EXPECTATIONS LEADERBOARD

# Saturday League by ECEL - Week 1

Week 1 | Week 1

8 teams | 4 maps | ECEL Platform

| Rank | Team | Bermuda<br>Expected vs they got | Nexterra<br>Expected vs they got | Purgatory<br>Expected vs they got | Kalahari<br>Expected vs they got | After all maps<br>Average place \| total kills \| standing |
|---|---|---|---|---|---|---|
| 1 | **SX7**<br>Spain | **Expected finish -**<br>They got 18 kills \| place 1 | **Expected finish -**<br>They got 17 kills \| place 1 | **Expected finish 1 \| 17.5 kills \| 29.5 pts**<br>They got 9 kills \| place 4<br>BELOW | **Expected finish 1 \| 14.7 kills \| 25 pts**<br>They got 13 kills \| place 1<br>MATCH | **Expected to finish 1 \| 32.2 kills \| 54.5 pts**<br>They got table 1 \| 57 kills \| 100 pts<br>Standing expected 1 \| actual 1<br>MATCH |
| 2 | **Unexpected**<br>Serbia | **Expected finish 1 \| 4.7 kills \| 8 pts**<br>They got 6 kills \| place 4<br>PERFORMANCE | **Expected finish 1 \| 5.2 kills \| 10.2 pts**<br>They got 19 kills \| place 4<br>PERFORMANCE | **Expected finish 4 \| 10.6 kills \| 16.8 pts**<br>They got 9 kills \| place 1<br>PERFORMANCE | **Expected finish 3 \| 10.1 kills \| 17.8 pts**<br>They got 7 kills \| place 2<br>BELOW | **Expected to finish 2 \| 30.6 kills \| 52.8 pts**<br>They got table 3 \| 41 kills \| 76 pts<br>Standing expected 2 \| actual 3<br>BELOW |
| 3 | **UNKNOWN ESP**<br>Greece | **Expected finish -**<br>They got 10 kills \| place 5 | **Expected finish -**<br>They got 19 kills \| place 2 | **Expected finish 2 \| 14.5 kills \| 22 pts**<br>They got 9 kills \| place 2<br>BELOW | **Expected finish 2 \| 12.7 kills \| 20.7 pts**<br>They got 9 kills \| place 3<br>BELOW | **Expected to finish 3 \| 27.2 kills \| 42.7 pts**<br>They got table 2 \| 47 kills \| 79 pts<br>Standing expected 3 \| actual 2<br>PERFORMANCE |
| 4 | **Top Academy KNV**<br>Turkey | **Expected finish -**<br>They got 13 kills \| place 3 | **Expected finish -**<br>They got 8 kills \| place 5 | **Expected finish 3 \| 10.5 kills \| 17.5 pts**<br>They got 0 kills \| place 5<br>BELOW | **Expected finish 4 \| 7 kills \| 13.7 pts**<br>No result saved | **Expected to finish 4 \| 17.5 kills \| 31.2 pts**<br>They got table 5 \| 21 kills \| 41 pts<br>Standing expected 4 \| actual 5<br>BELOW |
| 5 | **NEMESIS 97**<br>Greece | **Expected finish -**<br>They got 2 kills \| place 2 | **Expected finish -**<br>They got 6 kills \| place 6 | **Expected finish 5 \| 4 kills \| 11 pts**<br>They got 4 kills \| place 3<br>MATCH | **Expected finish 5 \| 4 kills \| 11.3 pts**<br>They got 1 kills \| place 4<br>MATCH | **Expected to finish 5 \| 8 kills \| 22.3 pts**<br>They got table 4 \| 13 kills \| 42 pts<br>Standing expected 5 \| actual 4<br>PERFORMANCE |
| 6 | **RED FLOGA**<br>Greece | **Expected finish -**<br>They got 1 kills \| place 6 | **Expected finish -**<br>They got 1 kills \| place 3 | **Expected finish 6 \| 1 kills \| 7.5 pts**<br>No result saved | **Expected finish 6 \| 0.7 kills \| 6.3 pts**<br>No result saved | **Expected to finish 6 \| 1.7 kills \| 13.8 pts**<br>They got table 6 \| 2 kills \| 15 pts<br>Standing expected 6 \| actual 6<br>MATCH |
| 7 | **ECEL ESPORTS**<br>Romania | Need 2 prior games | **Expected finish -**<br>They got 1 kills \| place 7 | **Expected finish 7 \| 0.5 kills \| 4.5 pts**<br>No result saved | **Expected finish 7 \| 0.3 kills \| 4.7 pts**<br>No result saved | **Expected to finish 7 \| 0.8 kills \| 9.2 pts**<br>They got table 7 \| 1 kills \| 5 pts<br>Standing expected 7 \| actual 7<br>MATCH |
| 8 | **Run or Die**<br>Bosnia and Herzegovina | Need 2 prior games | Need 2 prior games | **Expected finish 8 \| 0 kills \| 3 pts**<br>No result saved | **Expected finish 8 \| 0 kills \| 3 pts**<br>No result saved | **Expected to finish 8 \| 0 kills \| 6 pts**<br>They got table 8 \| 0 pts<br>Standing expected 8 \| actual 8<br>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.