

# Weekend-Long Tournaments Origins 2026

The overall Puffing Billy Tournament awards the Puffing Billy and Challenger Class Champion plaques, based on your best four category scores plus your four best finals bonuses. The weekend-long Iron Man tournament score is your best eight category scores, NOT including finals bonuses. You are not required to play in four or eight categories to qualify for these tournaments, but your chance of winning will be improved if you do so. See the Puffing Billy Major Tournament Categories information sheet for more info.

There are two other weekend-long tournaments designed to test players' abilities in the specific game systems of Ticket to Ride and the Empire Builder System. See separate published rules for each tournament listed:

## Weekend Long Tournament Schedule

Ticket to Ride (TTR)	Quarter, Semi & Finals	Saturday 6:00 PM	Top 16 Players*
Empire Builder System	Semi & Finals	Saturday 6:00 PM	Top 16 Players*

\* Top 16 on the standings are guaranteed to advance. The Conductor may add alternates or change the tournament structure based on the number of players available.

# Individual Game Tournaments Origins 2026

Individual game tournaments consist of two rounds (or three if there is a semi-final). All winners of the game during an official qualifying round advance to the next 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 so an alternate can play. Second-place finishers who want to participate if space becomes available should also check in 15 minutes prior to the scheduled start of the semi-final or final.

## Individual Game Tournament Schedule

On the Underground	Finals	Friday 8:00 AM
Union Pacific	Finals – TWO GAMES	Friday 11:00 AM
Brass: Birmingham	Finals	Friday 2:00 PM
Russian Railroads	Finals	Friday 5:00 PM
Free Ride	Finals	Friday 6:00 PM
Great Western Trail	Finals	Friday 8:00 PM
Express	Finals	Saturday 8:00 AM
Rolling Freight	Finals	Saturday 11:00 AM
Boxcars	Finals	Saturday 2:00 PM
Ticket to Ride US	Qtr, Semi, and Finals	Saturday 2:00 PM
Lightning Train	Semi-Finals & Finals	Saturday 6:00 PM
Railways of the World	Finals	Saturday 6:00 PM
Settlers of America	Finals	Saturday 9:00 PM
Empire Builder Europe	Finals	Sunday 8:00 AM

A semi-finals or 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 semi or final unless specifically announced. The start of a semi or finals game may be delayed waiting for a player who is completing a semi or finals in another game which has run longer than anticipated.

## Number of Semi-Finals and Finals Participants

Typically, semi-finals and finals boards will consist of four players, with some exceptions. Some games are good tests of strategic play with three players and some are not. Railways of the World works well with a five or six player final. The Head Conductor has the final authority to determine the best alternative, considering the number of winners and second-place finishers available to play, and the game's ideal and acceptable number of final table participants.

Unless otherwise directed by the Head Conductor, when the number of qualifying finals participants is a number other than an even multiple, sufficient second-place finishers will be advanced to fill the tables to the target number of participants each. Second-place finishers will be advanced at random, under the following conditions:

If you have finished second multiple times during the game's qualifiers, you 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 you have already advanced as a second-place finisher to a final that weekend, you will not advance to another final unless all other available qualifying second-place finishers have been seated and the tables are not full.

## 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 will usually be specified by the conductor. If first player is determined randomly in the game (e.g., TTR) then seating randomization may also determine play order. If the game has its own way to determine first player (e.g., EBS) then seating order is determined first, then first player is determined by the game's mechanism.

In semi-finals and finals where applicable, seating order may be determined by the order you placed in the previous round and/or weekend long results ***IN THAT GAME OR GAME SYSTEM ONLY***. If you advance based on a tie score for first place, you will receive lower seating preference than if you advanced with an outright win, but higher preference than second-place qualifiers. Qualifiers who tied for second will get last seating preference. With multiple finals tables, Puffing Billy position and/or historical performance may determine who plays at which table, but PB score is ***NEVER*** used to determine seating order at any table.

## Tiebreakers

Most games with tournament finals have tiebreakers. These may be as published with the game, or as defined by the TGA Rules Committee. Union Pacific has a tiebreaker for qualifying rounds, but it is not used in the final as there is a two-game format where seating order is reversed. See the TGA tournament rules for the game for details. Empire Builder System games use the official Darwin's Toys tiebreaker. See the EBS tournament rules for details.

In the event of a tie during a qualifier for which there is no tiebreaker, 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 will still have a chance to advance through random draw, but second-place ties only receive half the chance as players who finish in second place outright. 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. In other words, players advancing from a semi-final to a final based on a tie for first place will choose behind all players who won their games outright, but ahead of any second-place finishers. If multiple final boards are played simultaneously, the winner of the game tournament will be the player who wins by the largest percentage margin (i.e., you want to blow out your competition in the final).

A tie (after all other tiebreakers are used) in the final of a weekend-long TTR tournament 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.