

# 2017 Ticket to Ride (TTR) Game System Tournament Info

The Ticket to Ride (TTR) Game System Tournament is designed to test a player's ability to play all of the TTR board games. Most variants can be played throughout the weekend, but those games have been divided into ten (10) categories. A player's best scores in five (5) categories will be combined to determine his/her ranking. A player need not play in five categories to qualify but the chances of advancing will be improved with each different category played. 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 – Africa or Marklin: Played with either the standard African or Marklin version
- (6) TTR – Switzerland / Nordic: Played with either the Switzerland or Nordic version
- (7) TTR – India: Played with the standard India version
- (8) TTR – Asia: Played with the standard Legendary Asia version
- (9) TTR – Pennsylvania or UK: Played with the standard Pennsylvania or UK version
- (10) TTR – Netherlands: Played with the standard Nederland version

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 6<sup>th</sup> game, 7<sup>th</sup> game and 8<sup>th</sup> game successively. Any remaining ties will be broken using the Puffing Billy (PB) Score calculation for TTR games only.

Updated scores will be posted throughout the weekend. Each individual is responsible for ensuring his/her scores are correct. Players must submit correction requests at the earliest possible opportunity to the TGA scoring table using the Correction Forms provided. For further clarification of these Tournament rules, please ask a volunteer or conductor.

The top sixteen (16) ranking players for the weekend qualify for the quarter-finals to be held on Saturday at 3:00 PM followed immediately by the semi-finals then finals. If a player believes s/he may have qualified for the quarter-finals and plans to participate, s/he must check in at TGA HQ no later than 2:45 PM. If a player believes s/he may have qualified but does not plan to participate, s/he is requested to inform a conductor at the earliest opportunity. If a qualifying player does not check in on time, alternate quarter-finalists will be selected from the top of the ranking list until a total of 16 quarter-finalists are identified. Seating at the quarter-finals tables will be based on the weekend TTR Tournament ranking.

The quarter-final round will consist of four (4) four-player games of TTR US Mega. The winner and second place players from each TTR US Mega game will then play in one of two four-player games of TTR Europe, from which each 1<sup>st</sup> and 2<sup>nd</sup> place finisher will advance to the finals. Each finalist will choose his/her preferred game from among US 1910, Europe 1912 or Mega, Africa, Asia, India, Netherlands, and Pennsylvania. The final game will start soon after all four of the semi-final games have finished (allowing time for a 10 minute break after the last semi-final game finishes). The game to be played is chosen at random, with the pool weighted by the choosing players' ranks in the TTR qualifying rounds. Only the results from this final game will determine the winner of the TTR Game System Tournament. Seating at the semi-finals and finals will be determined by how you placed in the previous rounds, with 1<sup>st</sup> place finishers always getting to choose their seat before 2<sup>nd</sup> place advancers.

NOTE: The TGA holds a separate multi-round TTR US Game Tournament. If you win a game during any scheduled session of TTR US (base game only) you are eligible to play in the quarter-finals of the TTR US Game Tournament scheduled for Saturday at 12 Noon. TTR US Variants sessions do not qualify for the TTR US quarter-finals.