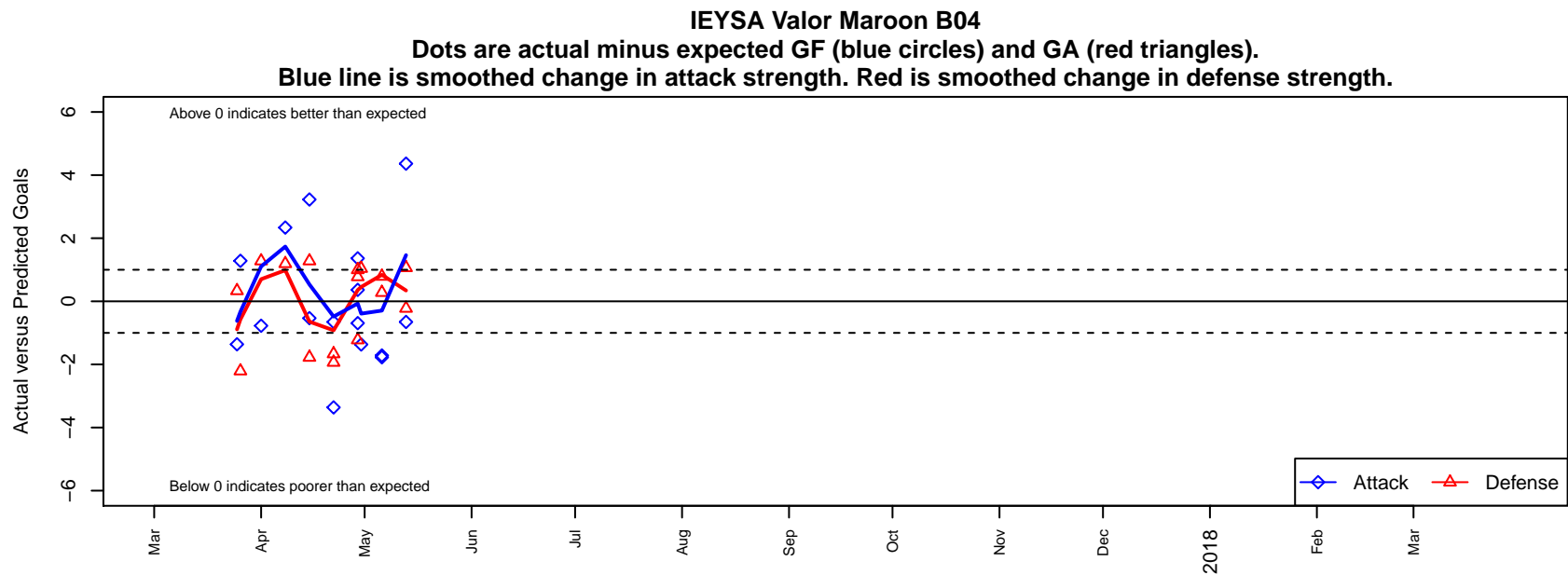


IEYSA Valor Maroon B04

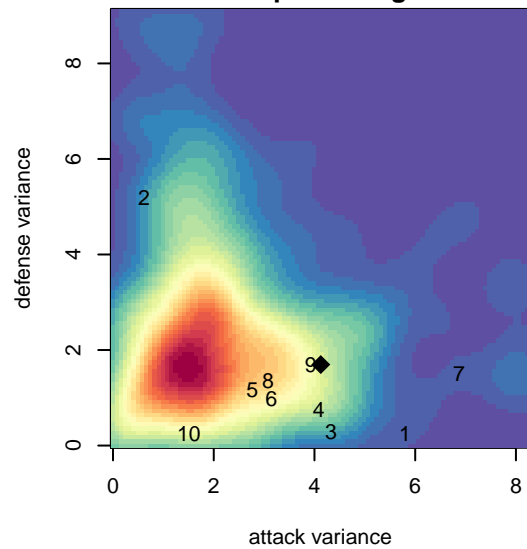
Inland Empire YSA
Cheney, WA
B04 total strength=800
attack=1.31 defense=0.77
notes= Wilburn 2016

alt names used:

