EXPECTATIONS LEADERBOARD

ECEL Rookie Series Season 1

Group Stage | Group C

12 teams | 3 maps | ECEL Platform

Rank	Team	Bermuda Expected vs they got	Kalahari Expected vs they got	Purgatory Expected vs they got	After all maps Average place | total kills | standing
1	**Nawores** Germany	**Expected finish 1 | 13.4 kills | 21 pts** They got 9 kills | place 8 BELOW	**Expected finish 1 | 14 kills | 21.9 pts** They got 1 kills | place 12 BELOW	**Expected finish 7 | 8.1 kills | 12.4 pts** They got 5 kills | place 8 BELOW	**Expected to finish 1 | 35.5 kills | 55.3 pts** They got table 10 | 15 kills | 21 pts Standing expected 1 | actual 10 BELOW
2	**45 GENESIS** France	**Expected finish 2 | 7.3 kills | 14.7 pts** They got 7 kills | place 7 BELOW	**Expected finish 2 | 7.3 kills | 14.3 pts** They got 18 kills | place 2 PERFORMANCE	**Expected finish 2 | 9.9 kills | 16.8 pts** They got 0 kills | place 12 BELOW	**Expected to finish 2 | 24.5 kills | 45.8 pts** They got table 7 | 25 kills | 38 pts Standing expected 2 | actual 7 BELOW
3	**SURVIVORS** Romania	**Expected finish 3 | 6.8 kills | 14 pts** They got 2 kills | place 10 BELOW	**Expected finish 3 | 6.4 kills | 12.9 pts** They got 18 kills | place 1 PERFORMANCE	**Expected finish 4 | 8.4 kills | 15.2 pts** They got 7 kills | place 9 BELOW	**Expected to finish 3 | 21.6 kills | 42.1 pts** They got table 2 | 27 kills | 42 pts Standing expected 3 | actual 2 PERFORMANCE
4	**TM Death** Bosnia and Herzegovina	**Expected finish 4 | 4.2 kills | 10.7 pts** They got 10 kills | place 3 PERFORMANCE	**Expected finish 4 | 4.7 kills | 11.4 pts** They got 1 kills | place 7 BELOW	**Expected finish 8 | 4.8 kills | 11.1 pts** They got 7 kills | place 5 PERFORMANCE	**Expected to finish 4 | 13.7 kills | 33.2 pts** They got table 8 | 18 kills | 36 pts Standing expected 4 | actual 8 BELOW
5	**Vanguard** Serbia	**Expected finish -** They got 17 kills | place 2	**Expected finish -** They got 8 kills | place 8	**Expected finish 1 | 12.5 kills | 18.5 pts** They got 10 kills | place 6 BELOW	**Expected to finish 5 | 12.5 kills | 18.5 pts** They got table 1 | 35 kills | 52 pts Standing expected 5 | actual 1 PERFORMANCE
6	**Arise X** Bosnia and Herzegovina	**Expected finish -** They got 12 kills | place 1	**Expected finish -** They got 6 kills | place 10	**Expected finish 3 | 9 kills | 15.5 pts** They got 8 kills | place 10 BELOW	**Expected to finish 6 | 9 kills | 15.5 pts** They got table 5 | 26 kills | 40 pts Standing expected 6 | actual 5 PERFORMANCE
7	**M&M E-Sports** Portugal	**Expected finish -** They got 4 kills | place 6	**Expected finish -** They got 12 kills | place 4	**Expected finish 5 | 8 kills | 14 pts** They got 7 kills | place 4 MATCH	**Expected to finish 7 | 8 kills | 14 pts** They got table 3 | 23 kills | 42 pts Standing expected 7 | actual 3 PERFORMANCE
8	**Desi Boys** France	**Expected finish -** They got 7 kills | place 4	**Expected finish -** They got 4 kills | place 3	**Expected finish 6 | 5.5 kills | 13 pts** They got 6 kills | place 3 PERFORMANCE	**Expected to finish 8 | 5.5 kills | 13 pts** They got table 6 | 17 kills | 40 pts Standing expected 8 | actual 6 PERFORMANCE
9	**Hydras** Romania	**Expected finish -** They got 8 kills | place 5	**Expected finish -** They got 2 kills | place 5	**Expected finish 9 | 5 kills | 11 pts** They got 7 kills | place 1 PERFORMANCE	**Expected to finish 9 | 5 kills | 11 pts** They got table 4 | 17 kills | 41 pts Standing expected 9 | actual 4 PERFORMANCE
10	**Flawless** Croatia	**Expected finish -** They got 1 kills | place 11	**Expected finish -** They got 3 kills | place 6	**Expected finish 10 | 2 kills | 4.5 pts** They got 2 kills | place 11 MATCH	**Expected to finish 10 | 2 kills | 4.5 pts** They got table 11 | 6 kills | 11 pts Standing expected 10 | actual 11 BELOW
11	**RaydX** Moldova	**Expected finish -** They got 5 kills | place 9	**Expected finish -** They got 0 kills | place 11	**Expected finish 11 | 2.5 kills | 3.5 pts** They got 13 kills | place 2 PERFORMANCE	**Expected to finish 11 | 2.5 kills | 3.5 pts** They got table 9 | 18 kills | 29 pts Standing expected 11 | actual 9 PERFORMANCE
12	**Wilder Lowe** Portugal	**Expected finish 5 | 0 kills | 0 pts** They got 0 kills | place 12 MATCH	**Expected finish 5 | 0 kills | 0 pts** They got 1 kills | place 9 PERFORMANCE	**Expected finish 12 | 0.1 kills | 0.3 pts** They got 4 kills | place 7 PERFORMANCE	**Expected to finish 12 | 0.1 kills | 0.3 pts** They got table 12 | 5 kills | 11 pts Standing expected 12 | actual 12 MATCH

Expected is what the platform thinks this team should do on that map, from their circuit history. They got is the real result. MATCH = on expectation. PERFORMANCE = above. BELOW = under. Place slack +/-2, kill slack +/-3. Grey means not enough history - need 2 games. Expected finish is current form: real matches only, last games any map, place points (BOOYAH max 12) plus kills, newer and bigger cups weigh more, 40% vs tonight's lobby when they already played. Actual standing is the official table. Nothing is invented.