EXPECTATIONS LEADERBOARD

Saturday League by ECEL - Week 1

Week 1 | Week 1

8 teams | 4 maps | ECEL Platform

Rank	Team	Bermuda Expected vs they got	Nexterra Expected vs they got	Purgatory Expected vs they got	Kalahari Expected vs they got	After all maps Average place | total kills | standing
1	**Unexpected** Serbia	**Expected finish 1 | 6.4 kills | 11.5 pts** They got 6 kills | place 4 PERFORMANCE	**Expected finish 1 | 6.3 kills | 11.9 pts** They got 19 kills | place 4 PERFORMANCE	**Expected finish 4 | 10.4 kills | 16.8 pts** They got 9 kills | place 1 PERFORMANCE	**Expected finish 3 | 9.9 kills | 17.7 pts** They got 7 kills | place 2 MATCH	**Expected to finish 1 | 33 kills | 57.9 pts** They got table 3 | 41 kills | 76 pts Standing expected 1 | actual 3 BELOW
2	**SX7** Spain	**Expected finish -** They got 18 kills | place 1	**Expected finish -** They got 17 kills | place 1	**Expected finish 1 | 17.5 kills | 29.5 pts** They got 9 kills | place 4 BELOW	**Expected finish 1 | 14.7 kills | 25 pts** They got 13 kills | place 1 MATCH	**Expected to finish 2 | 32.2 kills | 54.5 pts** They got table 1 | 57 kills | 100 pts Standing expected 2 | actual 1 PERFORMANCE
3	**UNKNOWN ESP** Greece	**Expected finish -** They got 10 kills | place 5	**Expected finish -** They got 19 kills | place 2	**Expected finish 2 | 14.5 kills | 22 pts** They got 9 kills | place 2 BELOW	**Expected finish 2 | 12.7 kills | 20.7 pts** They got 9 kills | place 3 BELOW	**Expected to finish 3 | 27.2 kills | 42.7 pts** They got table 2 | 47 kills | 79 pts Standing expected 3 | actual 2 PERFORMANCE
4	**Top Academy KNV** Turkey	**Expected finish -** They got 13 kills | place 3	**Expected finish -** They got 8 kills | place 5	**Expected finish 3 | 10.5 kills | 17.5 pts** They got 0 kills | place 5 BELOW	**Expected finish 4 | 7 kills | 13.7 pts** No result saved	**Expected to finish 4 | 17.5 kills | 31.2 pts** They got table 5 | 21 kills | 41 pts Standing expected 4 | actual 5 BELOW
5	**NEMESIS 97** Greece	**Expected finish -** They got 2 kills | place 2	**Expected finish -** They got 6 kills | place 6	**Expected finish 5 | 4 kills | 11 pts** They got 4 kills | place 3 MATCH	**Expected finish 5 | 4 kills | 11.3 pts** They got 1 kills | place 4 MATCH	**Expected to finish 5 | 8 kills | 22.3 pts** They got table 4 | 13 kills | 42 pts Standing expected 5 | actual 4 PERFORMANCE
6	**RED FLOGA** Greece	**Expected finish -** They got 1 kills | place 6	**Expected finish -** They got 1 kills | place 3	**Expected finish 6 | 1 kills | 7.5 pts** No result saved	**Expected finish 6 | 0.7 kills | 6.3 pts** No result saved	**Expected to finish 6 | 1.7 kills | 13.8 pts** They got table 6 | 2 kills | 15 pts Standing expected 6 | actual 6 MATCH
7	**ECEL Esports Romania** Romania	Need 2 prior games	**Expected finish -** They got 1 kills | place 7	**Expected finish 7 | 0.5 kills | 4.5 pts** No result saved	**Expected finish 7 | 0.3 kills | 4.7 pts** No result saved	**Expected to finish 7 | 0.8 kills | 9.2 pts** They got table 7 | 1 kills | 5 pts Standing expected 7 | actual 7 MATCH
8	**Run or Die** Bosnia and Herzegovina	Need 2 prior games	Need 2 prior games	**Expected finish 8 | 0 kills | 3 pts** No result saved	**Expected finish 8 | 0 kills | 3 pts** No result saved	**Expected to finish 8 | 0 kills | 6 pts** They got table 8 | 0 pts Standing expected 8 | actual 8 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.