

# CODE OF CONDUCT POINTS TO PONDER

If Code issues arise that cannot be resolved at the table, find a Conductor immediately. You should pause the game to do so.

**ALL: Be mindful and respectful of everyone else's space, time, and feelings**

- Don't let your personal stuff invade each other's space.
- Don't let your personal hygiene invade other people's space.
- Don't let your anger or frustration be directed at another player.
- Know the time commitment of the game you are starting, and **DO NOT** ever plan to leave until it is finished. Your scores will be penalized if this occurs.
- Don't assume other players will clean up and score for you.

## FOR FASTER AND EXPERIENCED PLAYERS

- Try not to get impatient with newer or less experienced players.
- Be prepared to offer (if asked) suggestions for how to become a better and/or faster player, but **please don't** bombard others with unwanted advice.
- If you are teaching, be patient and explain what to think about, then allow them to make their own decisions. Don't just tell a new player what to do every turn.
- If you are not comfortable being in a teaching game, ask the marshal to re-arrange things if possible so everyone has a better experience.

## TIPS FOR NEWER, SLOWER OR LESS EXPERIENCED PLAYERS

If you find that your games are always among the last to finish, you may want to reflect on how other players are able to play faster than you do. Feel free to ask for tips on how to improve your speed. Here are a few:

- Do your best to decide on your plan and be prepared to move when your turn comes. Try to do most of your thinking during other players' turns.
- The most common reason for slow play is rethinking the same things over and over on every turn. In most games you can make a plan and then just execute it each turn unless significant new information becomes available.
- Feel free to ask for advice and feedback, but also feel free to tell someone politely that they are giving you more advice than you want.

# ***Railcon Code of Conduct***

Expectations of ALL Participants

***Players should not be rushed***, however all are strongly encouraged to use the time between their turns to plan future moves and be prepared to move quickly.

***Intentional slow play may not be used*** as a strategy to frustrate or annoy your opponents.

***Players may not be bullied or harassed for any reason.*** Any criticism, anger, or intimidation that makes another player upset or uncomfortable is not OK. Such behavior simply does not belong in a TGA event.

***Call a Conductor immediately if violations occur.***  
***You may always suspend a game for this purpose.***

## Player Conduct (adapted from PBT Player's Handbook 2011)

It should go without saying but: We expect courteous behavior and good sportsmanship from all train gamers at all times. Cheating is any form of circumventing the letter or spirit of the rules of a game or of the Puffing Billy<sup>®</sup> Tournament. In those rare instances where problems occur that cannot be resolved at the table, please contact a Tournament Conductor immediately.

We offer these guidelines to player conduct. We recognize that each player and each game will be different and some tables will be more relaxed about these than others, but as a matter of fairness any player has the right to insist these be followed in tournament play.

- Players should not be rushed, however all are strongly encouraged to use the time between their turns to plan future moves and decisions, and be prepared to move quickly when their turns come. Taking a reasonable amount of time to think about significant new information is perfectly acceptable; an experienced player rethinking their entire plan on every turn is not.
- Intentional slow play may not be used as a strategy to frustrate or annoy your opponents.
- Players may not be bullied or harassed. Any personal behavior beyond standard game play which makes another player uncomfortable or upset is generally not OK. Unacceptable behavior includes but is not limited to excessive criticism of any play decision or player's ability, repeated demands to speed up play, ongoing complaining, or any form of intimidation or anger directed at a fellow player. Such behavior simply has no place in a TGA tournament and will not be tolerated.
- Players may communicate with each other to make suggestions or lobby for a specific action, but only over the board where all present can hear. It is unethical to make secret agreements before or during the game. Suggestions can be made but should be brief, and no player may delay the game trying repeatedly to convince another player to take specific actions or trying to play another player's position for them. Agreements made at the table are never binding.
- A player may not intentionally engineer a bankruptcy in order to end or leave a game in which he is doing poorly or does not wish to continue. A player may not quit a game before it has finished (except for emergencies), and especially not to play in another PBT event.
- Strictly speaking no moves may be reversed after the next player has started taking his turn, unless directed by the Conductor. Obvious mistakes or oversights may be corrected by common agreement, but generally should not be allowed as the result of new information.
- **ALWAYS PLAY TO WIN THE GAME.** A player may not take any action for the sole purpose of affecting another player's Puffing Billy<sup>®</sup> Tournament score or a specific player's chances to win. Paying to run on someone else's line with no justifiable strategic reason is one example. This is considered cheating under PBT rules. The TGA's longstanding guideline is "*Always play to maximize your chances (no matter how small) of winning the game*". Any other play is suspect.
- Each player has a responsibility to ensure the rules of the game and tournament are followed. Most issues that arise can be resolved at the table, but if you are unable to do so, please suspend the game and find a Conductor promptly. It is almost impossible to correct a situation long after the fact.
- Players are expected to be continuously present during any event in which they are participating except during agreed upon breaks. No player may play in more than one game at the same time.
- All rulings of the Conductors shall be followed. If a player disagrees with a ruling, they may ask for a second opinion. Appeals may be made to the Rules Committee after the fact if desired.
- The Puffing Billy<sup>®</sup> Tournament Conductor is authorized to take whatever actions he or she deems necessary to resolve situations that arise within the course of a PBT.
- **Most important, have fun!** We're all here because we enjoy this, and we choose to be here.