Puffing Billy Categories and Game List - 2021

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| **Category** | **Length** | **Time Slots** | **Eligible Games** |
| **1** | **1 hour** | **Thu noon-1pm & 1-2pm**  **Fri 5-6pm** | Ticket to Ride – All Boards (Africa, *Asia*, *Europe*, *France/Old West*, *Germany*, *India/Switzerland*, Italy/Japan, London, Marklin, Netherlands, Nordic, *Rails & Sails, UK/PA*, *USA*) |
| **2** | **4 hours** | **Thu 12-4pm;  Fri 8-mid;  Sat 5-9pm** | Empire Builder – All Variants (**British Rails**, *Empire Builder*, **Empire Express**, Eurorails, *India Rails*, **Lunar Rails**, **Nippon Rails**) |
| **3** | **6 hours** | **Thu 6-mid;  Fri 6-mid;  Sat 12-6pm;  Final Sat 6-mid** | 18xx – All Variants (1812, 1817, 1822, 1826, 1829 Mainline, *1830*, 1835, 1841, 1844/1854, 1846, 1848, 1853, 1856, 1861/1867, 1862, *1870*, 1880, 18Chesapeake, 18Dixie/18GA/18MS, 18EU, 18GB, 18Neb, 18NY, 18USA, 18VA, 18West) |
| **4** | **2 hours** | **Thu 2-4pm & 4-6pm; Fri 6-8pm** | *Russian Railroads*, Railroad Revolution, First Class |
| **5** | **1.5 hours** | **Fri 12-1:30pm & 3:30-5pm;** | Days of Steam, *The Last Spike*, Metro, Mini Express, Railroad Barons, Railroad Dynasty, Steel Driver, **Trains**, Trans America, Trans Europa, Ticket to Ride Card Game, Hell Rails, miscellaneous games up to 75 minutes |
| **6** | **2 hours** | **Thu 4-6pm,  Fri 1:30-3:30pm** | Chicago Express, Freight Train, 20th Century Limited, On the Underground, Orient Express, Railways of World Card Game, Santa Fe, Spike, Station Master, Switching Tracks, Trainsport, Union Pacific, miscellaneous games of 76 to 120 minutes |
| **7** | **3 hours** | **Sat 9-noon, 9-mid** | Baltimore & Ohio, Express, Rolling Freight, miscellaneous games of 121 to 210 minutes |
| **8** | **3 hours** | **Thu 6-9pm, 9-mid; Fri noon-3pm &3-6pm** | Age of Steam, **Brass**/Age of Industry, Mexican Train Dominos, No Caboose, Railways of the World – all variants (Eastern US, Europe, Great Britain, Mexico, Nippon, North America, Western US), *Settlers: Trails to Rails*, Steam, Whistle Stop |
| **9** | **4 hours** | **Sat 9-1pm & 1-5pm** | Boxcars/Rail Baron, **Great Western Trail**, *Rails of New England*, miscellaneous games longer than 211 minutes |

*Games available in GCOM Game Library*; Games available from Pierre LeBoeuf; from **others**

**Puffing Billy Notes:**

**Schedule**: The Puffing Billy schedule lists the suggested start times and length for each classification of games. By specifying Ticket to Ride (for example) for play on Thursday and Friday morning, with start times at 10 and 11 am, it will make it easier to find opponents to get a game started. Any of these games can be played as pickup games outside of their scheduled time as well. All pick-up games must be approved **beforehand** by a TGA Conductor to be counted in the tournament. For the separate 18xx tournament, however, only games played during the four indicated time intervals can be used to qualify for the final on Saturday evening.

**Game Availability**: It is strongly suggested that you bring your own copy of a game to ensure that you can play it. There are some games available from the GCOM library at the convention, and I will bring some. If more people show up to play a game for the time slot than there are games to accommodate everyone, the people that brought the game will have first priority and the remaining players will be determined by lot.

**Overall Puffing Billy Tournament Rules:**

All games are to be played according to the latest published game rules version, with TGA exceptions. Call the Conductor if there are any questions. Variants may be played with Conductor approval if all players approve. Conductor rulings are final

**Scoresheet completion instructions:**

Take the correct scoresheet corresponding to the game category you are playing. At the start of the game, fill in the day, start time, game played, the player name and badge number. After completion, fill out the ending time, place results, and score for each player. Each player is responsible for completing the scoresheet and turning it in to the scoring table. See the conductor if there are any questions.

**Puffing Billy scoring:**

For the purposes of scoring in the Puffing Billy tournament, a player’s **best** score in each of the **four** **categories** will be used to determine their overall Puffing Billy score. Only games of 3 or more players will count towards Puffing Billy scores, and a player must finish at least 4th in a game to have that score count towards their Puffing Billy total.

1st place = 3 pts + bonus; 2nd place = 2 pts + bonus; 3rd place = 1 pt + bonus;   
4th, 5th, and 6th place = bonus only

Bonus calculations: (maximum bonus is 0.05)

1st place bonus (4 or more players) = 0.1\*((1.5-2nd bonus – 3rd bonus – 4th bonus)/3)

1st place bonus (3 player games) = 0.1\*((1.0-2nd bonus – 3rd bonus)/3)

2nd place bonus = 0.1\*((2nd place score/1st place score)\*0.5)

3rd place bonus = 0.1\*((3rd place score/1st place score)\*0.5)

4th place bonus = 0.1\*((4th place score/1st place score)\*0.5)

5th place bonus = 0.1\*((5th place score/1st place score)\*0.5)

6th place bonus = 0.1\*((6th place score/1st place score)\*0.5)

A finals bonus of 10% of the Puffing Billy score from the 18xx finals game will be added to his best score from any 18xx game.

**Scoring for the 18xx tournament**:

The top 4 scores in the three 18xx heats will advance to the final on Saturday night. Scoring will use the Puffing Billy system, which emphasizes not only winning, but margin of victory. Only the best score for each player will count towards placement in the final, number of wins or number of heats entered will not.