EXPECTATIONS LEADERBOARD

ECEL Rookie Series Season 2

Group Stage | Group B

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	**SX7** Spain	**Expected finish 2 | 13.6 kills | 22.2 pts** They got 12 kills | place 6 BELOW	**Expected finish 1 | 14.3 kills | 25 pts** They got 21 kills | place 1 PERFORMANCE	**Expected finish 1 | 16.6 kills | 27.7 pts** They got 5 kills | place 10 BELOW	**Expected to finish 1 | 44.5 kills | 74.9 pts** They got table 1 | 38 kills | 56 pts Standing expected 1 | actual 1 MATCH
2	**Arise X** Bosnia and Herzegovina	**Expected finish 5 | 10 kills | 16.2 pts** They got 5 kills | place 4 BELOW	**Expected finish 2 | 14.3 kills | 23 pts** They got 0 kills | place 11 BELOW	**Expected finish 2 | 11.7 kills | 18.9 pts** They got 2 kills | place 8 BELOW	**Expected to finish 2 | 36 kills | 58.1 pts** They got table 11 | 7 kills | 17 pts Standing expected 2 | actual 11 BELOW
3	**Unexpected** Serbia	**Expected finish 4 | 10 kills | 17.2 pts** They got 2 kills | place 11 BELOW	**Expected finish 5 | 9.3 kills | 17 pts** They got 8 kills | place 5 MATCH	**Expected finish 4 | 8.8 kills | 16 pts** They got 14 kills | place 4 PERFORMANCE	**Expected to finish 3 | 28.1 kills | 50.2 pts** They got table 6 | 24 kills | 37 pts Standing expected 3 | actual 6 BELOW
4	**Faixa Preta** Portugal	**Expected finish 6 | 8.2 kills | 12.4 pts** They got 7 kills | place 5 MATCH	**Expected finish 3 | 12 kills | 18.5 pts** They got 12 kills | place 6 BELOW	**Expected finish 3 | 11.6 kills | 17.6 pts** They got 1 kills | place 11 BELOW	**Expected to finish 4 | 31.8 kills | 48.5 pts** They got table 7 | 20 kills | 31 pts Standing expected 4 | actual 7 BELOW
5	**SURVIVORS** Romania	**Expected finish 9 | 5.1 kills | 10 pts** No result saved	**Expected finish 4 | 9.3 kills | 17.8 pts** No result saved	**Expected finish 6 | 6.4 kills | 12.6 pts** No result saved	**Expected to finish 5 | 20.8 kills | 40.4 pts** They got table 12 | 0 pts Standing expected 5 | actual 12 BELOW
6	**13 ZON** Bosnia and Herzegovina	**Expected finish 8 | 4.8 kills | 11.5 pts** They got 3 kills | place 7 MATCH	**Expected finish 6 | 5.3 kills | 12.7 pts** They got 6 kills | place 3 PERFORMANCE	**Expected finish 5 | 5.5 kills | 13 pts** They got 2 kills | place 7 BELOW	**Expected to finish 6 | 15.6 kills | 37.2 pts** They got table 8 | 11 kills | 27 pts Standing expected 6 | actual 8 BELOW
7	**Xtreme** Moldova	**Expected finish 1 | 14 kills | 23.5 pts** They got 6 kills | place 8 BELOW	**Expected finish -** They got 12 kills | place 4	**Expected finish -** They got 16 kills | place 1	**Expected to finish 7 | 14 kills | 23.5 pts** They got table 2 | 34 kills | 56 pts Standing expected 7 | actual 2 PERFORMANCE
8	**SPR Esports** Greece	**Expected finish 3 | 10 kills | 17.5 pts** They got 9 kills | place 9 BELOW	**Expected finish -** They got 8 kills | place 2	**Expected finish -** They got 12 kills | place 5	**Expected to finish 8 | 10 kills | 17.5 pts** They got table 5 | 29 kills | 46 pts Standing expected 8 | actual 5 PERFORMANCE
9	**GR WARRIORS** Greece	**Expected finish 7 | 6 kills | 11.5 pts** They got 16 kills | place 1 PERFORMANCE	**Expected finish -** They got 1 kills | place 9	**Expected finish -** They got 11 kills | place 2	**Expected to finish 9 | 6 kills | 11.5 pts** They got table 3 | 28 kills | 51 pts Standing expected 9 | actual 3 PERFORMANCE
10	**IMESSDIATO** Greece	**Expected finish 10 | 4.5 kills | 9 pts** They got 20 kills | place 2 PERFORMANCE	**Expected finish -** They got 3 kills | place 10	**Expected finish -** They got 6 kills | place 3	**Expected to finish 10 | 4.5 kills | 9 pts** They got table 4 | 29 kills | 47 pts Standing expected 10 | actual 4 PERFORMANCE
11	**F4NTIN** Spain	**Expected finish 11 | 4.5 kills | 7 pts** They got 5 kills | place 10 MATCH	**Expected finish -** They got 5 kills | place 8	**Expected finish -** They got 4 kills | place 9	**Expected to finish 11 | 4.5 kills | 7 pts** They got table 10 | 14 kills | 20 pts Standing expected 11 | actual 10 PERFORMANCE
12	**IMMORTAL** Greece	**Expected finish 12 | 1.5 kills | 6 pts** They got 3 kills | place 3 PERFORMANCE	**Expected finish -** They got 0 kills | place 7	**Expected finish -** They got 3 kills | place 6	**Expected to finish 12 | 1.5 kills | 6 pts** They got table 9 | 6 kills | 23 pts Standing expected 12 | actual 9 PERFORMANCE

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.