The Rating System [Modified to Half Rating Sytem at AGM 4th July 2007]

1. A player's <u>rating</u> is found by dividing his grade by 10, and rounding to the nearest half. e.g. 132 rating is 13,   85 rating is 8.5, 123 is 12.5
So if a player has a rating of 9 then we know his/her grade is in the 88 to 92 range.
A list of ratings is sent at the start of the season.

2. For **each individual game** an adjustment is given to the lower rated player as follows.

Difference in Rating	Lower Rated gets adjustment of...
0	0
0.5	1
1	2
1.5	3
2	4
2.5	5
3	6
3.5	7
4	8
4.5 or more	8.5 (this is the maximum adjustment possible)

The higher graded player gets no adjustment.

3. Adjustments are not used with absentees.

4. Players must be played in Rating order.

5. The adjustments for each team are totalled. The total adjustments for each team are subtracted, then divided by ten.

6. This total adjustment is rounded to the nearest half point.
<u>This is the points start that is awarded to the lower rated team.</u>

Note that if the points start comes to a quarter or three quarters it is rounded up, so that 12.5 adjustment –> divide by ten = 1.25. Round to nearest half = 1.5 points start.

27.5 adjustment –> divide by ten = 2.75. Round to nearest half = 3 points start.

Summary

For Each Individual Game

Higher Rated Player Subtract Lower Rated Player	Adjustment Given to Lower Rated Player
0.5	1
1	2
1.5	3
2	4
2.5	5
3	6
3.5	7
4	8
4.5 and above	8.5 *[max possible]*

Then add to find TOTAL Adjustments for each team

Higher Rating Adjustment TEAM TOTAL **Subtract** Lower Rating Adjustment TEAM TOTAL	Points Start Given to Team with Higher Adjustment
0-2	0 pts
2.5-7	0.5 pts
7.5-12	1 pt
12.5-17	1.5 pts
17.5-22	2 pts
22.5-27	2.5 pts
27.5-32	3 pts
32.5-37	3.5 pts
37.5-42	4 pts
42.5-47	4.5 pts
47.5-51	5 pts

Note that with whole number points start, draws are possible.
With wholes+half points start, draws are not possible.
So 3 points start 5- 1 is the score to win, 4.5 – 1.5 would draw.
E.g. 1.5 points start, 4- 2 needed to win. Draw not possible.

Examples

Results with the Half Rating system.

75 Chess: TeamKO rd 1	White on odds			06/03/2007			
Bd **Holme Valley**	**Rat'g**	*Adj*	**Res**	**Hudd Rooks**	**Rat'g**	*Adj*	**Res**
1 KEELY Leo A	16		1	PARSONS Matthew	12.5	7	0
2 GRIST James	9.5	6	0	AGUIRRE Antonio	12.5		1
3 THOMPSON Stewart V.	9.5		1	SHAH Mehool	9	1	0
4 DOUGLAS Peter	8	1	1	CZERWINSKI Peter	8.5		0
5 BATTYE Norman	6	4	0	ROJINSKY Mark	8		1
6 FROGATT Joe	5	3	0	HUGHES Jon	6.5		1
Home Points Start	Adj Total=	14	3	*Away Point Start*	Adj Total=	8	3
0.5			0.5	0			0
Result			**3.5**				**3**

Adjustments 14 - 8 = 6. Divide by 10 = 0.6,
which rounds to half a point [to nearest half].

71 Chess: Examiner	Black on odds			14/02/2007			
Bd **Netherton B**	**Rat'g**	*Adj*	**Res**	**Wakefield**	**Rat'g**	*Adj*	**Res**
1 COUPE Alan D	12	2	1	SKINNER Simon	13		0
2 WARD John	9.5	6	0	WATERHOUSE Mark	12.5		1
3 LUMLEY William F	8.5	3	0.5	SHELMERDINE Mark	10		0.5
4 NEWSOME John V	7	4	0	JOHNSON, I	9		1
5 COUPE David A	6	5	0.5	HEPWORTH D	8.5		0.5
6 MOLD Roland	5	6	0.5	HAINSWORTH John G	8		0.5
Home Points Start	Adj Total=	26	2.5	*Away Point Start*	Adj Total=	0	3.5
2.5			2.5	0			0
Result			**5**				**3.5**

Adjustment = 26. Divide by 10 = 2.6, = 2 and a half points rounded to nearest
half.

60 Chess: Examiner	White on odds			22/01/2007			
Bd **Wakefield**	**Rat'g**	*Adj*	**Res**	**Netherton A**	**Rat'g**	*Adj*	**Res**
1 SKINNER Simon	13	8.5	0	SHAW Peter	18		1
2 WATERHOUSE Mark	12.5	4	0.5	EDWARDS Nickolas J	14.5		0.5
3 TINKER Chris R	12		1	RIGBY Nicholas T	12		0
4 HOLLOWAY A	10	1	0	JACKSON Paul H	10.5		1
5 JOHNSON, I	9		0	ROUTLEDGE Adam	8	2	1
6 HEPWORTH D	8.5		1	TANNA Yeshurun	5	7	0
Home Points Start	Adj Total=	13.5	2.5	*Away Point Start*	Adj Total=	9	3.5
0.5			0.5	0			0
Result			**3**				**3.5**

Adjustment = 13.5 – 9 = 4.5. Divide by 10 = 0.45. Round to nearest half = half
a point.