

## Oceanic Developmental Tournament Oceanic Developmental Tournament Ladder

| Team                                   | Played | Wins | Losses | Forfeits | BYEs | Points | WR*  |
|--|--------|------|--------|----------|------|--------|------|
| 1. Mammoth Esports Academy             | 6      | 6    | 0      | 0        | 0    | 6      | 100% |
| 2. KND                                 | 6      | 5    | 1      | 0        | 0    | 5      | 83%  |
| 3. Ground Zero Gaming Academy          | 6      | 4    | 2      | 0        | 0    | 4      | 67%  |
| 4. Queensland University of Technology | 6      | 3    | 3      | 0        | 0    | 3      | 50%  |
| 5. Antic Academy                       | 6      | 3    | 1      | 2        | 0    | 3      | 50%  |
| 6. Fury Academy                        | 6      | 2    | 4      | 0        | 0    | 2      | 33%  |
| 7. ION Global Academy                  | 6      | 1    | 3      | 2        | 0    | 1      | 17%  |
| 8. University of Queensland            | 6      | 0    | 4      | 2        | 0    | 0      | 0%   |
|  |        |      |        |          |      |        |      |

<sup>\*</sup> The **WR** column is a **Win Ratio**. It calculates the number of points received, out of the number of points possible, and is the basis for ranking the ladders. It is a fair measure, especially if teams do not play an equal number of matches.

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