EXPECTATIONS LEADERBOARD

FFWS 2026 Global Final 2026

KNOCKOUT STAGE 2 | DAY 3

12 teams | 6 maps | ECEL Platform

Rank	Team	Nexterra Expected vs they got	Bermuda Expected vs they got	Kalahari Expected vs they got	Solara Expected vs they got	Purgatory Expected vs they got	Nexterra Expected vs they got	After all maps Average place | total kills | standing
1	**Lyon** Mexico	Expected finish 1 | 10.8 kills | 16.3 pts They got 13 kills | place 8 BELOW	Expected finish 1 | 11.4 kills | 16.6 pts They got 6 kills | place 7 BELOW	Expected finish 3 | 10.5 kills | 14.8 pts They got 15 kills | place 1 PERFORMANCE	Expected finish 3 | 10.8 kills | 16.1 pts They got 7 kills | place 6 BELOW	Expected finish 2 | 9.8 kills | 14.8 pts They got 12 kills | place 8 PERFORMANCE	Expected finish 2 | 10.3 kills | 15.5 pts They got 15 kills | place 2 PERFORMANCE	Expected to finish 1 | 63.6 kills | 94.1 pts They got table 1 | 68 kills | 104 pts Standing expected 1 | actual 1 MATCH
2	**RRK Kazu** Indonesia	Expected finish 2 | 9.9 kills | 16 pts They got 6 kills | place 6 BELOW	Expected finish 2 | 10 kills | 15.6 pts They got 0 kills | place 10 BELOW	Expected finish 5 | 9.3 kills | 13.9 pts They got 16 kills | place 3 PERFORMANCE	Expected finish 2 | 11.3 kills | 16.4 pts They got 6 kills | place 7 BELOW	Expected finish 1 | 9.9 kills | 14.8 pts They got 7 kills | place 11 BELOW	Expected finish 3 | 9.5 kills | 13.8 pts They got 4 kills | place 7 BELOW	Expected to finish 2 | 59.9 kills | 90.5 pts They got table 9 | 39 kills | 61 pts Standing expected 2 | actual 9 BELOW
3	**Team Flash** Vietnam	Expected finish 7 | 6.5 kills | 10.3 pts They got 22 kills | place 1 PERFORMANCE	Expected finish 3 | 8.9 kills | 14.1 pts They got 8 kills | place 6 BELOW	Expected finish 1 | 9.5 kills | 15.4 pts They got 17 kills | place 7 PERFORMANCE	Expected finish 1 | 10.8 kills | 16.9 pts They got 3 kills | place 12 BELOW	Expected finish 3 | 9.9 kills | 14.5 pts They got 8 kills | place 1 MATCH	Expected finish 1 | 10.4 kills | 15.6 pts They got 9 kills | place 8 BELOW	Expected to finish 3 | 56 kills | 86.8 pts They got table 2 | 67 kills | 103 pts Standing expected 3 | actual 2 PERFORMANCE
4	**GOW** Vietnam	Expected finish 3 | 7.4 kills | 13.5 pts They got 10 kills | place 9 BELOW	Expected finish 4 | 7.8 kills | 13.8 pts They got 9 kills | place 5 MATCH	Expected finish 2 | 8.6 kills | 14.9 pts They got 6 kills | place 11 BELOW	Expected finish 4 | 8.6 kills | 13.8 pts They got 3 kills | place 10 BELOW	Expected finish 7 | 7.4 kills | 11.5 pts They got 4 kills | place 12 BELOW	Expected finish 7 | 7.4 kills | 11.1 pts They got 2 kills | place 10 BELOW	Expected to finish 4 | 47.2 kills | 78.6 pts They got table 11 | 34 kills | 44 pts Standing expected 4 | actual 11 BELOW
5	**LOS** Brazil	Expected finish 8 | 6.1 kills | 10.3 pts They got 10 kills | place 3 PERFORMANCE	Expected finish 6 | 6.8 kills | 11.8 pts They got 11 kills | place 2 PERFORMANCE	Expected finish 4 | 7.9 kills | 14 pts They got 6 kills | place 10 BELOW	Expected finish 5 | 7.8 kills | 12.5 pts They got 8 kills | place 4 MATCH	Expected finish 4 | 8.5 kills | 14.1 pts They got 4 kills | place 4 BELOW	Expected finish 5 | 7.6 kills | 13 pts They got 13 kills | place 1 PERFORMANCE	Expected to finish 5 | 44.7 kills | 75.7 pts They got table 3 | 52 kills | 96 pts Standing expected 5 | actual 3 PERFORMANCE
6	**GunDynasty** Mexico	Expected finish 5 | 5.8 kills | 11 pts They got 12 kills | place 2 PERFORMANCE	Expected finish 5 | 6.1 kills | 11.9 pts They got 8 kills | place 8 BELOW	Expected finish 7 | 6.3 kills | 11.4 pts They got 3 kills | place 8 BELOW	Expected finish 7 | 6.5 kills | 11.4 pts They got 10 kills | place 2 PERFORMANCE	Expected finish 5 | 7.8 kills | 13.8 pts They got 4 kills | place 9 BELOW	Expected finish 6 | 7 kills | 12.5 pts They got 10 kills | place 6 MATCH	Expected to finish 6 | 39.5 kills | 72 pts They got table 5 | 47 kills | 78 pts Standing expected 6 | actual 5 PERFORMANCE
