EXPECTATIONS LEADERBOARD

ECEL Rookie Series Season 2

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	**MVP Gaming** Spain	**Expected finish 3 | 8.5 kills | 17 pts** They got 12 kills | place 1 PERFORMANCE	**Expected finish 1 | 12.3 kills | 21.5 pts** They got 11 kills | place 1 MATCH	**Expected finish 1 | 12.4 kills | 22 pts** They got 4 kills | place 6 BELOW	**Expected to finish 1 | 33.2 kills | 60.5 pts** They got table 3 | 27 kills | 56 pts Standing expected 1 | actual 3 BELOW
2	**HOME SHARK** Vietnam	**Expected finish 1 | 13.4 kills | 20.9 pts** They got 5 kills | place 7 BELOW	**Expected finish 2 | 7.5 kills | 13.8 pts** They got 7 kills | place 7 BELOW	**Expected finish 2 | 7.7 kills | 13.6 pts** They got 25 kills | place 1 PERFORMANCE	**Expected to finish 2 | 28.6 kills | 48.3 pts** They got table 2 | 37 kills | 57 pts Standing expected 2 | actual 2 MATCH
3	**DARK SOCIETY** Romania	**Expected finish 4 | 7.3 kills | 13.4 pts** They got 10 kills | place 6 MATCH	**Expected finish 4 | 3.2 kills | 8.3 pts** They got 7 kills | place 5 PERFORMANCE	**Expected finish 4 | 4.2 kills | 9.6 pts** They got 12 kills | place 4 PERFORMANCE	**Expected to finish 3 | 14.7 kills | 31.3 pts** They got table 4 | 29 kills | 47 pts Standing expected 3 | actual 4 BELOW
4	**ASVAD** Turkey	**Expected finish 7 | 4.5 kills | 9 pts** They got 5 kills | place 8 MATCH	**Expected finish 3 | 5.7 kills | 9.2 pts** They got 8 kills | place 4 MATCH	**Expected finish 3 | 5.8 kills | 10.1 pts** They got 1 kills | place 7 BELOW	**Expected to finish 4 | 16 kills | 28.3 pts** They got table 7 | 14 kills | 28 pts Standing expected 4 | actual 7 BELOW
5	**Run or Die** Bosnia and Herzegovina	**Expected finish 5 | 5.7 kills | 11.9 pts** They got 5 kills | place 3 MATCH	**Expected finish 6 | 0 kills | 3.2 pts** They got 11 kills | place 2 PERFORMANCE	**Expected finish 5 | 3.8 kills | 9 pts** They got 5 kills | place 5 MATCH	**Expected to finish 5 | 9.5 kills | 24.1 pts** They got table 5 | 21 kills | 44 pts Standing expected 5 | actual 5 MATCH
6	**BRUTE FORCE** Romania	**Expected finish 6 | 4.4 kills | 10 pts** They got 3 kills | place 5 MATCH	**Expected finish 5 | 2.3 kills | 7 pts** They got 3 kills | place 8 BELOW	**Expected finish 6 | 2.5 kills | 6.7 pts** They got 8 kills | place 2 PERFORMANCE	**Expected to finish 6 | 9.2 kills | 23.7 pts** They got table 6 | 14 kills | 32 pts Standing expected 6 | actual 6 MATCH
7	**ACE OF SPADES** Switzerland	**Expected finish 2 | 14 kills | 19.5 pts** They got 10 kills | place 2 BELOW	**Expected finish -** They got 22 kills | place 3	**Expected finish -** They got 6 kills | place 8	**Expected to finish 7 | 14 kills | 19.5 pts** They got table 1 | 38 kills | 58 pts Standing expected 7 | actual 1 PERFORMANCE
8	**TROPA UP** Greece	**Expected finish 8 | 2.5 kills | 9 pts** They got 2 kills | place 9 MATCH	**Expected finish -** They got 2 kills | place 6	**Expected finish -** They got 3 kills | place 3	**Expected to finish 8 | 2.5 kills | 9 pts** They got table 9 | 7 kills | 22 pts Standing expected 8 | actual 9 BELOW
9	**KURD SQUAD** Brazil	**Expected finish 9 | 2 kills | 4 pts** They got 9 kills | place 4 PERFORMANCE	**Expected finish -** They got 2 kills | place 9	**Expected finish -** They got 2 kills | place 9	**Expected to finish 9 | 2 kills | 4 pts** They got table 8 | 13 kills | 24 pts Standing expected 9 | actual 8 PERFORMANCE
10	**Androids** Greece	**Expected finish 10 | 0 kills | 1 pts** No result saved	Need 2 prior games	Need 2 prior games	**Expected to finish 10 | 0 kills | 1 pts** They got table 10 | 0 pts Standing expected 10 | actual 10 MATCH
11	**RCD ESPORTS** Serbia	**Expected finish 11 | 0 kills | 0 pts** No result saved	Need 2 prior games	Need 2 prior games	**Expected to finish 11 | 0 kills | 0 pts** They got table 11 | 0 pts Standing expected 11 | actual 11 MATCH
12	**WARLORDS** Greece	**Expected finish 12 | 0 kills | 0 pts** No result saved	Need 2 prior games	Need 2 prior games	**Expected to finish 12 | 0 kills | 0 pts** They got table 12 | 0 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.