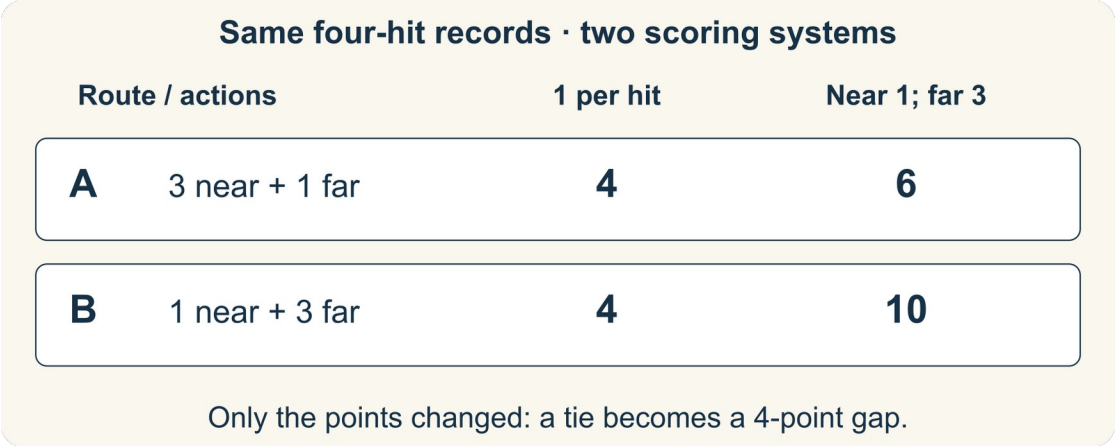
What does a scoring rule reward

How can the same fictional play produce different results under two scoring systems?

Apply two transparent scoring rules to the same invented action record, then ask what each rule rewards.

Investigate | 15-25 minutes, or one comparison | Paper and pen, or drawn counters, The supplied fictional record; no game equipment or physical play needed

Start here Copy two fictional four-hit records: Route A has 3 near hits and 1 far hit; Route B has 1 near hit and 3 far hits. Treat them as paper data, not real play.



Same actions, different point mapping

1 Score every hit equally

System 1 gives 1 point for any hit. A scores 3 + 1 = 4; B scores 1 + 3 = 4. Neither is ahead under this rule.

2 Weight one category

System 2 gives 1 point per near hit and 3 per far hit. A scores 3 × 1 + 1 × 3 = 6. B scores 1 × 1 + 3 × 3 = 10.

3 Explain the changed result

The actions did not change; the point mapping did. System 2 rewards far hits more strongly. State the rule beside the totals rather than presenting a score without its meaning.

4 Check a limit

The record has no misses, attempt difficulty or timing information. It cannot tell you which real strategy is best, whose skill is greater or whether a rule would feel fair to actual players.

Same actions a tie or a four point gap

Both route records and scoring systems are original fictional examples.

• Equal-hit scoring: A = 4 and B = 4.

• Weighted scoring: A = 6 and B = 10, so B is ahead by 10-6 = 4 points.

• The totals answer different rule-defined questions. If far hits were difficult, that would need separate evidence; it is not supplied by these totals.

What this example can show A score is a defined summary, not a complete description of play or a judgement of a person.

A different way

Use only one route and compare its two totals, or move paper counters into near/far columns. All results are already supplied; no competition is necessary.

If you want to go further

Choose a new far-hit weight of 2. Recalculate A = 5 and B = 7, then explain how the score gap changed without changing the actions.

Something to notice

Am I talking about the recorded actions, the scoring rule, or an unsupported judgement about a player?

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NRICH, University of Cambridge Dominoes

https://nrich.maths.org/games/dominoes

Australian Sports Commission Game sense approach

https://www.ausport.gov.au/schools/resource-hub/p4l/game-sense-approach