

Weekend-Long Tournaments Gen Con 2022

The overall Puffing Billy® Tournament awards the Puffing Billy Champion and Challenger Class Champion plaques, based on your best four category scores plus finals bonuses. The weekend long Iron Man tournament score is your best eight category scores, NOT including finals bonuses. See the category list for more info.

There are three other weekend-long tournaments designed to test players' abilities in the specific game systems of Ticket to Ride, Empire Builder International, and 18XX. See separate published rules for each tournament.

Weekend Long Tournament Schedule

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|------------------------------|------------------------|---------------|--------------------|
| Ticket to Ride (TTR) | Quarter, Semi & Finals | Saturday 7 pm | Top 16 Players* |
| Empire Builder International | Semi & Finals | Saturday 6 pm | Top 16 Players* |
| 18XX | NO Final game | None | Best weekend score |

*Top 16 are guaranteed to advance, but numbers may be adjusted at conductor discretion. See rules.

Individual Game Tournaments Gen Con 2022

Individual game tournaments consist of two rounds. All winners of the game during an official qualifying round qualify for the final round, and some second-place finishers may be accepted as well. The final round will consist of one or more games to determine the winner. 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 conductor 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

| | | |
|-----------------------|-----------------------|----------------|
| Great Western Trail | Finals | Thursday 8 pm |
| Settlers of America | Finals | Friday 12 Noon |
| On the Underground | Finals | Friday 3pm |
| Russian Railroads | Finals | Friday 6pm |
| Railways of the World | Finals | Friday 9pm |
| Boxcars | Finals | Saturday 8am |
| Whistle Stop | Finals | Saturday 8am |
| Express | Finals | Saturday 12pm |
| TTR US | Qtr, Semi, and Finals | Saturday 1pm |
| Rolling Freight | Finals | Saturday 3pm |
| Union Pacific | Finals – TWO GAMES | Saturday 9pm |
| Eurorails | Finals | Sunday 8am |

A finals 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.

The start of a semi or finals game may be delayed to wait for a player who is completing a semi or finals in another game which has run longer than anticipated.

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).

Number of Semi-Finals and Finals Participants

Whenever possible, semi-finals and finals boards will consist of four players, with some exceptions. There will not typically be three, five, or six player boards in semi-finals or finals unless specified by the tournament rules or the conductor determines that to be the best alternative under the circumstances.

Unless otherwise directed by the conductor, when the number of qualifying heat winners who are present for the finals is not an even multiple of four, sufficient second place finishers will be advanced to fill the tables to four participants each. Second place finishers will be advanced at random, under the following conditions:

If the same player has finished second multiple times during the qualifiers, s/he will have a number of chances in the random drawing equal to the number of qualifying second place finishes. Participants who TIED for second place during the qualifier will only have half the chance of advancing as someone who finished alone in second. If a second place qualifier has previously been advanced as a second place finisher to a different final that weekend, s/he will not advance to another final unless there are not sufficient second place finishers to fill the tables otherwise.

Seating and Play Order for Qualifiers, Semi-Finals, and Finals

In qualifiers and games without finals, any player may request seating to be randomized, however by default each player may sit at the table where desired. Seats must be chosen prior to selecting the first player if seating position determines play order or matters in any other way. Call a conductor to assist if needed.

In semi-finals and finals, seating and play order will usually be specified by the conductor. If first player is determined randomly, then seating randomization may also determine play order. If the game has its own way to determine first player (e.g. EBI) then seating order is determined first, then first player is determined by the game's mechanism.

In semi-finals and finals where applicable, finish order in the previous round and/or weekend long results ***IN THAT GAME OR GAME SYSTEM ONLY*** may be used to determine the seating order for each round. With multiple finals tables, Puffing Billy position and/or historical performance will typically be used to determine who plays at which table, but PB score is ***NEVER*** used to determine seating order at any table. Players advancing based on a tie score will receive lower seating preference than those advancing in the same position with an outright win or second place finish.

Tie Breakers

See individual game rules for tie breakers. In some cases the TGA uses a different tie-breaker from the published rules. The Union Pacific tie-breaker is not used in the final as there is a two-game format where seating order is reversed. Tie-breakers that extend game length and which were used in the past for all EBI games and Express are **NO LONGER USED** during any rounds.

In the event of a tie during a qualifier for which there is no tie breaker, the game will be scored as a tie. All tied first place winners will qualify for the next round. Players who tie for second place may still have a chance to advance, but they will only have half the chance as someone who finished second place outright on another board. For a tie during a semi-final, all tied players will advance, but players who advance on a tie will be placed in a less advantageous position in the next round than equivalent outright finishers where applicable. E.g. players advancing from a semi-final to a final based on a first place tie will choose behind all players who won their games outright, but ahead of any second place finishers.

Exception: In the unlikely event that ties in the EBI semi-final result in five or more players advancing to the final, the final board will consist of five players. Tied players will advance based on their weekend-long ranking, with the lowest weekend scores being eliminated until the final game is down to five players.

A tie (after all other tie-breakers are used) in the final of a weekend-long tournament (TTR, EBI, or 18XX) will be broken by the weekend-long score of the tournament. If a tie for first occurs in a single round tournament final, all tied players will be declared winners and duplicate plaques will be awarded.