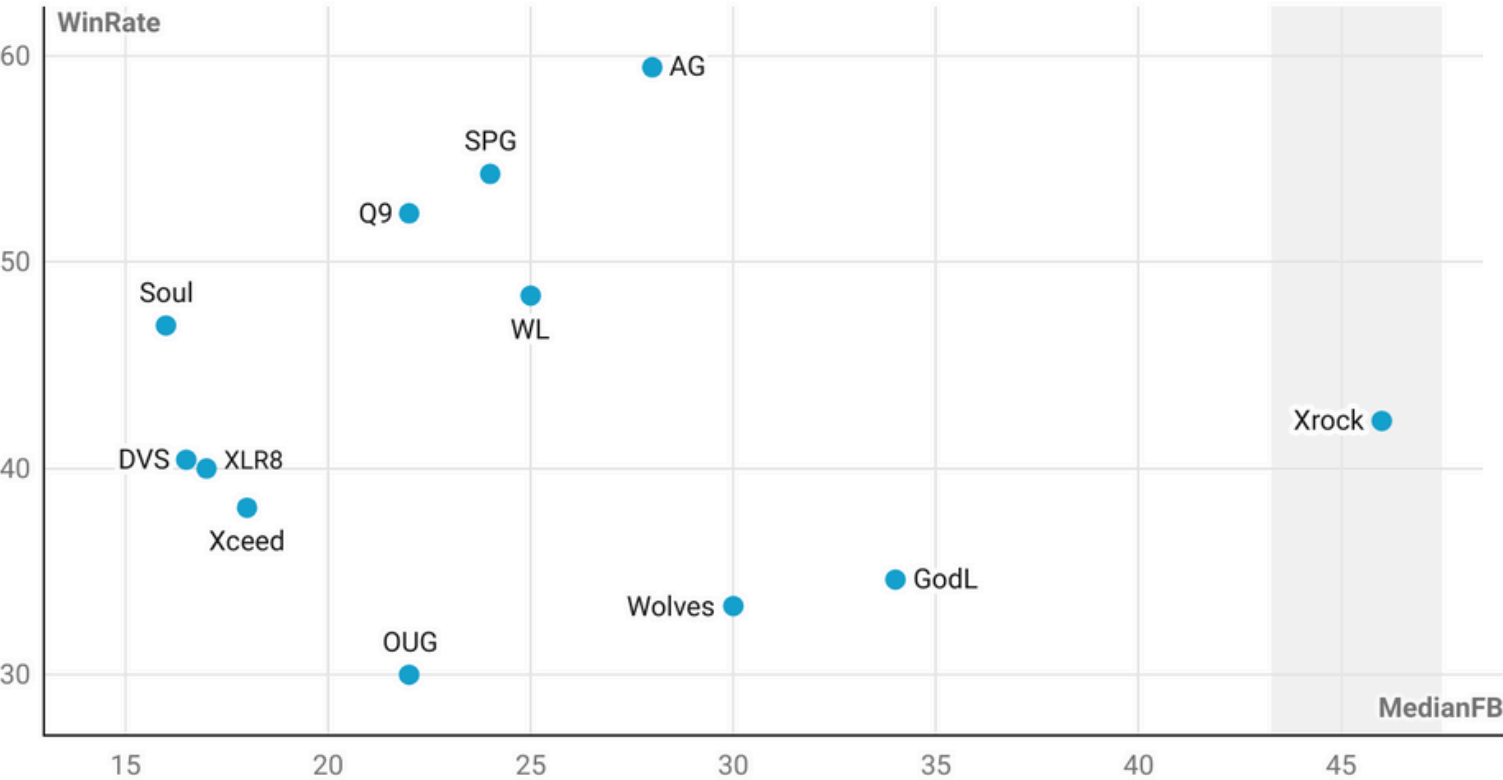


Deep Dive into First Bloods

- XROCK play the slowest SnD. They end up losing more rounds than they win, but gain on edge on drawing first blood.
- All Challenger teams play a faster form of SnD, with the exception of WL and AG.
- AG is the best SnD team overall; SPG is the best in Masters, going by sheer win rate.
- XLR8, AG, and Q9 take the most advantage of drawing first blood, winning ~78% of such rounds.

