

DOUBLE JUMP

PLAYER MOVEMENT

The name Double Jump is used because a player only moves up the rankings after he/she defeats 2 players better than themselves.

1. The first player better than them that has been defeated is stored for comparison.
2. The second player better than them that has been defeated decides the amount of movement (positions) up the rankings

- **Example:**

You are presently ranked 325
Your previous best win is player ranked 150

- **Scenario 1**

You defeat the player at ranking 180
You will immediately be ranked 180 and player 180 moves to 181

- **Scenario 2**

You defeat the player at ranking 120
You immediately move to 150 (your previous best win)a new best win of 120 is stored

- **NOTE:** If you do not defeat anyone better than you (i.e. your previous best win of 325)within 13 months then this best win will be eliminated (considered a fluke) and your best win will be reset to the rank that you are presently at, in this case 325.
- As can be seen a player can move many ranking positions instantly but there is a check to stop movement if the player's previous best win is determined to be well above their consistent skill level.

