

DVS HP Report

Average Points Scored Per Hill

Slums is by-far the strongest. They struggled on Hacienda P2 (against Soul).

Map	P1	P2	P3	P4
Combine	18	20	23	24
Hacienda	21	10	28	25
Slums	25	37	22	34

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Rotation Efficiency

What percentage of times are DVS winning rotations and being the first in the hill?

Map	P1RotatePct	P2RotatePct	P3RotatePct	P4RotatePct
Combine	33	33	67	100
Hacienda	0	33	100	100
Slums	60	80	25	33

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Rotation Wins

A rotation is won if you can secure 15s of hill time without any breaks. Compare this with the rotation efficiency table. Combine seems to be a very mixy map for DVS - cannot hold onto their rotation advantage.

Map	P1_WinPct	P2_WinPct	P3_WinPct	P4_WinPct
Combine	0	0	100	0
Hacienda	0	100	67	100
Slums	33	50	100	100

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First Hold Durations

When rotating first to a hill, what is the average first hold duration for each hill? Combine again pops up as a weak spot.

Map	P1	P2	P3	P4
Combine	1	2	25	4
Hacienda	0	23	23	23
Slums	16	16	19	16

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Break Attempts

This time, we look at what percentage of time are DVS the one's attempting to break into a hill. This is the inverse of the Rotation Wins table.

Map	P1BreakAttemptPct	P2BreakAttemptPct	P3BreakAttemptPct
Combine	67	67	33
Hacienda	100	67	0
Slums	40	20	75

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Successful Breaks

A break is successful if you can take control of the hill for at least 15s. Again, they struggle at Combine. They are flawless at Slums P2.

Map	P1BreakSuccessPct	P2BreakSuccessPct	P3BreakSuccessPct
Combine	0	0	0
Hacienda	33	0	0
Slums	0	100	67

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Break Hold Durations

Similar to the last table, what is the average hold duration when they break a hill? Combine is a weak spot yet again. Hacienda is also not too strong. Slums is the only strong spot here.

Map	P1	P2	P3	P4
Combine	2	5	1	0
Hacienda	10	3	0	0
Slums	9	12	17	31

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Total Scrap Time Collected

Soul did not give them any scrap time on Hacienda, except for P1. They are pretty good otherwise at collecting scrap, especially on Slums

Map	P1	P2	P3	P4
Combine	18	18	8	0
Hacienda	20	0	4	0
Slums	16	35	10	18

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