

Report: Standings by Rank

Event: Magic: the Gathering ()

Event Date: 2015/08/21

Event Information: EC Old School 2015

Opponents Match Win Percent : OMW%

Game Win Percent : GW%

Opponents Game Win Percent : OGW%

Rank	Name	Points	OMW%	GW%	OGW%
1	Menendian, Steve	15	64	83.3333	61.9181
2	Anand, Jeff	12	64	69.2308	64.7087
3	Lessmann, Richard	12	62.6	72.7273	58.5781
4	Plattenburg, Brian	12	62.6	72.7273	53.9743
5	Arce, Mark	12	54.6	66.6667	53.7762
6	Manolakos, Bryan	12	52	75	48.5151
7	Buehler, Randy	12	50.6	72.7273	47.8205
8	Nunez, David	12	49.2667	72.7273	46.2179
9	An, Kevin	12	49.2667	60	45.8333
10	Neiman, Luis	12	48.6	64.2857	49.2541
11	Martin, Jesse	12	46.6	61.5385	47.8205
12	Gottstein, Jeff	9	72	61.5385	64.2658
14	Beckert, Justin	9	68	50	61.5455
15	Callis, Paul	9	66	66.6667	61.1189
16	Brumby, Gene	9	62.6	66.6667	54.7253
17	Birmingham, Bobby	9	60	63.6364	54.1275
18	Friedman, Daniel	9	56	46.1538	54.5854
19	Chang, Roland	9	54	46.1538	52.7273
20	Roncoroni, Seth	9	52.6667	53.8462	52.535
21	Freres, Bryan	9	51.2	57.1429	46.0023
22	West, Aaron	9	50.6	53.8462	47.4942
23	Benjamin Guillermin, Benoit	9	50.6	50	48.6064
24	Miller, Dan	9	48.6	61.5385	45.8858
25	Nilsen, Thomas	9	46.6	63.6364	45.9557
26	Fisher, Brian	9	46.6	53.8462	45.1165
27	Cooney, Jimmy	6	66.6	41.6667	58.7016
29	Litz, Heiner	6	58.6	45.4545	53.8811
30	Ponce, Nate	6	54.6667	45.4545	54.9542
31	Hayden, Trevor	6	54.6	46.1538	51.3403
32	Irmler, Thomas	6	54.6	45.4545	52.5292
33	Sidhartha, Hrishikesh	6	54.6	45.4545	51.4619
35	Semmens, Shane	6	50.6	42.8571	47.1095
36	Vallas, Nick	6	50.6	41.6667	50.4312
37	Koeppicus, Garrett	6	49.2	50	43.2051
39	Ta, Tu	6	45.2	38.4615	40.7809
40	Attmore, Brett	6	43.8	50	40.2447
41	Husney, Evan	6	39.8	38.4615	39.97
43	Motamed, Iman	3	60	30.7692	55.0649
44	Nyquist, Evan	3	58.6	30.7692	54.1026
45	Rao, Mith	3	54	25	55.0649
46	Prendergast, Hunter	3	49.2	25	42.4545
47	Chaudhry, Shann	3	46.6	27.2727	45.8858
50	Coutinho, Marcelo	3	45.2667	30.7692	47.4001
52	Doolan, Fam	3	37.2	33.3333	41.6667
53	Schooley, David	3	36.5	42.8571	38.141