EXPECTATIONS LEADERBOARD

ECEL PRO Championship

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	**HOME SHARK** Vietnam	**Expected finish 1 | 11 kills | 17.7 pts** They got 19 kills | place 2 PERFORMANCE	**Expected finish 1 | 13.1 kills | 20.4 pts** They got 22 kills | place 1 PERFORMANCE	**Expected finish 1 | 15.3 kills | 23.7 pts** They got 8 kills | place 2 BELOW	**Expected to finish 1 | 39.4 kills | 61.8 pts** They got table 1 | 49 kills | 79 pts Standing expected 1 | actual 1 MATCH
2	**Desi Boys** France	**Expected finish 3 | 2.6 kills | 8.1 pts** They got 11 kills | place 4 PERFORMANCE	**Expected finish 2 | 6.2 kills | 12 pts** They got 13 kills | place 3 PERFORMANCE	**Expected finish 4 | 8.2 kills | 14.6 pts** They got 2 kills | place 5 BELOW	**Expected to finish 2 | 17 kills | 34.7 pts** They got table 6 | 26 kills | 47 pts Standing expected 2 | actual 6 BELOW
3	**SPR Esports** Greece	**Expected finish 4 | 4.2 kills | 8 pts** They got 18 kills | place 5 PERFORMANCE	**Expected finish 3 | 5.8 kills | 9.9 pts** They got 14 kills | place 6 PERFORMANCE	**Expected finish 6 | 6.8 kills | 11.1 pts** They got 20 kills | place 3 PERFORMANCE	**Expected to finish 3 | 16.8 kills | 29 pts** They got table 2 | 52 kills | 71 pts Standing expected 3 | actual 2 PERFORMANCE
4	**DraveX** India	**Expected finish 2 | 4.7 kills | 9.3 pts** They got 5 kills | place 10 BELOW	**Expected finish 4 | 4.9 kills | 8.9 pts** They got 7 kills | place 2 MATCH	**Expected finish 8 | 5.1 kills | 9.4 pts** They got 16 kills | place 1 PERFORMANCE	**Expected to finish 4 | 14.7 kills | 27.6 pts** They got table 4 | 28 kills | 50 pts Standing expected 4 | actual 4 MATCH
5	**LINE 07** Albania	**Expected finish -** They got 14 kills | place 1	**Expected finish -** They got 7 kills | place 7	**Expected finish 2 | 10.5 kills | 18.5 pts** They got 9 kills | place 7 BELOW	**Expected to finish 5 | 10.5 kills | 18.5 pts** They got table 3 | 30 kills | 50 pts Standing expected 5 | actual 3 PERFORMANCE
6	**SPR ESPORTS 7** Greece	**Expected finish -** They got 8 kills | place 3	**Expected finish -** They got 11 kills | place 8	**Expected finish 3 | 9.5 kills | 15 pts** They got 11 kills | place 4 MATCH	**Expected to finish 6 | 9.5 kills | 15 pts** They got table 5 | 30 kills | 48 pts Standing expected 6 | actual 5 PERFORMANCE
7	**E7 LINE** France	**Expected finish -** They got 8 kills | place 8	**Expected finish -** They got 10 kills | place 5	**Expected finish 5 | 9 kills | 13.5 pts** They got 2 kills | place 10 BELOW	**Expected to finish 7 | 9 kills | 13.5 pts** They got table 7 | 20 kills | 30 pts Standing expected 7 | actual 7 MATCH
8	**DARK SOCIETY** Romania	**Expected finish 5 | 2.1 kills | 5.1 pts** No result saved	**Expected finish 5 | 2.1 kills | 5 pts** No result saved	**Expected finish 11 | 1.3 kills | 2.7 pts** No result saved	**Expected to finish 8 | 5.5 kills | 12.8 pts** They got table 11 | 0 pts Standing expected 8 | actual 11 BELOW
9	**HEROES** Romania	**Expected finish -** They got 7 kills | place 9	**Expected finish -** They got 4 kills | place 4	**Expected finish 7 | 5.5 kills | 10 pts** They got 7 kills | place 8 MATCH	**Expected to finish 9 | 5.5 kills | 10 pts** They got table 8 | 18 kills | 30 pts Standing expected 9 | actual 8 PERFORMANCE
10	**CONTROLERS** Greece	**Expected finish -** They got 7 kills | place 7	**Expected finish -** They got 2 kills | place 10	**Expected finish 9 | 4.5 kills | 7 pts** They got 0 kills | place 9 BELOW	**Expected to finish 10 | 4.5 kills | 7 pts** They got table 10 | 9 kills | 16 pts Standing expected 10 | actual 10 MATCH
11	**CRG** Pakistan	**Expected finish -** They got 3 kills | place 6	**Expected finish -** They got 2 kills | place 9	**Expected finish 10 | 2.5 kills | 6 pts** They got 3 kills | place 6 PERFORMANCE	**Expected to finish 11 | 2.5 kills | 6 pts** They got table 9 | 8 kills | 20 pts Standing expected 11 | actual 9 PERFORMANCE
12	**YAKUZA** Greece	Need 2 prior games	Need 2 prior games	**Expected finish 12 | 0 kills | 0 pts** No result saved	**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.