

# DIXIE SCORING SYSTEM

## Creation

- Creator :
- Year of creation :

## Philosophie

### 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.

## 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	89
6 Way Draw	76
7 Way Draw	65

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