EXPECTATIONS LEADERBOARD

ECEL PRO Championship

GROUP STAGE | Group A

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	**Unexpected** Serbia	**Expected finish 1 | 9.6 kills | 15.9 pts** They got 10 kills | place 3 MATCH	**Expected finish 1 | 10.5 kills | 17.7 pts** They got 5 kills | place 8 BELOW	**Expected finish 4 | 8.6 kills | 14.8 pts** They got 0 kills | place 6 BELOW	**Expected to finish 1 | 28.7 kills | 48.4 pts** They got table 8 | 15 kills | 31 pts Standing expected 1 | actual 8 BELOW
2	**IMESSDIATO** Greece	**Expected finish 2 | 8.2 kills | 13.5 pts** They got 8 kills | place 5 PERFORMANCE	**Expected finish 3 | 7.9 kills | 12.4 pts** They got 11 kills | place 5 PERFORMANCE	**Expected finish 6 | 8.4 kills | 13.2 pts** They got 2 kills | place 9 BELOW	**Expected to finish 2 | 24.5 kills | 39.1 pts** They got table 6 | 21 kills | 35 pts Standing expected 2 | actual 6 BELOW
3	**RED FLOGA** Greece	**Expected finish 3 | 4.6 kills | 9.6 pts** They got 18 kills | place 9 PERFORMANCE	**Expected finish 4 | 7.7 kills | 12.3 pts** They got 27 kills | place 3 PERFORMANCE	**Expected finish 2 | 11 kills | 16 pts** They got 24 kills | place 1 PERFORMANCE	**Expected to finish 3 | 23.3 kills | 37.9 pts** They got table 1 | 69 kills | 91 pts Standing expected 3 | actual 1 PERFORMANCE
4	**F4NTIN** Spain	**Expected finish 4 | 4.7 kills | 6.7 pts** They got 14 kills | place 1 PERFORMANCE	**Expected finish 2 | 7.6 kills | 12.8 pts** They got 14 kills | place 2 PERFORMANCE	**Expected finish 3 | 9.1 kills | 15.2 pts** They got 6 kills | place 5 BELOW	**Expected to finish 4 | 21.4 kills | 34.7 pts** They got table 3 | 34 kills | 61 pts Standing expected 4 | actual 3 PERFORMANCE
5	**AK 47 Esports** Pakistan	**Expected finish -** They got 9 kills | place 2	**Expected finish -** They got 20 kills | place 1	**Expected finish 1 | 14.5 kills | 25 pts** They got 9 kills | place 2 BELOW	**Expected to finish 5 | 14.5 kills | 25 pts** They got table 2 | 38 kills | 68 pts Standing expected 5 | actual 2 PERFORMANCE
6	**NEXUS** Greece	**Expected finish -** They got 10 kills | place 7	**Expected finish -** They got 14 kills | place 10	**Expected finish 5 | 12 kills | 14.5 pts** They got 14 kills | place 3 MATCH	**Expected to finish 6 | 12 kills | 14.5 pts** They got table 4 | 38 kills | 51 pts Standing expected 6 | actual 4 PERFORMANCE
7	**LYNX ESPORTS** Spain	**Expected finish -** They got 13 kills | place 4	**Expected finish -** They got 4 kills | place 9	**Expected finish 7 | 8.5 kills | 13 pts** They got 14 kills | place 7 PERFORMANCE	**Expected to finish 7 | 8.5 kills | 13 pts** They got table 5 | 31 kills | 44 pts Standing expected 7 | actual 5 PERFORMANCE
8	**SUPER X STARS** Albania	**Expected finish -** They got 10 kills | place 8	**Expected finish -** They got 2 kills | place 4	**Expected finish 8 | 6 kills | 11 pts** They got 6 kills | place 8 MATCH	**Expected to finish 8 | 6 kills | 11 pts** They got table 7 | 18 kills | 31 pts Standing expected 8 | actual 7 PERFORMANCE
9	**EXPERTS** Romania	**Expected finish -** They got 5 kills | place 6	**Expected finish -** They got 4 kills | place 11	**Expected finish 9 | 4.5 kills | 7 pts** They got 1 kills | place 11 BELOW	**Expected to finish 9 | 4.5 kills | 7 pts** They got table 9 | 10 kills | 15 pts Standing expected 9 | actual 9 MATCH
10	**VORTEX GAMING** Spain	**Expected finish -** They got 6 kills | place 10	**Expected finish -** They got 1 kills | place 7	**Expected finish 10 | 3.5 kills | 6 pts** They got 0 kills | place 12 BELOW	**Expected to finish 10 | 3.5 kills | 6 pts** They got table 11 | 7 kills | 12 pts Standing expected 10 | actual 11 BELOW
11	**MC PLAY** Romania	**Expected finish -** They got 0 kills | place 11	**Expected finish -** They got 4 kills | place 6	**Expected finish 11 | 2 kills | 4.5 pts** They got 3 kills | place 10 MATCH	**Expected to finish 11 | 2 kills | 4.5 pts** They got table 10 | 7 kills | 13 pts Standing expected 11 | actual 10 PERFORMANCE
12	**UNKNOWN RO** Romania	**Expected finish -** They got 0 kills | place 12	**Expected finish -** They got 0 kills | place 12	**Expected finish 12 | 0 kills | 0 pts** They got 2 kills | place 4 PERFORMANCE	**Expected to finish 12 | 0 kills | 0 pts** They got table 12 | 2 kills | 9 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.