverse and supportive historical board gaming community.
- Finally, SDHist dedicates itself to this mission and the necessary work to achieve it purely for the love of the hobby and not for any individual profit or advantage. Any funds raised by SDHist are used to support future activities or are donated to appropriate charities with no compensation to SDHist members or advisors.

Summit Award Press Release

San Diego Historical Games Convention announces Red Flag Over Paris as 2022 Summit Award Winner

The San Diego Historical Games Convention ([SDHist](#)) is proud to announce the winner of the first annual [Summit Award](#). The Summit Award aims to recognize a historical board game published in the preceding year that most broadened the hobby through the ease of teaching and/or play, uniqueness of topic, or novel approach. The winner of the 2022 Summit Award (for games published in 2021) is [Red Flag Over Paris](#).

[Red Flag Over Paris](#) is designed by Fred Serval, with art from Donal Hegarty, development from Jason Carr and Joe Dewherst, and solitaire mode design by Jason Carr. It is [published by GMT Games](#). It is a 20-40 minute card-driven game for one to two players, depicting the two months of intense confrontation between the Communards and the government in Versailles during the 1871 Paris Commune. Players take control of one of those factions and battle not just for physical control of the city, but also for the hearts and minds of the population. Solitaire variants are included for both factions.

The winner of the Summit Award was determined by members of the SDHist Board and SDHist Advisory Board. The judges praised *Red Flag Over Paris* for its ease of teaching and play, novelty of topic, and effectiveness as a historical game.

Red Flag Over Paris was one of four Summit Award finalists [announced in October](#) following a three-month public call for nominations (sent out in [Conflicts of Interest #1](#)) that produced more than 48 submissions. *Red Flag Over Paris* received the highest public nominations of any candidate. The other three finalists, selected by members of the SDHist Board and SDHist Advisory Board in October, were (in alphabetical order) [Atlantic Chase](#) (designed by Jeremy White, published by GMT Games), [Nicaca](#) (designed by Amabel Holland, published by Hollandspiele Games), and [No Motherland Without: North Korea In Crisis and Cold War](#) (designed by Dan Bullock, published by Compass Games). Each of those four games was taught and demonstrated at [the Nov. 11-13 San Diego Historical Games Convention](#). Following that, members of the SDHist Board and SDHist Advisory Board met for a final selection of the 2022 Summit Award winner.

The Summit Award will return in 2023, with games published in 2022 under consideration for that award. A call for public submissions will go out in the summer of 2023. More information can be found on [the Summit Award page](#) on the [SDHist website](#).

About The Summit Award: The Summit Award is an opportunity for the SDHist team to recognize the positive impact of a game that broadens the historical gaming hobby by drawing in more players or by introducing a new and unique subject or perspective. Our ultimate hope is that the Summit Award helps foster a discussion

amongst players, designers and publishers about new ways to broaden the hobby through teaching, play, topic, and approach. Games are judged on five criteria: Ease of Teaching, Ease of Play, Novelty/Uniqueness of Topic, Novelty of Approach, Effectiveness as a historical game. More details on the award and eligibility guidelines can be found [here](#).

About SDHist: The mission of [SDHist](#) is to create a diverse and supportive gaming community dedicated to playing, discussing, designing, and promoting historically-based board games. Through this commitment, SDHist seeks to serve both the existing historical board gaming community as well as grow it through the addition of new voices and perspectives. This is done through physical conventions (including [the 2022 San Diego Historical Games Convention from Nov. 11-13](#)), [online conventions](#), [the Conflicts of Interest magazine](#), the Summit Award, and more. SDHist is run by a volunteer board, and also has an advisory board composed of prominent members of the gaming community.