EXPECTATIONS LEADERBOARD

ECEL PRO Championship

GROUP STAGE | Group D

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	**LINE 21** Albania	**Expected finish 1 | 5 kills | 10.1 pts** They got 20 kills | place 2 PERFORMANCE	**Expected finish 1 | 6.7 kills | 12.7 pts** They got 6 kills | place 6 BELOW	**Expected finish 4 | 9.2 kills | 15.5 pts** They got 18 kills | place 1 PERFORMANCE	**Expected to finish 1 | 20.9 kills | 38.3 pts** They got table 1 | 44 kills | 70 pts Standing expected 1 | actual 1 MATCH
2	**LYONS** Spain	**Expected finish -** They got 11 kills | place 1	**Expected finish -** They got 11 kills | place 1	**Expected finish 1 | 11 kills | 23 pts** They got 0 kills | place 7 BELOW	**Expected to finish 2 | 11 kills | 23 pts** They got table 2 | 22 kills | 50 pts Standing expected 2 | actual 2 MATCH
3	**MAS FUERTE** Kazakhstan	**Expected finish -** They got 11 kills | place 4	**Expected finish -** They got 9 kills | place 5	**Expected finish 2 | 10 kills | 16.5 pts** They got 0 kills | place 10 BELOW	**Expected to finish 3 | 10 kills | 16.5 pts** They got table 6 | 20 kills | 34 pts Standing expected 3 | actual 6 BELOW
4	**BRUTE FORCE** Romania	**Expected finish 3 | 1.8 kills | 5.1 pts** They got 5 kills | place 3 PERFORMANCE	**Expected finish 2 | 2.1 kills | 6 pts** They got 2 kills | place 10 BELOW	**Expected finish 10 | 2.1 kills | 5.3 pts** They got 0 kills | place 9 MATCH	**Expected to finish 4 | 6 kills | 16.4 pts** They got table 10 | 7 kills | 18 pts Standing expected 4 | actual 10 BELOW
5	**NEMESIS K5** Greece	**Expected finish -** They got 4 kills | place 5	**Expected finish -** They got 14 kills | place 3	**Expected finish 3 | 9 kills | 16 pts** They got 5 kills | place 8 BELOW	**Expected to finish 5 | 9 kills | 16 pts** They got table 4 | 23 kills | 40 pts Standing expected 5 | actual 4 PERFORMANCE
6	**RaydX** Moldova	**Expected finish 2 | 6 kills | 9.7 pts** No result saved	**Expected finish 3 | 2.5 kills | 4.1 pts** No result saved	**Expected finish 11 | 1 kills | 1.6 pts** No result saved	**Expected to finish 6 | 9.5 kills | 15.4 pts** They got table 12 | 0 pts Standing expected 6 | actual 12 BELOW
7	**STAR TEAM** United Kingdom	**Expected finish -** They got 2 kills | place 6	**Expected finish -** They got 12 kills | place 2	**Expected finish 5 | 7 kills | 14 pts** They got 11 kills | place 4 PERFORMANCE	**Expected to finish 7 | 7 kills | 14 pts** They got table 3 | 25 kills | 46 pts Standing expected 7 | actual 3 PERFORMANCE
8	**NIGHT HAWKS** Bangladesh	**Expected finish -** They got 6 kills | place 10	**Expected finish -** They got 13 kills | place 4	**Expected finish 6 | 9.5 kills | 13.5 pts** They got 4 kills | place 5 BELOW	**Expected to finish 8 | 9.5 kills | 13.5 pts** They got table 5 | 23 kills | 37 pts Standing expected 8 | actual 5 PERFORMANCE
9	**WWX Squad** Turkey	**Expected finish -** They got 11 kills | place 8	**Expected finish -** They got 4 kills | place 9	**Expected finish 7 | 7.5 kills | 10 pts** They got 5 kills | place 6 MATCH	**Expected to finish 9 | 7.5 kills | 10 pts** They got table 9 | 20 kills | 30 pts Standing expected 9 | actual 9 MATCH
10	**FOUR TWEN** Romania	**Expected finish -** They got 4 kills | place 9	**Expected finish -** They got 10 kills | place 8	**Expected finish 8 | 7 kills | 9.5 pts** They got 4 kills | place 2 PERFORMANCE	**Expected to finish 10 | 7 kills | 9.5 pts** They got table 7 | 18 kills | 32 pts Standing expected 10 | actual 7 PERFORMANCE
11	**DRAGON E SPORTS** Romania	**Expected finish -** They got 3 kills | place 7	**Expected finish -** They got 6 kills | place 7	**Expected finish 9 | 4.5 kills | 8.5 pts** They got 6 kills | place 3 PERFORMANCE	**Expected to finish 11 | 4.5 kills | 8.5 pts** They got table 8 | 15 kills | 31 pts Standing expected 11 | actual 8 PERFORMANCE
12	**DORTMUND ESPORT** Finland	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 11 | 0 pts Standing expected 12 | actual 11 PERFORMANCE

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.