**P+Q ≥ 1**

SrCWMTExp(A) ≥ SrExp(A)

SrCWMTExp(A) ≤ CrExp(A)

SrCWMTExp(A) ≤ TrAExp(A)

SrExp(A) ≤ CrExp(A)

SrExp(A) ≤ TrAExp(A)

CrExp(A) ≤ TrAExp(A)

Thus let’s say that for 0 ≤ p ≤ 1 , 0 ≤ q ≤ 1, if p+q ≥ 1, we have in general for a best-of-5 game series:

TrAExp(A) ≥ CrExp(A) ≥ SrCWMTExp(A) ≥ SrExp(A)

**P+Q ≤ 1**

SrCWMTExp(A) ≤ SrExp(A)

SrCWMTExp(A) ≥ CrExp(A) (Also true for p=q=1)

SrCWMTExp(A) ≥ TrAExp(A)

SrExp(A) ≥ CrExp(A)

SrExp(A) ≥ TrAExp(A)

CrExp(A) ≥ TrAExp(A)

Thus let’s say that for 0 ≤ p ≤ 1 , 0 ≤ q ≤ 1, if p+q ≤ 1, we have in general for a best-of-5 game series:

SrExp(A) ≥ SrCWMTExp(A) ≥ CrExp(A) ≥ TrAExp(A)