

Puffing Billy[®] Tournament Categories for 2011

Category 1	Ticket to Ride - all board game variants
Category 2	Empire Builder - all variants
Category 3	18xx - all variants
Category 4	Union Pacific, Santa Fe, Freight Train, Ticket to Ride Card Game, Station Master, Hell Rails, Railways of the World Card Game, Days of Steam, all other card games, and Alan Moon games
Category 5	Settlers of America (3hrs), Metro, Streetcar, Chicago Express, Steel Driver, Transport, Railway Rivals / Dampfross, On the Underground, Trans America / Trans Europe, Circus Train, Stephenson's Rocket, and all other 2-hour games
Category 6	Railways of the World - all board game variants, Rails of New England, Brass / Age of Industry
Category 7	Express, Cleopatra's Caboose, and all other 3-hour games
Category 8	Silverton, Steam, Steam Barons, Age of Steam
Category 9	Rail Baron, Baltimore and Ohio, and all other 4-hour or longer games

Puffing Billy[®] Tournament Scoring

The highest Puffing Billy[®] Tournament (PBT) score for the weekend among all participants will win the “Puffing Billy[®] Champion” award for that convention. The Puffing Billy[®] Champion at Railcon is designated as the official National Champion for the year.

At Origins, and Gencon, a “Challengers Class Champion” award will be presented for the highest weekend PBT score among those people who have never won a PBT or Challenger Class at Origins, Gencon, or Railcon.

A player’s score for the weekend-long Puffing Billy[®] Tournament is the total of scores from his/her best four (4) different categories (five at Railcon) plus bonuses received from participation in tournament finals.

Category Scores: A category score consists of a player’s best individual PBT score for any one game in that category. A player’s PBT score for an individual game is based on his/her finishing position. First place gets a base of 3 points, second place gets 2 base points, third place gets 1 base point, and fourth through sixth place get 0 base points. In addition, second through sixth place receive 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 amount. 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.

Finals Bonus Scores: For each tournament final in which a player participates bonus points are awarded. The award is 10% of the PBT score calculated for the player in the final game. For example a 1st place finisher would be awarded 0.3xx bonus points. At Origins and Gencon, a player’s four (4) best finals bonuses are added to the PBT score, regardless of category. At Railcon only, there is no limit to the number of finals bonuses that may be counted toward the final PBT score.

Updated scores will be posted throughout the weekend. Each player is responsible for ensuring his/her scores are correct. Questions or corrections requests must be submitted at the earliest opportunity to the TGA scoring inbox. Please use the Correction Forms provided.

Individual Game Tournaments

Individual game tournaments consist of either two or three rounds. All winners of the game during an official qualifying round will make the semi-final or final round, and some second place finishers may be accepted as well. Qualifying players must check in for semi-finals or finals at least 15 minutes in advance. If you qualify but do not intend to play, please inform the tournament director at the earliest opportunity. Second place players who would be interested in participating if space becomes available should also check in 15 minutes prior to scheduled start of the final.

Individual Game Tournament Schedule Origins and Gencon 2011

Express	Finals	Friday 3 pm
Rail Baron	Finals	Friday 8 pm
Silverton	Finals	Friday 8 pm
1830	Finals	Friday 8 pm
Railways of the World	Finals	Saturday 8 am
Union Pacific	Semi Finals / Finals	Saturday 8 am
T2R US	Semi Finals / Finals	Saturday noon
Settlers of America	Finals	Saturday 3 pm
Eurorails	Finals	Sunday 8 am

If possible, four or five players will compete at each semi-final or final board. If four or fewer games are played in the qualifying rounds, then all winners plus sufficient second place finishers (chosen at random or taken in order of PBT score in the qualifier, as announced) to make a table of four will advance. Multiple final rounds or multiple finals boards may be played simultaneously, depending on the schedule and the number of qualifying players at each convention. In either case, enough second place winners will advance to fill the tables to have at least four players at each table if possible.

A final game is always played to its full conclusion, even if the game exceeds the scheduled time allowed. Shortened game rules designed to fit into a time slot are not used in a final unless specifically announced.

If multiple final boards are played simultaneously, the winner of the game tournament will be the player who wins his or her final by the largest percentage margin (i.e. you want to blow out your competition in the final game).

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 and Ticket to Ride tournaments.

QUALIFYING GAMES

Qualifying rounds for each tournament are scheduled at specific starting times. Only the specific scheduled games played at those designated times 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.

TIME COMMITMENT OF PLAYERS

Once a player begins a game in a slot, s/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 SUBSTITUTION

At his or her discretion, the conductor may allow a different game from the same system to be played as a qualifying game instead of the scheduled game. 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. In general the conductor will allow scheduling deviations when doing so facilitates the effective running of the tournament. Regardless of other conditions a scheduling deviation cannot result in more than one qualifying game being played in the same slot for multi-round tournaments.

PICK-UP GAMES

Unless an exception is granted as outlined above, any game other than the designated qualifying game played at its scheduled time is a pick-up game. A pick-up game is a separate event, and requires a new score sheet as well as payment with ticket(s) (e.g., generics) or presentation of a Puffing Billy ribbon. Such games must be approved by a conductor and designated as pick-up on the score sheets, by checking the box for this purpose. This definition includes any game or game system played more than once in its scheduled slot. Hence, the first game played is a 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, a pick-up game does count toward the overall Puffing Billy® Tournament, providing the game is played to completion in a single session without break.

DO NOT BEGIN A GAME UNTIL EACH PLAYER IS COMFORTABLE THAT S/HE UNDERSTANDS ALL RELEVANT TOURNAMENT RULES.

Some tournament rules differ slightly from the printed rules, and some games (e.g. Empire Builder style games) require the players at the table to agree on how they will play certain rules. Please refer to 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.