EXPECTATIONS LEADERBOARD

ECEL FREE DIARIO

Stage 1 | Group A

12 teams | 3 maps | ECEL Platform

Rank	Team	Bermuda Expected vs they got	Kalahari Expected vs they got	Purgatory Expected vs they got	After all maps Average place | total kills | standing
1	**NIGHT HAWKS** Bangladesh	**Expected finish 2 | 8.3 kills | 13.7 pts** They got 10 kills | place 5 PERFORMANCE	**Expected finish 1 | 8.7 kills | 14.2 pts** They got 24 kills | place 1 PERFORMANCE	**Expected finish 2 | 11.8 kills | 18.6 pts** They got 8 kills | place 5 BELOW	**Expected to finish 1 | 28.8 kills | 46.5 pts** They got table 2 | 42 kills | 66 pts Standing expected 1 | actual 2 BELOW
2	**SX7** Spain	**Expected finish 1 | 6.8 kills | 13.9 pts** They got 16 kills | place 3 PERFORMANCE	**Expected finish 2 | 7.4 kills | 13.8 pts** They got 19 kills | place 2 PERFORMANCE	**Expected finish 3 | 8.6 kills | 15 pts** They got 1 kills | place 4 BELOW	**Expected to finish 2 | 22.8 kills | 42.7 pts** They got table 3 | 36 kills | 60 pts Standing expected 2 | actual 3 BELOW
3	**RaydX** Moldova	**Expected finish 4 | 6 kills | 9.7 pts** They got 8 kills | place 2 MATCH	**Expected finish 3 | 7 kills | 13.2 pts** They got 10 kills | place 8 BELOW	**Expected finish 4 | 8.4 kills | 13.9 pts** They got 10 kills | place 1 PERFORMANCE	**Expected to finish 3 | 21.4 kills | 36.8 pts** They got table 4 | 28 kills | 52 pts Standing expected 3 | actual 4 BELOW
4	**LINE 21** Albania	**Expected finish 3 | 5 kills | 10.1 pts** They got 21 kills | place 4 PERFORMANCE	**Expected finish 4 | 6.1 kills | 11.7 pts** They got 12 kills | place 4 PERFORMANCE	**Expected finish 5 | 6.5 kills | 12.1 pts** They got 1 kills | place 11 BELOW	**Expected to finish 4 | 17.6 kills | 33.9 pts** They got table 5 | 34 kills | 48 pts Standing expected 4 | actual 5 BELOW
5	**TROPA UP** Greece	**Expected finish 5 | 2.3 kills | 7.3 pts** They got 9 kills | place 6 PERFORMANCE	**Expected finish 5 | 4.1 kills | 9.1 pts** They got 4 kills | place 6 MATCH	**Expected finish 6 | 4.1 kills | 9.1 pts** They got 2 kills | place 8 MATCH	**Expected to finish 5 | 10.5 kills | 25.5 pts** They got table 7 | 15 kills | 28 pts Standing expected 5 | actual 7 BELOW
6	**SUPER X STARS** Albania	**Expected finish -** They got 14 kills | place 1	**Expected finish -** They got 11 kills | place 5	**Expected finish 1 | 12.5 kills | 21.5 pts** They got 19 kills | place 2 PERFORMANCE	**Expected to finish 6 | 12.5 kills | 21.5 pts** They got table 1 | 44 kills | 71 pts Standing expected 6 | actual 1 PERFORMANCE
7	**DARK SOCIETY** Romania	**Expected finish 6 | 2.1 kills | 5.1 pts** They got 8 kills | place 7 PERFORMANCE	**Expected finish 6 | 2.8 kills | 6.2 pts** They got 11 kills | place 3 PERFORMANCE	**Expected finish 7 | 3.9 kills | 7.5 pts** They got 0 kills | place 10 BELOW	**Expected to finish 7 | 8.8 kills | 18.8 pts** They got table 6 | 19 kills | 32 pts Standing expected 7 | actual 6 PERFORMANCE
8	**BRUTE FORCE** Romania	**Expected finish 7 | 2.1 kills | 5 pts** They got 2 kills | place 11 BELOW	**Expected finish 7 | 2.1 kills | 5 pts** They got 1 kills | place 12 BELOW	**Expected finish 8 | 2.2 kills | 4.9 pts** They got 1 kills | place 9 MATCH	**Expected to finish 8 | 6.4 kills | 14.9 pts** They got table 11 | 4 kills | 6 pts Standing expected 8 | actual 11 BELOW
9	**ECEL Esports Romania** Romania	**Expected finish 8 | 0.6 kills | 3.6 pts** They got 1 kills | place 10 MATCH	**Expected finish 8 | 0.7 kills | 3.4 pts** They got 1 kills | place 9 MATCH	**Expected finish 11 | 0.8 kills | 3.2 pts** They got 14 kills | place 7 PERFORMANCE	**Expected to finish 9 | 2.1 kills | 10.2 pts** They got table 9 | 16 kills | 23 pts Standing expected 9 | actual 9 MATCH
10	**FOUR TWEN** Romania	**Expected finish -** They got 1 kills | place 8	**Expected finish -** They got 5 kills | place 11	**Expected finish 9 | 3 kills | 4.5 pts** They got 7 kills | place 3 PERFORMANCE	**Expected to finish 10 | 3 kills | 4.5 pts** They got table 8 | 13 kills | 24 pts Standing expected 10 | actual 8 PERFORMANCE
11	**RED HORIZON** Bangladesh	**Expected finish -** They got 4 kills | place 9	**Expected finish -** They got 1 kills | place 10	**Expected finish 10 | 2.5 kills | 4 pts** They got 1 kills | place 6 PERFORMANCE	**Expected to finish 11 | 2.5 kills | 4 pts** They got table 10 | 6 kills | 14 pts Standing expected 11 | actual 10 PERFORMANCE
12	**MAS FUERTES** Kazakhstan	Need 2 prior games	Need 2 prior games	**Expected finish 12 | 0 kills | 0 pts** No result saved	**Expected to finish 12 | 0 kills | 0 pts** They got table 12 | 0 pts Standing expected 12 | actual 12 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.