

# Puffing Billy<sup>®</sup> Tournament Categories for 2010

Category 1	Ticket to Ride US, Europe, Marklin, US1910, Europe 1912, US Mega, Europe Mega, Switzerland,/Nordic
Category 2	Railroad Tycoon, Union Pacific, Streetcar, Metro, Santa Fe, TransAmerica, TransEurope, On the Underground, Chicago Express, Steel Driver
Category 3	1830, 1825, 18AL, 18GA, and all other 4 hour 18xx games
Category 4	1835, 1856, 1870 and all other 5 hour or longer 18xx games
Category 5	Eurorails, Empire Builder (any version), Iron Dragon, Lunar Rails, Martian Rails
Category 6	British Rails, Australian Rails, Nippon Rails, India Rails, Russia Rails, China Rails
Category 7	Express, Freight Train, Station Master, Hell Rails, Ticket to Ride Card Game
Category 8	Silverton, Rail Baron, Steam, Age of Steam
Category 9	Railway Rivals, Dampfross, Tracks to Telluride, Tracks to Titicaca, Transport, Stephenson's Rocket, Lancashire Rails, Prairie Rails, Pacific NW Rails, Brass

## Puffing Billy<sup>®</sup> Tournament Scoring

Your score for the weekend-long Puffing Billy<sup>®</sup> Tournament (PBT) is the total of scores from your best four different categories (five categories at Railcon). Your category score consists of the best individual PBT score for any one game in that category, PLUS your best finals bonus earned from one final within that category.

The highest PBT score for the weekend among all participants will win the “Puffing Billy Champion” plaque for that convention. The PB Champion at Railcon is designated as the official National Champion for the year. A “Challengers Class Champion” plaque will be awarded for the highest weekend PBT score among only those players who have never won a Puffing Billy<sup>®</sup> Tournament at Origins, Gencon, or Railcon.

Your PBT score for an individual game is based on your finish. First place receives a base of 3 points, second place gets 2 base points, third place gets 1 base point, and fourth through sixth place gets 0 base points. In addition, second through fourth place receives a bonus score based on how close they were to first place, and the winner receives a bonus based on the size of the margin of victory. If you win, your bonus will be larger if you win by a large percentage. If you are not the winner then the closer the game, the higher your bonus will be. If you play more than one game in a category, your best score in that category will count toward the PBT score.

The maximum bonus is 0.5. If you place in an individual tournament final, you will receive a bonus of 10% of your PBT score for the final game, which is added to your best score in that category. You may only receive one final bonus per category.

Updated scores will be posted throughout the weekend for the PBT and all other tournaments. Each individual is responsible for ensuring his/her scores are correct. Please submit corrections or questions about your score as soon as possible to the TGA scoring table using the Correction Forms provided.

**DO NOT BEGIN A GAME UNTIL YOU ARE COMFORTABLE THAT YOU UNDERSTAND RELEVANT TOURNAMENT RULES FOR THAT GAME.** Some tournament rules differ slightly from the printed rules, and some games (e.g. all Empire Builder style games) require the players at the table to agree on how they will play certain rules. Please refer to the Players Handbook and the bottom of each printed score sheet for important game specific rules and tournament clarifications. Please also see definitions of Qualifying and Pick Up Games posted on the bulletin board. If you have any questions about the overall tournament or any game rules, please ask a conductor.

# Qualifying and Pick-Up Games Defined

These definitions apply to any multi-round tournament held within the Puffing Billy® Tournament, including individual games with finals and the multi-round 18XX, Empire Builder International (EBI) and Ticket to Ride tournaments.

**QUALIFYING SLOTS.** Specific time slots are designated as qualifying rounds for each tournament, and a specific qualifying game is scheduled for each slot. Only games played in those scheduled and designated slots count towards advancement to the semi-finals and/or final, and only one qualifying game (the first one played) can be counted from each time slot. Once a player begins a game in a slot, he is committed to finishing that game. A game cannot be ended short of completion for the purpose of playing in another game that begins before the scheduled end of the first game to which the player committed.

**ALLOWED SUBSTITUTIONS.** At his or her discretion, the conductor may allow a different game from the same system to be played instead of the scheduled game, and allow that substitute game to count as a qualifier. Under no circumstances can this result in more than one game played in the same slot qualifying for multi-round tournaments.

**ALLOWED TIME SHIFTS.** At his or her discretion, the conductor may allow a scheduled qualifying game to begin earlier or start later than the designated time slot. This is not automatic, and will generally only be allowed when doing so facilitates the effective running of the tournament. This cannot result in more than one game played in the same slot qualifying for multi-round tournaments.

**PICK-UP GAMES.** Unless an exception is granted as outlined above, any game other than the scheduled game played in its scheduled slot is a pick-up game, and must be designated as such on the score sheets and approved by a conductor. This includes any game or game system played more than once in its scheduled slot – the first game played is the qualifier and all subsequent games are pick-up games. A pick-up game does not count as a qualifier for any multi-round game or game system tournament, however it does count for the overall Puffing Billy® Tournament, providing the game is played to completion in a single session without break.