

Railcon 2021 Ticket to Ride (TTR) Tournament Info

The Ticket to Ride (TTR) Tournament at Railcon uses a different format from Origins and Gen Con. 16 people will advance into a three round final which begins Saturday at 3pm. There are two ways to advance:

1. Up to twelve (12) players will advance based on performance in TTR games from the weekend long qualifier which runs Thursday through Saturday morning at scheduled times only. TTR games have been divided into ten (10) categories. A player's best scores in five (5) categories will be combined to determine his/her TTR ranking. The chances of advancing will be improved with each different category played. Players with fewer than three categories will be given lower priority for advancing than those who play in at least three categories, or in the Play-In session. Categories are:

- (1) TTR – US: Played with only the Original Tickets and the Longest Route bonus
- (2) TTR – US Variants: 1910 or US Mega or US Big Cities
- (3) TTR – Europe: Played with the basic Europe version
- (4) TTR – Europe Variants: 1912 or Europe Mega or Big Cities of Europe
- (5) TTR – Germany, Africa or Marklin: Standard Versions
- (6) TTR – Switzerland or Nordic: Standard Versions
- (7) TTR – India or Asia: Played with standard India or Legendary Asia version
- (8) TTR – Japan or Italy: Standard Versions
- (9) TTR – Pennsylvania or UK: Standard Versions
- (10) TTR – Nederland or France: Standard Versions

Not all listed games are scheduled at Railcon. Only games played during the scheduled slots qualify for the tournament, and only one qualifying game may be played in each slot.

Where more than one game is listed within a category, only the best score will count as your category score. E.g. if 1910 and US Mega are played as two different games, the player's better result will count as ONE category score. Expansions such as Alvin & Dexter or Warehouses and Depots may be played in any compatible game if all players at the table agree. Games with expansions count in the same category as the game without the expansion.

Ranking is determined by a player's finishing position in each game played. A first place finish is worth 3 points, second place finish is worth 2 points and third place finish is worth 1 point. The points from your five best different game categories will be added together. If a player plays the same category multiple times (e.g. plays India twice, or plays both Switzerland and Nordic or 1910 and US Big Cities), only the best score will be used. If a tie occurs after looking at 5 categories, then the tie will be broken (among the tied players only) by looking at a 6th game, 7th game and 8th game successively. Any remaining ties will be broken using the Puffing Billy (PB) Score calculation for qualifying TTR games only.

The second way to qualify is to participate in a three hour play-in which begins Saturday at noon. Note that playing in the first game of this slot is a commitment to play in all three games. All players will play three games of TTR US (base game), remixing opponents after each game. The total Puffing Billy score across those three rounds will determine rank. At least the top 4 players will advance, and further positions may get in if fewer than 12 advance from the weekend-long qualifier.

The actual top 12 from the weekend long qualifier are guaranteed to advance, as are the top 4 from the play-in round. If all 16 guaranteed players do not show up, players in positions 13 and below from the weekend long, and positions 5 and below from the play-in may be taken to fill the 16 slots.

The quarter-final round will consist of four (4) four-player games of TTR US. The winner and second place players from each TTR US game will then play in one of two four-player games of TTR Europe, from which each 1st and 2nd place finisher will advance to the finals. The final game will be TTR US Mega. Only the results from this final game will determine the winner of the TTR Tournament. Seating for each round will be determined by how you placed in the previous rounds, with 1st place finishers generally getting to choose their seat before 2nd place advancers.