EXPECTATIONS LEADERBOARD

ECEL Rookie Series Season 2

Semi Final - Cross Group Stage | CxA

12 teams | 3 maps | ECEL Platform

Rank	Team	Bermuda Expected vs they got	Kalahari Expected vs they got	Kalahari Expected vs they got	After all maps Average place | total kills | standing
1	**MVP Gaming** Spain	**Expected finish 1 | 12.4 kills | 20 pts** They got 14 kills | place 1 MATCH	**Expected finish 1 | 12.1 kills | 20.4 pts** They got 17 kills | place 1 PERFORMANCE	**Expected finish 1 | 13.1 kills | 21.9 pts** They got 19 kills | place 1 PERFORMANCE	**Expected to finish 1 | 37.6 kills | 62.3 pts** They got table 1 | 50 kills | 86 pts Standing expected 1 | actual 1 MATCH
2	**ACE OF SPADES** Switzerland	**Expected finish 2 | 11.2 kills | 17.2 pts** They got 9 kills | place 7 BELOW	**Expected finish 3 | 10.9 kills | 16.6 pts** They got 15 kills | place 2 PERFORMANCE	**Expected finish 2 | 11.4 kills | 17.5 pts** They got 19 kills | place 2 PERFORMANCE	**Expected to finish 2 | 33.5 kills | 51.3 pts** They got table 2 | 43 kills | 65 pts Standing expected 2 | actual 2 MATCH
3	**Big Yliria** Albania	**Expected finish 3 | 12 kills | 16.5 pts** They got 18 kills | place 5 PERFORMANCE	**Expected finish 2 | 13.3 kills | 18.2 pts** They got 4 kills | place 10 BELOW	**Expected finish 3 | 11.4 kills | 15.3 pts** They got 13 kills | place 3 MATCH	**Expected to finish 3 | 36.7 kills | 50 pts** They got table 4 | 35 kills | 50 pts Standing expected 3 | actual 4 BELOW
4	**Run or Die** Bosnia and Herzegovina	**Expected finish 4 | 8.6 kills | 15.5 pts** They got 8 kills | place 4 MATCH	**Expected finish 4 | 9 kills | 16.2 pts** They got 1 kills | place 9 BELOW	**Expected finish 5 | 8.4 kills | 15.1 pts** They got 17 kills | place 5 PERFORMANCE	**Expected to finish 4 | 26 kills | 46.8 pts** They got table 5 | 26 kills | 41 pts Standing expected 4 | actual 5 BELOW
5	**IDENSHO** Greece	**Expected finish 5 | 8 kills | 13.5 pts** They got 17 kills | place 3 PERFORMANCE	**Expected finish 5 | 9.3 kills | 15.3 pts** They got 10 kills | place 5 MATCH	**Expected finish 4 | 9.4 kills | 15.2 pts** They got 7 kills | place 8 BELOW	**Expected to finish 5 | 26.7 kills | 44 pts** They got table 3 | 34 kills | 51 pts Standing expected 5 | actual 3 PERFORMANCE
6	**LINE 21** Albania	**Expected finish 7 | 6.1 kills | 12.6 pts** They got 3 kills | place 6 BELOW	**Expected finish 6 | 5.6 kills | 12 pts** They got 8 kills | place 6 MATCH	**Expected finish 7 | 5.8 kills | 12 pts** They got 1 kills | place 4 BELOW	**Expected to finish 6 | 17.5 kills | 36.6 pts** They got table 8 | 12 kills | 29 pts Standing expected 6 | actual 8 BELOW
7	**DraveX** India	**Expected finish 6 | 6.2 kills | 12.7 pts** They got 7 kills | place 8 MATCH	**Expected finish 8 | 6.1 kills | 11.8 pts** They got 4 kills | place 3 PERFORMANCE	**Expected finish 6 | 5.9 kills | 12 pts** They got 0 kills | place 10 BELOW	**Expected to finish 7 | 18.2 kills | 36.5 pts** They got table 9 | 11 kills | 23 pts Standing expected 7 | actual 9 BELOW
8	**FlipZZ** Spain	**Expected finish 9 | 5 kills | 10.7 pts** No result saved	**Expected finish 7 | 5.6 kills | 11.9 pts** No result saved	**Expected finish 10 | 5 kills | 11.1 pts** No result saved	**Expected to finish 8 | 15.6 kills | 33.7 pts** Maps still in progress Standing expected 8
9	**DARK SOCIETY** Romania	**Expected finish 8 | 5.8 kills | 11 pts** They got 5 kills | place 2 PERFORMANCE	**Expected finish 9 | 5.7 kills | 11.3 pts** They got 7 kills | place 7 MATCH	**Expected finish 9 | 6.1 kills | 11.3 pts** They got 5 kills | place 7 MATCH	**Expected to finish 9 | 17.6 kills | 33.6 pts** They got table 7 | 17 kills | 34 pts Standing expected 9 | actual 7 PERFORMANCE
10	**RED FLOGA** Greece	**Expected finish 10 | 3.6 kills | 9.1 pts** They got 6 kills | place 9 MATCH	**Expected finish 10 | 3.9 kills | 8.9 pts** They got 19 kills | place 4 PERFORMANCE	**Expected finish 8 | 6.5 kills | 11.9 pts** They got 2 kills | place 9 BELOW	**Expected to finish 10 | 14 kills | 29.9 pts** They got table 6 | 27 kills | 38 pts Standing expected 10 | actual 6 PERFORMANCE
11	**ASVAD** Turkey	**Expected finish 11 | 4.4 kills | 8.5 pts** No result saved	**Expected finish 11 | 4.4 kills | 8.5 pts** No result saved	**Expected finish 11 | 4.4 kills | 8.5 pts** No result saved	**Expected to finish 11 | 13.2 kills | 25.5 pts** Maps still in progress Standing expected 11
12	**BRUTE FORCE** Romania	**Expected finish 12 | 2.8 kills | 6.6 pts** They got 0 kills | place 10 MATCH	**Expected finish 12 | 2.4 kills | 5.7 pts** They got 4 kills | place 8 PERFORMANCE	**Expected finish 12 | 2.7 kills | 5.9 pts** They got 0 kills | place 6 BELOW	**Expected to finish 12 | 7.9 kills | 18.2 pts** They got table 10 | 4 kills | 13 pts Standing expected 12 | actual 10 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.