EXPECTATIONS LEADERBOARD

ECEL PRO Championship

GROUP STAGE | Group B

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	**GR WARRIORS** Greece	**Expected finish 1 | 11.9 kills | 17.6 pts** They got 19 kills | place 1 PERFORMANCE	**Expected finish 1 | 13.1 kills | 19.6 pts** They got 20 kills | place 2 PERFORMANCE	**Expected finish 3 | 15 kills | 22.3 pts** They got 9 kills | place 3 BELOW	**Expected to finish 1 | 40 kills | 59.5 pts** They got table 1 | 48 kills | 77 pts Standing expected 1 | actual 1 MATCH
2	**DROGA TEAM** Kazakhstan	**Expected finish 2 | 11 kills | 15 pts** They got 15 kills | place 3 PERFORMANCE	**Expected finish 2 | 12.3 kills | 17.5 pts** They got 18 kills | place 1 PERFORMANCE	**Expected finish 2 | 14.8 kills | 23 pts** They got 4 kills | place 7 BELOW	**Expected to finish 2 | 38.1 kills | 55.5 pts** They got table 3 | 37 kills | 61 pts Standing expected 2 | actual 3 BELOW
3	**SX7** Spain	**Expected finish 3 | 4.9 kills | 10.5 pts** They got 6 kills | place 5 MATCH	**Expected finish 3 | 4.9 kills | 10.8 pts** They got 13 kills | place 4 PERFORMANCE	**Expected finish 4 | 5.4 kills | 11.1 pts** They got 21 kills | place 1 PERFORMANCE	**Expected to finish 3 | 15.2 kills | 32.4 pts** They got table 2 | 40 kills | 65 pts Standing expected 3 | actual 2 PERFORMANCE
4	**AURORA ESPORTS** Romania	**Expected finish -** They got 21 kills | place 4	**Expected finish -** They got 13 kills | place 3	**Expected finish 1 | 17 kills | 24.5 pts** They got 0 kills | place 9 BELOW	**Expected to finish 4 | 17 kills | 24.5 pts** They got table 4 | 34 kills | 51 pts Standing expected 4 | actual 4 MATCH
5	**ECEL ESPORTS** Romania	**Expected finish 4 | 0.2 kills | 5 pts** They got 4 kills | place 2 PERFORMANCE	**Expected finish 4 | 1.6 kills | 7.8 pts** They got 9 kills | place 6 PERFORMANCE	**Expected finish 6 | 3.5 kills | 9.4 pts** They got 4 kills | place 8 MATCH	**Expected to finish 5 | 5.3 kills | 22.2 pts** They got table 6 | 17 kills | 34 pts Standing expected 5 | actual 6 BELOW
6	**ASCEND ECHOES** United Kingdom	**Expected finish -** They got 4 kills | place 7	**Expected finish -** They got 7 kills | place 7	**Expected finish 5 | 5.5 kills | 9.5 pts** They got 9 kills | place 4 PERFORMANCE	**Expected to finish 6 | 5.5 kills | 9.5 pts** They got table 5 | 20 kills | 35 pts Standing expected 6 | actual 5 PERFORMANCE
7	**RED FLOGA CB** Greece	**Expected finish -** They got 0 kills | place 9	**Expected finish -** They got 7 kills | place 5	**Expected finish 7 | 3.5 kills | 7.5 pts** They got 9 kills | place 2 PERFORMANCE	**Expected to finish 7 | 3.5 kills | 7.5 pts** They got table 7 | 16 kills | 33 pts Standing expected 7 | actual 7 MATCH
8	**MAF WARRIORS** Romania	**Expected finish -** They got 1 kills | place 6	**Expected finish -** They got 2 kills | place 8	**Expected finish 8 | 1.5 kills | 5.5 pts** They got 1 kills | place 6 MATCH	**Expected to finish 8 | 1.5 kills | 5.5 pts** They got table 8 | 4 kills | 17 pts Standing expected 8 | actual 8 MATCH
9	**ECEL ESPORTS WOMENS** Germany	**Expected finish -** They got 0 kills | place 8	**Expected finish -** They got 1 kills | place 10	**Expected finish 9 | 0.5 kills | 2.5 pts** They got 1 kills | place 5 PERFORMANCE	**Expected to finish 9 | 0.5 kills | 2.5 pts** They got table 9 | 2 kills | 12 pts Standing expected 9 | actual 9 MATCH
10	**NEX ESPORTS** Italy	**Expected finish -** They got 0 kills | place 10	**Expected finish -** They got 0 kills | place 9	**Expected finish 10 | 0 kills | 1.5 pts** No result saved	**Expected to finish 10 | 0 kills | 1.5 pts** They got table 10 | 0 kills | 3 pts Standing expected 10 | actual 10 MATCH
11	**ALBANIANS** Greece	Need 2 prior games	Need 2 prior games	**Expected finish 11 | 0 kills | 0 pts** No result saved	**Expected to finish 11 | 0 kills | 0 pts** They got table 11 | 0 pts Standing expected 11 | actual 11 MATCH
12	**RCD ESPORTS** Serbia	**Expected finish 5 | 0 kills | 0 pts** No result saved	**Expected finish 5 | 0 kills | 0 pts** No result saved	**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.