

UNION PACIFIC TOURNAMENT 2025



The TGA has adopted the following rules and playing guidelines for Puffing Billy® tournament play of Union Pacific:

1. All general Puffing Billy ethical play and etiquette guidelines apply.
2. **TWO-GAME FINALS FORMAT:** There will be no semi-final round. All qualifiers will play in a *TWO-GAME* final, with seating order reversed for the second game. A player's score for each game will be the PERCENTAGE of their score compared to the winner's score (each winner will score 100 points). A player's overall score for the final is the total of their two game scores. See back of this sheet for details.
3. Standard set up will be used for all rounds.
4. During qualifying rounds, any player may insist on fully randomized seating order – call a conductor to assist. Otherwise all players sit where they wish around the table, BEFORE the first player has been determined.
5. During qualifying rounds, select the first player randomly. If players cannot agree on a method to randomize, call a conductor or volunteer.
6. A conductor will explain seating order for the final rounds.
7. During qualifying rounds ties are broken by reverse seating order (i.e. the player who went later wins the tie). It is good form to list the players on the score sheet in seating order, beginning with the first player. Give all tied players the same score and note "Tiebreaker" to show it was applied.
8. Contrary to the first edition published rules, the ONLY way to obtain a Union Pacific share is to EXCHANGE a share from your hand AFTER building a track and drawing a share card from either the face up cards or the top of the share cards deck. There is NO LEGAL WAY TO ACQUIRE TWO UP SHARES IN ONE TURN.
9. Money is completely open at all times. We provide an optional tally sheet provided to record each players' holdings and payouts for each round. Any one player can insist that the sheet be used. If all agree to use paper money or chips, we highly recommend that two players work together to bank and verify all payments, slowly enough so that all players can follow each transaction.

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FINALS SCORING EXPLAINED

HOW TO SCORE YOUR FINAL:

1. Play two games, reversing seating order between the games.
2. Keep score of each game as usual.
3. For each game the winner receives 100 points (regardless of actual score)
4. For all other players, calculate the percentage of the winner's score.
5. Total the percentage scores for the two games, rounded, on a scale of 100. The maximum possible score is 200, if the same player won both games.

EXAMPLE:

Game 1 normal scores	Game 2 normal scores
Henry 120	Jane 100
Jane 110	Donna 94
Donna 100	Henry 84
Kenny 60	Kenny 38

Total score for both games combined would be turned in on the score sheet:

Jane = $110/120 = .916$ or 92 points, + $100/100 = 1$, or 100 points. Total score 192

Henry = $120/120 = 100$ (percent), + $84/100 = 84$ (percent). Total score = 184

Donna = $100/120 = 83$ (percent), + $94/100 = 94$ (percent). Total score = 177

Kenny = $60/120 = 50$ (percent), + $38/100 = 38$ (percent). Total score = 88

Feedback is welcome on these or any other rules issues. Please speak to or email Jeff Jackson (Rules@traingamers.com) or anyone on the Rules Committee.