# CS:GO ranking system: detailed description

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CS:GO titles.

There are eighteen competitive ranks in the game, from Silver to Global Elite. As a rule, they are divided into levels to make it easier to distinguish between the skill levels of players. They look like this:

Silver ("Silver") is the weakest level. Players with a "silver" title in CS:GO are new to the competitive game. The exception is the "smurfs" - players with much higher skills who like to feel omnipotent when playing from low-ranked accounts against less skilled gamers. Sometimes they can boost someone else's account.

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Usually, when joining a 5v5 server, the "silver" ones still concentrate on their own statistics (the number of frags and deaths is the K/D ratio). Their goal is usually slightly shifted, so they prefer to take static tricky positions and patiently wait for their victim, not paying attention to the dynamics of the game and the need to win rounds. When they start moving around the map, they do it on their own, bring very little benefit and know nothing about team play and cooperation. As a rule, from time to time they abuse the "Rush B" strategy.

Nova. It is the most common title in CS:GO. "Novas" are average players who mainly concentrate on improving their shots (they know different firing rhythms and types of weapon sprays), but do not try to practice any tactical elements. They are familiar with the in-game economy and know what force-buy ("forced purchase") is. They also have a basic understanding of teamwork, so supporting a teammate with a USB stick towards a banana won't be a problem. You shouldn't rely on them for more than a rare and simple collaboration.



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