

WorldMasters2000 Scoring Structure

1. There will be four rounds to the WM2000 tournament.

Team Tournament (Round 1)

a. Tournament will maintain the team flavor, however it will not be a requirement to be on a team to play. Individual signups will be accepted. All teams will be accepted up to the deadline. Individuals will be accepted to the deadline only in multiples of seven. Date and time of sign up will determine cutoff. Individuals may get together in groups of seven for the sole purpose of country allocation, and still play as individuals, OR, they may elect a captain and play as a team. Individuals, when they sign up will have the option of asking that the Organizing committee place them on a team with others who have made the same request. Such groupings will be random and the players will have to elect a captain.

Round 1 (Team & preliminary)

b. Four rounds. Round one will be the first Team round. Round to play until 1909 Scoring for this round as follows. Solo = 60, Top = 30, 2nd = 14, 3rd = 8, 4th = 4 [all but solo add SC count to listed bonus.] 5, 6, and 7th place get no bonus but do get points for any SC's owned at end of game. If one player Solos, everyone else gets Zero (0) points. In the event of a tie, bonus points for the tied positions, where appropriate, are shared (Three players end at 8 means 1st, 2nd and 3rd place points are totaled and allocated equally to each player). Games that end in any type of negotiated finish before 1909 will have the SC count at game end carried out to 1909. (12 SC's in 06 = 12 SC in 07, 08&09). All solo victories will be counted as 18 regardless of the number of final centers!

Round 2 (Qualification)

c. Second round: Total of 50% of total entrance count in round one will advance. Top 10 teams will advance ALL players and this round will also be a team round for those ten teams. All solo's and single tops will advance. The remaining places will be allocated as equally as possible to even out the number of players of each great power who advance as far as possible. With the players score, as defined in "b" above being the main determining factor within each great power grouping. Tiebreakers will be. 1. 2 way over 3 way shared and so on. 2. Total supply centers. 3. Average supply centers. (Avg. = SC count each year added and divided by 9) 4. Count back. The total players advancing will always be INCREASED to the next multiple of seven. All solo victories will be counted as 18 regardless of the final SC count.

Second round will also play to 1909. Scoring will be as follows: Solo 70, Top = 40, 2nd = 20, 3rd = 10, 4th = 5. [SC counts added to all but solos.] 5th, 6th and 7th place score for SC count. Players on boards where another gains a solo victory, score zero (0) points. All first round scores to be added to second round scores and then the Team title will be determined by adding first and second round scores of all individual team members. As in round one, ties share bonus points.

Round 3 (Semi Final)

d. 3rd Round. Top 49 individual round one plus round two scores will advance to semifinal boards. Tiebreakers will be as follows. 1. Player who topped in both rounds over player who topped in one or neither. 2. Player who topped in round two over player who topped in round one. 3. Player with top in any round over player with no top. 4. Player with highest total SC counts round 1 plus round two. 5. Player highest 2nd round SC counts. 6. Player with highest average SC counts for both 1st and 2nd rounds. (Avg. = SC count each year through 1909 divided by 9) 7. Player from higher ranked team, based on end of 2nd round. Semifinal boards to run to 1909. 8. Count back on round 2 board, 9. Count back on round 1 board. 10. Coin toss. 11. Paper, Rock, Scissors. All solo victories will be counted as 18 regardless of final SC count.

Round 4 (Finale)

e. Tops of the seven semifinal boards advance to final masters board. In event of a split top on a semifinal board the tiebreaker is as follows. 1. Player ranking higher when calculating when who should go to semifinals, with applied tiebreakers if necessary. 2. Count back on semifinal board. 3. Player with more tops, in rounds one and two. 4. Player with smallest sum arrived at by adding place in R1 and R2. 2nd place plus 2nd place = 4) 5. Highest total SC count, both rounds. 6. Player with highest second round score. 7. Player from highest ranked team as of end of 2nd round. Finals board to run to 1912

Replacement

f. A player who was replaced for MORE THAN one turn due to arranged absence, or a player who took over a position as a standby will receive pro-rated points. The pro-rated score will be equal to Total points/18 Times the number of seasons they submitted orders. (Summer/Winter turns are not considered.) Players who take over a game that ends in a negotiated finish before 1909 will get credit for all un-played turns. If there is a sole victory (18 SC or greater) all other players receive zero (0) points. This applies to rounds one and two. A player in either the round three semi-final or the final board, who, for whatever reason cannot finish the position, may appoint anyone they choose to take their place, or they may ask the Tournament Director to appoint someone. The TD will take the top 10 highest scores, regardless of country played that did not advance to round three and make a random pick from that pool. If a replacement player takes over a position on the FINALS board, and should said player win the board, it shall be noted in the archives as a shared win with the original player.

Tie Break

g. In the event of a tie on the finals board, the winner shall be. 1. Player who topped a semi-final board wins over player who did not. 2. Player with higher SC count on Semifinal board. 3. Player ranking higher when calculating when who should go to semifinals, with applied tiebreakers if necessary. 4. Count back on finals board. 5. Count back on semifinal board. 6. Super-soaker water rifles at ten paces. All solo victories counted as 18 regardless of final SC count.

Best Countries Trophies

H. The best country trophies will be bases only on games in the first two rounds. Tie breakers as follows. 1. Supply center count back. 2. Highest Average SC on the board being considered. 3. A 2nd round board over a 1st round board. 4. Coin flip. All solo victories treated as 18 regardless of final SC count.

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