



TICKET TO RIDE TOURNAMENT

PRESENTED BY:

MEDICINE HAT BOARD GAME GUY
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About: *Ticket to Ride* is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America.

The longer the routes, the more points they earn.

Additional points come to those who can fulfill their Destination Tickets by connecting two distant cities, and to the player who builds the longest continuous railway.

Eligibility Requirements

Players must be 16 years of age or older on the day of the event. By entering the Tournament, players vouch for their eligibility and acknowledge their agreement to all rules and conditions of the tournament.

Agreement

1) If you know the game well, help the less experienced players with the rules before starting the game. Please, no strategy discussions during the game, but feel free to offer respectful pointers after the game is over.

2) There can be only one winner. With that in mind, if your primary goal is to win the tournament, you're likely to leave disappointed. So, let your goal be having a great time and ensuring your tablemates enjoy themselves as well. Have a laugh, even when someone blocks your only path to Winnipeg (Sorry buddy!). This way, everyone can leave happy and you might find some additional gamers to join you on your next game.

3) Did I mention? Even if you don't make it through to the finals, you will still be entered in a draw to win a prize!

Rules

- 1) All rules found in Ticket to Ride and Ticket to Ride Europe are to be enforced by all players during the tournament play.
- 2) This tournament, like any good train system, will run on time. If you arrive late for any portion of the tournament (including the championship round) your seat will be forfeited and awarded to the next eligible player available (first on waiting list, next highest rank). No exceptions will be made. Don't just plan to be on time. Plan to be early.
- 3) No take backs, with one exception. As long as you have not passed your turn, if you laid track, you can decide to change where you place track, or take a different action. Once your turn passes, you can't take back any action you just took.
- 4) When each game is over, one at a time, each player will calculate their total score with the help of the other players. These will be recorded on a score sheet and signed by all players, verifying that the scoring is correct. Next, the winner will flag down the Medicine Hat Board Game Guy or one of his assistants to verify the score. This final verification should only take a few moments. A recount would only be required if the scoring seemed off (800 points eh?) or if requested by one of the players. Score sheets will be taken by Medicine Hat Board Game Guy to be recorded. Players should then clean up the game and set up the table for the next game of Ticket to Ride or Ticket to Ride Europe.
- 5) Participants who complete the qualifying round (two complete games) will be entered in a draw for some exciting prizes - sponsored by Redcliff Pharmasave.
- 6) Any decision or ruling made by the Medicine Hat Board Game Guy is final. The Tournament Conductor reserves the right to change or alter the schedule, rules or tournament format if he determines it is in the best interest of the tournament.
- 7) Players suspected of cheating or colluding will be asked to leave the tournament.
- 8) Players exhibiting poor sportsmanlike behaviour will receive a verbal warning to refrain from such behaviour. If the behaviour continues after the verbal warning, the offending player will be removed from the tournament.

Conditions

- 1) The tournament will be able to host 32 players. The first 32 players to sign up will be saved one seat at the tournament. All other players will be placed on a waiting list and may be called upon due to a no show or illness.

- 2) All Players who enter the tournament will be guaranteed two full games. One play each of both Ticket to Ride and Ticket to Ride Europe.
- 3) Each game during the qualifying round will consist of four players. In the event of inability to fill a vacant spot from the waiting list, play will proceed with 3 (or 2) as needed.
- 4) The top 20 players from the qualifying round will proceed to the semifinals. The points accumulated during the qualifying round do not carry over to the semi-finals. The semi-finals will be played using only Ticket to Ride and 5 games of four seats will be played simultaneously.
- 5) Each winner from the semi-final will be reserved a seat at the championship game.
- 6) The Championship game will be played using Ticket to Ride, but with a twist! The championship game will be played with five players, only one person being crowned the true Conductor of Ticket to Ride.

Scoring

- 1) All scoring during play will adhere to the rules found in each game.
- 2) Points will be awarded based on each player's final position at the end of the game.
 - 1st Place = 4 points
 - 2nd place = 3 points
 - 3rd place = 2 points
 - 4th place = 1 point
- 2) Points will be tallied from both qualifying games with the top 20 players moving through to the semi-finals. In the event of a tie, the player with the highest game score received during the qualifying round will be chosen. If there is still a tie, the player that completed the most route tickets between both games will be chosen.

Best of Luck!

Schedule

1000-1015 – Sign in
1015-1130 – Game 1
1130-1245 – Game 2
1245-1330 – Lunch
1330-1445 – Semifinals
1445-1500 – Awards
1500-1615 – Championship Game
1615-1630 – Conductor Awards