

## Spirecon 2025 Rank based System

# Creation

Creator : **Chris Woolgar** Year of creation : **2025**

# System

Scoring – Several scoring mechanisms will be used as follows:

## Domination

Players will be ranked according to their centre count at the end of the game, with first place receiving 70 points and then 10 less points for each following place (i.e. 60 for 2nd, 50 for 3rd etc.) If players are tied on centre count (including zero centres for eliminated players) there will be a count back to each previous game year until ties are settled. If players are tied on centre count in every game year, then points will be split equally (e.g. 55 points each for a tied 2nd place)

## Draw

If there is not a solo win, players with a centre count above zero at the end of the game are deemed to be included in the draw and will share 60 points equally (e.g. 30 each for a 2-way draw, 20 each for a 3-way draw). If there is a solo win that winner shall receive 60 points and any other players will receive no points.

## Survival

Eliminated players (players with zero centres at the end of the game) will receive 1 point for each year in which they had centres (e.g. elimination in 1907 will give a player 7 points). Any players with centres at the end of the game will receive no points.

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