

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.