Rules of the Swiss Diplomacy Championship 2026

1. The French version of the rules is authoritative. Translation errors are possible in the English version.
2. Organizers and referees: Borgeat Christophe (+41795179189) and Steve Personeni (+41799511969)
3. Participation: Everyone is allowed to participate and become European and Swiss champion, regardless of nationality, age or function in the tournament organization. The tournament is free of charge.
4. The Code of Conduct : https://docs.google.com/document/d/1KM0BPI7_43hUvmcC-JQMlUyx3KlMHMQEAvH_acNRKN0/edit?usp=sharing
5. The ranking system used is the C-Diplo of Namur, namely :
   Most centers 38 points
   second 14 points
   Third 7 points
   Points are split in case of a tie. The points of the tied places are added together and divided between the tied players.
   In addition
   1 center = 5 points
   2 centers = 9 points
   3 centers = 12 points
   4 centers = 14 points
   5 centers = 16 points
   6 centers = 18 points
   +1 point per center above 6 centers
   +1 point for participation
   Or 85 points for a solo with 18 centers, 0 for the other 6.

If 4 rounds :

6. Round 1: Saturday 5 September 2026 at 13:00 pm
7. Round 2: Saturday 5 September 2026 at 16:30 pm
8. Round 3: Saturday 5 September 2026 at 20:30 pm
9. Round 4: Sunday 6 September 2026 at 10:30 am.

If 3 rounds :

10. Round 1: Saturday 5 September 2026 at 13:00 pm
11. Round 2: Saturday 5 September 2026 at 19:30 pm
12. Round 3: Sunday 6 September 2026 at 10:30 am.

13. You can’t play two times with the same country. Countries are drawn randomly at the start of each round.

14. At the request of a concerned player or an organizer, two members of the same family can be sure to not play on the same board by adding a conflict in the game matching software.
15. The tournament ranking is calculated as follows:

    If at least one player has played only 2 rounds: the two best rounds count at 100% each, and the third-best round counts at 50% (250% total).

    If a player plays 4 rounds while another player in the tournament has played only 2 rounds: their best score counts at 100%, their second-best at 75%, their third-best at 50%, and their lowest score at 25% (250% total).

    If no player has played only 2 rounds: all scores count at 100% (300% total). For a player who plays 4 rounds in this case, the final score is the average of:

    a. the average score of the 4 rounds × 3 (unfavorable method), and
    b. the sum of the 3 best rounds (favorable method).

    If a player plays only one round, their score counts at 150% in all cases.

16. The winner of the tournament is the Swiss champion.
17. Withdrawals: In case of an incompatible number of players to play (7, 14, 21, etc..), voluntary withdrawal will be called for in priority. If no player volunteers, the choice will be made as follows: The player who has not yet withdrawn (voluntarily or not) and whose residence is closest to the tournament venue. It is possible that a voluntary player can play on several tables if necessary (13 or 20 players present for example). In this case, his best score counts if he plays all third rounds, or both scores count if he doesn't play all other rounds. If there are 9 or 10 players, 4 rounds of 1 table will be played.
18. Referees: The organizers are referees on the table where they do not play. If all organizers play on the same table, a volunteer referee who does not play at that table is appointed to referee the table where all organizers play. The referee resolves all conflicts in a fair and neutral manner, a compromise between strictness and tolerance is required. In case of problems with the basic rules of the game, the page https://tdfdiplo.fandom.com/fr/wiki/Anjou_Feu_XII is taken as a reference for any complex situation (paradox etc.).
19. Game duration: all games are played in 7 years.
20. Duration of the phases: the spring season lasts 17 (14 if 4 rounds) minutes. The autumn season lasts 15 (13 if 4 rounds) minutes. The last minute of each phase is devoted to writing orders, no more negotiations during this last minute. The other phases (resolutions, retreats (maximum 1 minute), adjustments (maximum 2 minutes)) are included in this time and must be completed as quickly as possible. The clock does not stop for these phases. All trading is forbidden during the retreats and adjustments. Exceptionally, the organizers may decide to take a break to resolve a complicated situation or other event requiring a break. If a player has not handed in his orders on

time, he will be considered in civil disorder as soon as the reader has started reading the first order of another player.

21. Reading of orders: The reading of orders can be done by any player at the table who will always start with his own orders. A non-participant in the game can also do this. All players in the game are responsible for the correct execution and resolution of the orders. In case of doubt do not hesitate to contact the table referee or an organizer.
22. Premature endgame vote: In the early spring of 1905, 1906 and 1907, it is possible to request a vote for an endgame in the current situation. The vote will be secret and will be organized by the referee, except in case of a public veto.
23. Awarding of points for diplomas: At the end of each game, each player can vote for the best strategist, the best diplomat, the paranoid and the traitor. You can't vote for yourself, and you can't vote for the same player twice.
24. Diploma: 7 prizes for the best countries will be distributed at the end of the tournament (highest number of points scored with a country). In case of ties, the highest number of centers in the end 1907, 1906, 1905, 1904, 1903, 1902. If ties persist, the winner will be selected randomly.. 5 other diplomas will be distributed. 4 according to the players votes for best strategist, best diplomat, paranoid and traitor, and finally the diploma for best friend of Switzerland. For the latter, a number of points will be counted for the units around Switzerland at the end of all games, after builds of 1907, for each player (MUN, TYR, PIE, MAR, BUR) as follows: 1 point per unit for FRA, GER, ITA 1.5 points per unit for AUT 2 points per unit for RUS and ENG, and 3 points per unit for TUR. The Swiss champion wins all diploma ties. In case of a tie without the Swiss champion, the diploma will be given to all tied players.
25. The tournament will count for the 2026-2027 French Diplomacy Tour.
26. The tournament will count for the european grand prix 2026.
27. These regulations are subject to change / be updated until the day before the tournament, i.e. September 4th, 2026.
28. Any point not covered by these rules will be decided by the organizers.