

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.