

## Ratings Win/Loss Calculator

The table below shows how players (rated 8.2 and higher) can calculate their win/loss percentages so that ratings moves can be anticipated. Players have the opportunity to move four times a year in the quarterly, automated ratings runs.

(To move from a 10.2 to an 8.2 players need to achieve 4 qualifying wins to reach the next level. Once a player achieves these 4 qualifying wins they will automatically move up without having to wait for the next ratings run.)

### Which Matches count (to move in the routine quarterly ratings run 8.2 – 1.1)?

A qualifying win (QW) = a win against a player rated the same or higher than you.

A qualifying loss (QL) = a loss against a player rated lower than you.

		Qualifying Matches Lost																	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
Qualifying Matches Won	3*		60%	50%															
	4*		66.6%	57.1%															
	5*			62.5%	55.5%														
	6				60%	54.5%													
	7				63.6%	58.3%													
	8					61.5%	57.1%												
	9						60.0%	56.3%											
	10							62.5%	58.8%										
	11								61.1%	57.9%									
	12									60.0%	57.1%								
	13										61.9%	59.1%							
	14											60.9%	58.3%						
	15												60.0%	57.7%					
	16													61.5%	59.3%				
	17														60.7%	58.6%			
	18															60.0%	58.1%		
	19																61.3%	59.4%	
	20																	60.6%	58.8%

\* For adults only

**Manual adjustment criteria:** In cases where a player records exceptionally good results it may be possible to move rating in advance of the routine runs by applying for a manual ratings adjustment. For this a junior player needs a minimum of 6 wins against higher rated opponents, acquired in competitions graded 1 – 5, and no more than 4 losses at that higher level and below, in any grade of competition. For a manual ratings adjustment qualifying wins are therefore wins against higher rated opponents and qualifying losses are losses to opponents rated one level higher and also rated lower (ie at the level the player aspires to move to and below).