EXPECTATIONS LEADERBOARD

ECEL DIARIOS - FREE EVENT

DIARIO | Group A

12 teams | 2 maps | ECEL Platform

Rank	Team	Bermuda Expected vs they got	Kalahari Expected vs they got	After all maps Average place | total kills | standing
1	**SURVIVORS** Romania	**Expected finish 1 | 9.3 kills | 17.8 pts** They got 4 kills | place 2 BELOW	**Expected finish 1 | 7.7 kills | 15.9 pts** They got 6 kills | place 2 MATCH	**Expected to finish 1 | 17 kills | 33.7 pts** They got table 5 | 10 kills | 28 pts Standing expected 1 | actual 5 BELOW
2	**HOME SHARK** Vietnam	**Expected finish 2 | 7.5 kills | 13.8 pts** They got 7 kills | place 4 MATCH	**Expected finish 2 | 7.8 kills | 14.3 pts** They got 11 kills | place 6 PERFORMANCE	**Expected to finish 2 | 15.3 kills | 28.1 pts** They got table 3 | 18 kills | 30 pts Standing expected 2 | actual 3 BELOW
3	**Delta Force** Romania	**Expected finish 3 | 5 kills | 11.3 pts** They got 3 kills | place 5 MATCH	**Expected finish 4 | 4.2 kills | 10.4 pts** They got 9 kills | place 4 PERFORMANCE	**Expected to finish 3 | 9.2 kills | 21.7 pts** They got table 6 | 12 kills | 25 pts Standing expected 3 | actual 6 BELOW
4	**Unexpected** Serbia	**Expected finish 6 | 4.7 kills | 8 pts** They got 6 kills | place 3 PERFORMANCE	**Expected finish 3 | 5.2 kills | 10.4 pts** They got 10 kills | place 5 PERFORMANCE	**Expected to finish 4 | 9.9 kills | 18.4 pts** They got table 4 | 16 kills | 30 pts Standing expected 4 | actual 4 MATCH
5	**LINE 21** Albania	**Expected finish 5 | 3.4 kills | 8.3 pts** They got 11 kills | place 6 PERFORMANCE	**Expected finish 5 | 4.5 kills | 9.7 pts** They got 11 kills | place 3 PERFORMANCE	**Expected to finish 5 | 7.9 kills | 18 pts** They got table 2 | 22 kills | 35 pts Standing expected 5 | actual 2 PERFORMANCE
6	**4K ESPORTS** Romania	**Expected finish 4 | 3.8 kills | 9.2 pts** They got 0 kills | place 7 BELOW	**Expected finish 6 | 3.1 kills | 8.2 pts** They got 0 kills | place 7 BELOW	**Expected to finish 6 | 6.9 kills | 17.4 pts** They got table 7 | 0 kills | 8 pts Standing expected 6 | actual 7 BELOW
7	**BODY.WARIORS** Egypt	Need 2 prior games	Need 2 prior games	**Expected to finish -** They got table 8 | 0 pts Standing expected - | actual 8
8	**DRAGON Esports** Vietnam	Need 2 prior games	Need 2 prior games	**Expected to finish -** They got table 9 | 0 pts Standing expected - | actual 9
9	**DraveX** India	**Expected finish -** They got 19 kills | place 1	**Expected finish -** They got 18 kills | place 1	**Expected to finish -** They got table 1 | 37 kills | 61 pts Standing expected - | actual 1
10	**ModoTrem** Greece	Need 2 prior games	Need 2 prior games	**Expected to finish -** They got table 10 | 0 pts Standing expected - | actual 10
11	**NYVERA TEAM** Spain	Need 2 prior games	Need 2 prior games	**Expected to finish -** They got table 11 | 0 pts Standing expected - | actual 11
12	**VAMOS**	Need 2 prior games	Need 2 prior games	**Expected to finish -** They got table 12 | 0 pts Standing expected - | actual 12

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.