

# Dixie Scoring

The Dixie Scoring is a Scoring System of the Draw size type with element of centercount and ranking

## Creation

- Creator : David Hood & Mike Lowry
- 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.

## Power

- 4 Point /centres

## Draw Size

- D2 = 170
- D3 = 130
- D4 = 106
- D5 = 88,8
- D6 = 75,66
- D7 = 64,85

## Solo

- Winner : 270
- loser 2nd 70+4/SC
- loser 3rd 50+4/SC
- loser 4th 34+4/SC
- Loser 5th 20+4/SC
- Loser 6th 10+4/SC
- Loser 7th 0+4/SC

## Utilisation

- Dixie

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Last update: **2025/11/22 19:08**

