

**MILITARY LEAGUE**

Player Rating System

The Military League's rating system measures your approximate strength as a Magic: The Gathering® player.

- Your rating is based upon your past performance in league matches; starting players begin with a rating of 1600.
- The difference between your rating and another player's rating helps predict the winner of a match between you and that player. In other words, a player with a higher rating will usually, but not always, defeat a player with a lower rating.
- Each match consists of three duels between the same two players.
- The computer system used by the Military League calculates player ratings using matches in the order they occurred, regardless of the order they are entered into the computer. However, the more efficient you are at reporting match results, the more accurate the reflected ratings will be.

Military League ratings are based upon wins and losses.

- After each set of matches, the results will be reported either directly to the World Wide Web, or on an official spreadsheet report, which is attached to an email sent to military@wizards.com.
- Military League players begin each season with a score of 1600. Each win adds one point to your cumulative score. Each loss subtracts one point from your cumulative score. Each draw results in a zero point change in score.
- Example: SPC Snuffy plays SRA Cloud three times. Snuffy wins twice, Cloud wins once. The match win goes to Snuffy. Snuffy's score changes to 1601, Cloud's score changes to 1599.

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