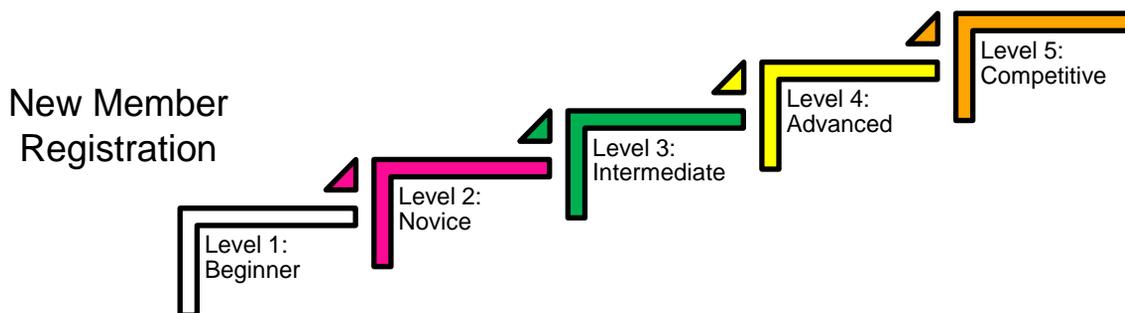


## UW Badminton Club (UWBC): Leveling System Overview



Members can **challenge** for one level above their current level. Challenge matches are **doubles** format.

The challenger will be placed with 3 other **random** members of the challenged level.

The challenge will consist of 3 best-of-one **7 point** games, with each game consisting of a different team make up. Games cap out at 11 points for deuce situations.

If the **challenger**...

- wins **at least** 2 of 3 games, he/she goes up one level
- wins all 3 games, he/she goes up one level AND gets a demotion immunity pass (DIP)
- wins 1 of 3 games, he/she can challenge again next session
- loses all 3 games, he/she can only challenge again after 6 sessions

If the **non-challenger**...

- wins all 3 games, he/she gets a DIP
- loses all 3 games, he/she goes down a level

Demotion Immunity Passes (DIPs):

- allow a member to survive a future demotion
- can stack up to 3 times
- reset back to 0 if the member goes up a level

If a non-challenger refuses to play a challenge match, he/she will automatically go down a level.

Example:

**Jamie** is currently level 3 and decides to challenge for level 4.

**Exec** Ash puts **Jamie** in a challenge game with three other level 4s: **Sam**, **Dana**, and **Alex**.

**Jamie** won 2 out of 3 games, so he goes up to level 4

**Dana** lost all 3 games, so he goes down to level 3

#	Full Name	C, 1 vs. 2, 3	C, 2 vs. 1, 3	C, 3 vs. 1, 2
C	Jamie (lv 3)	7 (W)	4 (L)	9 (W)
1	Sam (lv 4)	7 (W)	7 (W)	7 (L)
2	Dana (lv 4)	5 (L)	4 (L)	7 (L)
3	Alex (lv 4)	5 (L)	7 (W)	9 (W)