

2nd Ever Mid-Atlantic TTR ASIA Team Tournament

GMs: Jack Ridgeway + Michelle Hymowitz (michelle@lactose.homelinux.net)

General

****Any player entering the TTR ASIA Team Tournament should be familiar with the rules introduced in the original TTR game. Any player under 15 years of age needs to be accompanied by an adult partner and should have experience playing TTR ASIA Teams. However, the standard no-communication rules still apply. ****

If you need to learn the TTR ASIA Team rules, there will be a demo at 5 pm on Thursday, May 1st, right before the sign-up time for the first heat. Jack Ridgeway will also be available to play practice TTR ASIA games during the day Thursday, so if you are interested please email him at: jackridgeway@comcast.net.

There will be 5 heats as follows:

Date	Heat #	Time
Thursday, May 1 st	Heat #1	7:00 pm – 9:00 pm
Friday, May 2 nd	Heat #2	6:00 pm – 8:00 pm
Saturday, May 3 rd	Heat #3	12 noon – 2:00 pm
Saturday, May 3 rd	Heat #4	4:00 pm – 6:00 pm
Saturday, May 3 rd	Heat #5	9:00 pm – 11:00 pm

The three teams with the most Tournament points will advance to the final round. If multiple teams are tied with the same number of Tournament points, then the team with the highest total points scored will advance. The final round will be on Sunday, May 4th from 11:00 am – 1:00 pm. In order to be included in a given heat, you must have signed up as a team by the designated start time of that heat. **NO EXCEPTIONS.**

Partners

We encourage participants to arrange team partnerships in advance; however, those players who need teammates will be given some assistance in finding a partner. Players who need a teammate should arrive at least 30 minutes before the scheduled start time of a heat they want to enter to help facilitate finding a partner. A player is not officially entered into the Tournament unless they are part of a team.

Scoring

We anticipate creating as many 6-player games as possible, however based on the number of participants we may need to have one or two 4-player games. In a 6-player game, the first place team earns 8 Tournament points and the second place team earns 4 Tournament pts. In a 4-player game, the first place team earns 6 Tournament points.

Rules Clarifications

Teammates cannot talk about game information such as when to lay track, what cards to draw, when to take tickets, etc. If this occurs the offending player forfeits their turn. Any actions that were taken by that player during that turn are revoked. If there are multiple violations by the same team, then 2 points will be deducted from that team's Tournament score even if it is 0. Multiple violations by the same team could result in disqualification from the tournament.

In a 4-player game **ONLY**, once one of the tracks of a double route is claimed, the other route becomes unavailable to all players. Exception: Both tracks of the double-route from Hong Kong to Canton remain open even when there are only 4 players.

The map of Asia also contains some triple routes. In 4-player games, **ONLY 2** of these 3 tracks may be claimed, though both players on a same team may decide to claim one each, effectively blocking off the other team. In a 6-player game, 2 of these 3 tracks may be claimed by the same team in the same manner as described for a 4-player game.

At the end of each game it is suggested that all players verify each other's completed tickets.