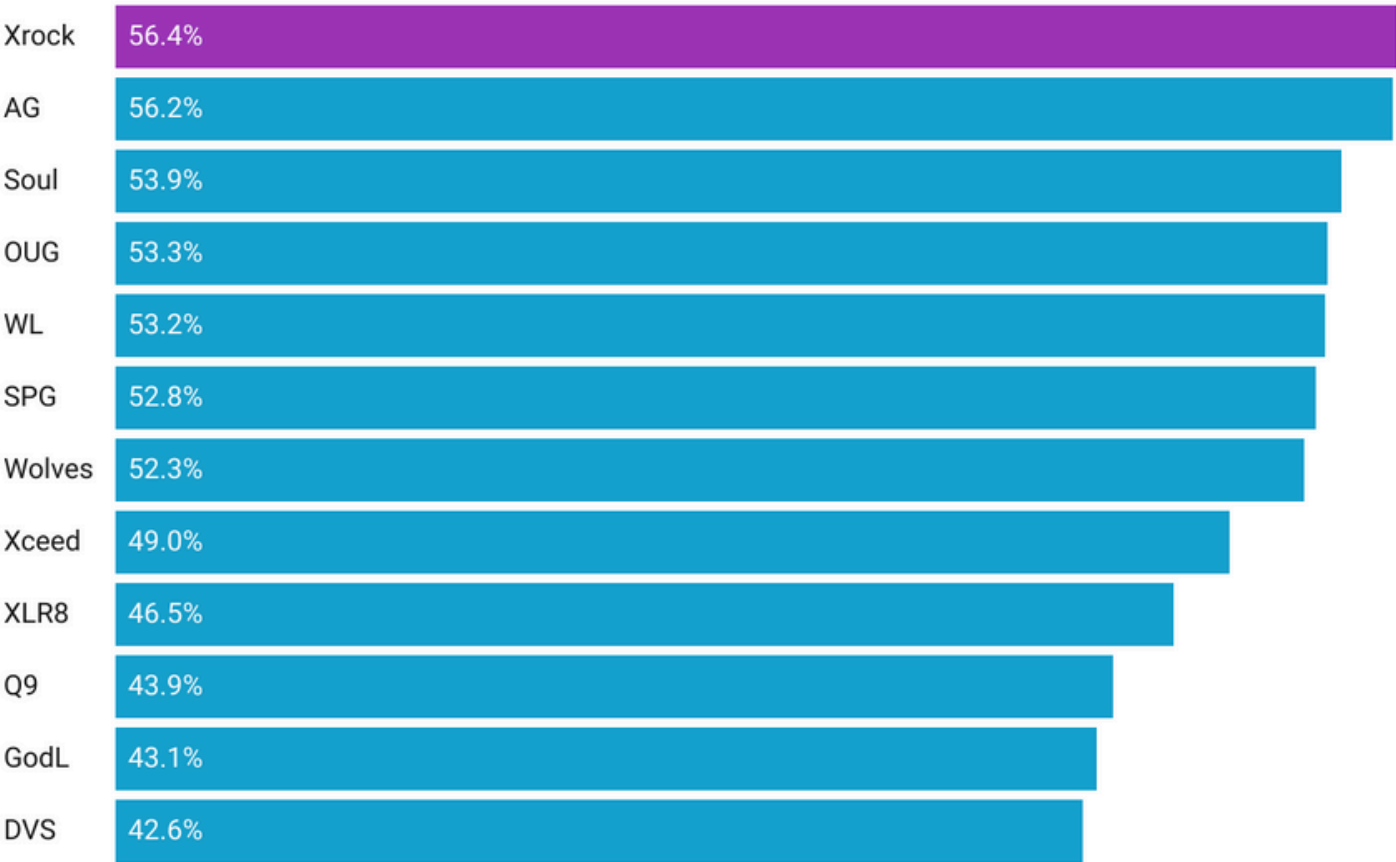
Median First Blood Times vs. Attack Win Rates

XROCK are by far the slowest team to make a move on attack; Challenger teams are the quickest.



First Blood Merchants

Who is most likely to get the first kill each round? XROCK with their slow approach narrowly lead the way...



Does the Timing of First Blood Matter?

Quicker kills seem to show higher win rates...unless you wait more than 45 seconds to make moves. 31-45s seems to be the window of indecision, while waiting more than 45s seems to be a strategy that abuses 2 minute rounds, testing the patience of the other team.

FBTimeWindow	WinRateWithFB	Rounds
0-15s	71.7%	145
16-30s	69.9%	133
31-45s	53.8%	52
>45s	68.0%	75

Impact of First Blood on Win Rate

On average, teams win ~68% of the rounds where they draw first blood.

