

DIXIE SCORING SYSTEM

Creation

- Creator :
- Year of creation :

System

Power

- 4 points by Supply center

Domination

Win (Solo)

Win	270
2nd	70
3rd	50
4th	34
5th	20
6th	10
7th	0

Draw

2 Way Draw	170
3 Way Draw	130
4 Way Draw	106
5 Way Draw	
6 Way Draw	
7 Way Draw	

Places are determined by the number of supply centers at the end of the game. Ties split the points for the tied places involved. Eliminations are scored by order of elimination, with the first eliminated being 7th place.

Participants in a draw split the total points for the places involved in that size of a draw. For example, a 2-way draw is worth 170 points each, plus the supply center points. Other common draw values are 130 for a 3-way and 106 for a 4-way.

Note that a 2-way draw is worth 10 “centers” more than a 3-way, and a 3-way is worth 6 “centers”

more than a 4-way. Take that into account as you determine your position on draw votes during the game.

Draws are voted by secret ballot. You need David Hood or his representative to conduct any such votes. Draws need NOT include all survivors, but the vote for draws or concessions must be unanimous. No draw or concession can be proposed until after the Fall 1905 adjudication. A game cannot be conceded to a player who does not have at least 12 centers AND has centers greater than or equal to the number of any other current power on the board.

There are no overall time limits on the Friday and Saturday rounds. There is a limit of 15 minutes per negotiation phase, 5 minutes per order -writing phase unless different limits are imposed by unanimous vote during the game. The Sunday round ends at a time between 7 and 9 hours after the game begins. During the Sunday round, draw/concession votes will be conducted quickly while the time continues to run in any given phase. Should the GM believe that proposals are being made solely for delay purposes such proposals may be summarily dismissed. A player can publicly veto any proposal, in order to speed up play.

A player's score is best two out of the three rounds.

LET'S TALK SCORING SYSTEMS - DIXIECON IS UNIQUE

Well actually, Dixiecon used to be just one of many tournaments in North America that used what is called "draw-based" scoring. Why do we still do this, when other tournaments have either moved to "topping the board" type systems, or the European systems that end games after particular game years? At Dixiecon we have always believed that Diplomacy is about control of the stalemate line, not possession of a certain number of centers at an arbitrary time. A Diplomacy board is under control when a player or group of players have the ability to force through the stalemate line from one direction or the other - or at least can convince the other players such a situation exists. So, for those not used to a draw-based system, the point is to establish such dominance of board position that the members of the draw have controlled the board. Of course, all the other surviving players must also vote to end a game in any particular draw. The game only ends with a win, a concession, a draw, or a demonstrated stalemate where no centers change hands for 4 game turns. We at Dixiecon believe that a skilled Diplomat can succeed under varying scoring systems - and that each system should be seen as emphasizing and rewarding different skills, similar to how golf events can be scored under match play, stroke play, skins, etc. and how tennis is played on different surfaces.

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