



# Port Shepstone High School

## Chess Club 2025

### Rating Scheme

$$Rating_{ave} = \frac{1}{R_n} \sum_{i=1}^5 R_i ; \text{ where } R \in \mathbb{N}$$

$R_1 = \textit{Blitz}$

$R_2 = \textit{Rapid}$

$R_3 = \textit{Bullet}$

$R_4 = \textit{Puzzle}$

$R_5 = \textit{Classical}$

### Summary

Initially, a learner's rating was equivalent to their rapid rating.

In the revised system, the rating is now calculated as the average of the learner's blitz, rapid, bullet, puzzle and classical ratings.

For instance, if a learner has a rapid rating of 1000 and a blitz rating of 1200, their current tracked rating would be 1100. This composite rating, calculated as the arithmetic mean of the five will now be used to monitor progress monthly.