7	**Bigetron by Vitality** Indonesia	Expected finish 6 | 5.8 kills | 10.4 pts They got 2 kills | place 5 BELOW	Expected finish 7 | 4.6 kills | 9.7 pts They got 13 kills | place 1 PERFORMANCE	Expected finish 6 | 5.8 kills | 12.4 pts They got 1 kills | place 4 BELOW	Expected finish 6 | 5.3 kills | 11.8 pts They got 12 kills | place 1 PERFORMANCE	Expected finish 6 | 6.1 kills | 13.2 pts They got 2 kills | place 7 BELOW	Expected finish 4 | 5.9 kills | 13.2 pts They got 3 kills | place 9 BELOW	Expected to finish 7 | 33.5 kills | 70.7 pts They got table 6 | 33 kills | 76 pts Standing expected 7 | actual 6 PERFORMANCE
8	**Resurrection Esports** India	Expected finish 4 | 7.9 kills | 11 pts They got 4 kills | place 7 BELOW	Expected finish 9 | 6.3 kills | 8.5 pts They got 13 kills | place 4 PERFORMANCE	Expected finish 8 | 6.3 kills | 8.5 pts They got 3 kills | place 12 BELOW	Expected finish 8 | 6.3 kills | 8.5 pts They got 8 kills | place 8 MATCH	Expected finish 8 | 6.9 kills | 9.3 pts They got 4 kills | place 5 PERFORMANCE	Expected finish 9 | 7.1 kills | 10.3 pts They got 2 kills | place 11 BELOW	Expected to finish 8 | 40.8 kills | 56.1 pts They got table 10 | 34 kills | 54 pts Standing expected 8 | actual 10 BELOW
9	**xProjekt Esports** Morocco	Expected finish 10 | 7.5 kills | 9.9 pts They got 9 kills | place 10 MATCH	Expected finish 10 | 5.9 kills | 7.5 pts They got 4 kills | place 9 MATCH	Expected finish 10 | 4.9 kills | 6.5 pts They got 8 kills | place 5 PERFORMANCE	Expected finish 11 | 5.1 kills | 7.4 pts They got 11 kills | place 5 PERFORMANCE	Expected finish 9 | 6.1 kills | 9 pts They got 9 kills | place 2 PERFORMANCE	Expected finish 11 | 5.9 kills | 8.9 pts They got 2 kills | place 12 BELOW	Expected to finish 9 | 35.4 kills | 49.2 pts They got table 8 | 43 kills | 67 pts Standing expected 9 | actual 8 PERFORMANCE
10	**Blue Cheese** United States (USA)	Expected finish 9 | 5.7 kills | 10 pts They got 3 kills | place 12 BELOW	Expected finish 8 | 5.3 kills | 9.1 pts They got 1 kills | place 12 BELOW	Expected finish 9 | 5 kills | 8.4 pts They got 3 kills | place 9 MATCH	Expected finish 9 | 4.9 kills | 8.5 pts They got 2 kills | place 11 MATCH	Expected finish 12 | 4 kills | 6.1 pts They got 5 kills | place 10 MATCH	Expected finish 12 | 4 kills | 5.7 pts They got 5 kills | place 4 PERFORMANCE	Expected to finish 10 | 28.9 kills | 47.8 pts They got table 12 | 19 kills | 29 pts Standing expected 10 | actual 12 BELOW
11	**Buriram United Esports** Thailand	Expected finish 11 | 3.5 kills | 7.6 pts They got 3 kills | place 11 MATCH	Expected finish 11 | 3.6 kills | 7 pts They got 0 kills | place 11 BELOW	Expected finish 12 | 3.1 kills | 6.4 pts They got 8 kills | place 2 PERFORMANCE	Expected finish 12 | 3.6 kills | 7.3 pts They got 10 kills | place 3 PERFORMANCE	Expected finish 10 | 4.6 kills | 8.4 pts They got 22 kills | place 6 PERFORMANCE	Expected finish 10 | 6 kills | 10.1 pts They got 15 kills | place 3 PERFORMANCE	Expected to finish 11 | 24.4 kills | 46.8 pts They got table 11 | 58 kills | 88 pts Standing expected 11 | actual 4 PERFORMANCE
12	**ONIC Olympus** Indonesia	Expected finish 12 | 4.1 kills | 6 pts They got 2 kills | place 4 PERFORMANCE	Expected finish 12 | 4 kills | 6.5 pts They got 1 kills | place 3 PERFORMANCE	Expected finish 11 | 3.4 kills | 6.5 pts They got 3 kills | place 6 PERFORMANCE	Expected finish 10 | 3.8 kills | 7.5 pts They got 9 kills | place 9 PERFORMANCE	Expected finish 11 | 4.6 kills | 8.1 pts They got 13 kills | place 3 PERFORMANCE	Expected finish 8 | 5.9 kills | 10.4 pts They got 12 kills | place 5 PERFORMANCE	Expected to finish 12 | 25.8 kills | 45 pts They got table 7 | 40 kills | 76 pts Standing expected 12 | actual 7 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.