

Puffing Billy® Tournament Categories for Railcon 2017

Category 1	Ticket to Ride - all board game variants
Category 2	Empire Builder - all variants (including Empire Express)
Category 3	18xx - all variants
Category 4	Union Pacific, First Class, Trains, Trans America, Trans Europa, Santa Fe, Freight Train, Hell Rails, Ticket to Ride Card Game, all other train-themed card games*, and all Alan Moon-designed train games not listed elsewhere*
Category 5	Spike, Metro, Switching Tracks, The Last Spike, Days of Steam, Chicago Express, Steel Driver, Streetcar, Transport, Spectral Rails, and all other 2-hour train games*
Category 6	Settlers of America, Railroad Revolution, Rolling Freight, Locomotive Werks, Brass / Age of Industry, Mexican Train Dominos
Category 7	Express, On the Underground, and all other 3-hour train games*
Category 8	Russian Railroads, Railways of the World, Rails of New Engl, Age of Steam, Steam, No Caboose
Category 9	Boxcars (Rail Baron) – all variants, Silverton, and all other 4-hour or longer train games*

* All games not specifically listed require conductor approval

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. The “Challengers Class Champion” is the highest weekend PBT score among those who have never won a PBT or Challenger Class at Origins, Gen Con, or Railcon.

A player’s score for the weekend-long Puffing Billy® Tournament is the total of scores from his/her best five (5) different categories (four at Origins & Gen Con) 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 0.05.

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 Gen Con, a player’s four (4) best finals bonuses, regardless of category, will be added to the PBT score (i.e.. you can have more than one final bonus from a single PBT category). For example, although Express and On the Underground are both Category 7, if you earn finals bonus' for both of these games, both finals bonuses will be added to the PBT score. At Railcon only, all finals bonuses across all categories will 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.

TGA Tournament Rules and Definitions 2017

****BEFORE ANY GAME IS STARTED* PLEASE MAKE SURE EACH PLAYER AGREES TO THE SCHEDULED LENGTH OF THE GAME AND UNDERSTANDS ALL RELEVANT RULES.***

Some tournament rules differ 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 see Time Commitment and definitions of Qualifying and Pick-Up Games below. If you have any questions, please ask a conductor.

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.

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.

ALLOWED SUBSTITUTION OR TIME SHIFTS

At his or her discretion, the conductor may allow a different game to be played as a qualifying game instead of the scheduled game, or allow a scheduled qualifying game to begin earlier or start later than the designated time slot. In general the conductor will ***only*** allow such schedule deviations 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 any multi-round tournaments, unless the tournament rules and schedule explicitly allow it.

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 with payment (ticket, generic, or valid Puffing Billy ribbon). Such games must be approved by a conductor and clearly designated as a pick-up game on the score sheet. 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® and Iron Man Tournaments, providing the game is played to completion in a single session without break.

RULES QUESTIONS, GAME PLAY ISSUES, OR PROTESTS

The TGA Structure is designed to manage all facets of its tournament operations. The Rules Committee is responsible for all rulings within its tournaments. Please see the posted hierarchy for more details.

If you have any concern about a game or the tournament, please bring it to the attention of a TGA Tournament Conductor as soon as it happens or you become aware of it. You may suspend a game in progress for this purpose without penalty. Any TGA volunteer can help you find a Conductor when needed. If a TGA Conductor is involved in the game or tournament, rulings will be made by an independent Conductor.

Please get any issues addressed immediately, or as soon as you feasibly can. If you feel something was unfair, or there was inappropriate behavior by any player or volunteer, or you wish to protest any game result or conductor ruling, please ask to speak with the Head Conductor or a TGA Senior Tournament Director.