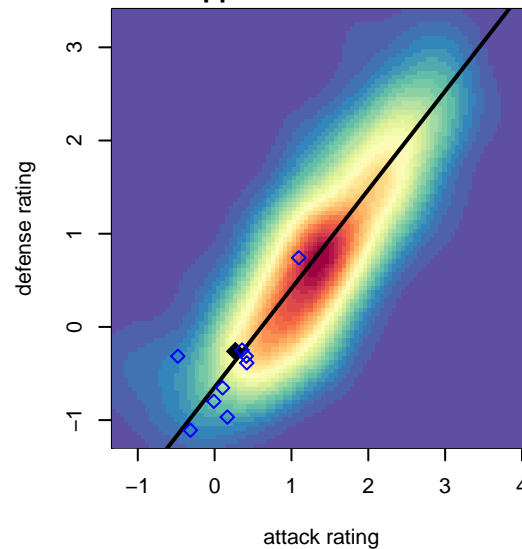
Venues played:
2016 Spr PSPL–Inland Copa 1 U12
2016 Spr PSPL–Inland Copa 2 U13



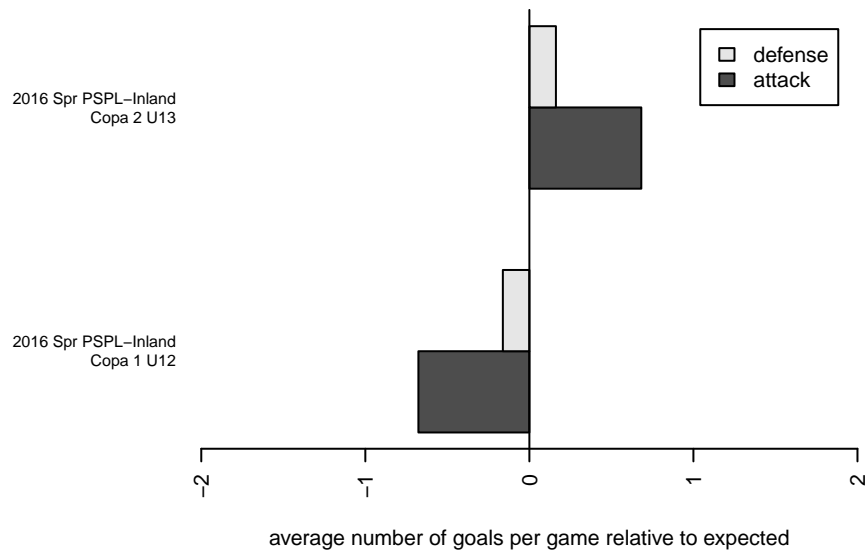
attack and defense variance (black dot)
relative to other teams
and top 10 in region



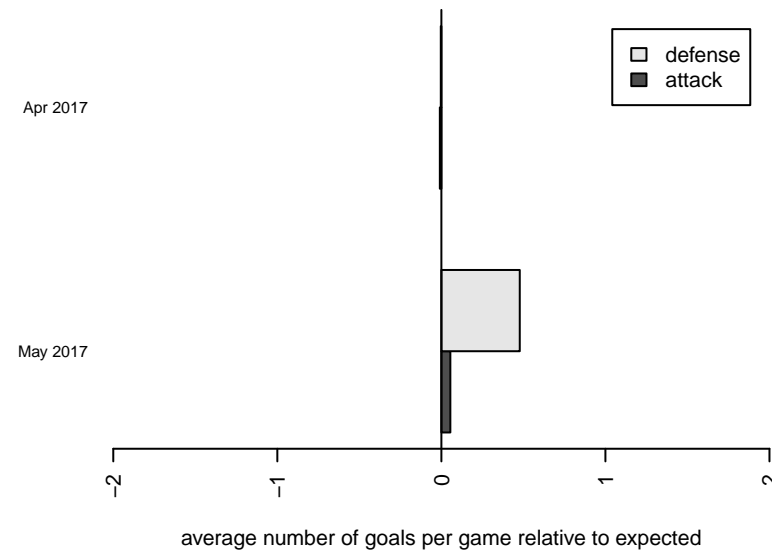
attack and defense rating
relative to others at age
and all opponents in last 13 months



Performance relative to 13 month average



Performance relative to 13 month average



	home		away		venue	pred.home	pre
3	IEYSA Valor Maroon B04	0	Wenatchee Valley United Equipo Relampago B04	3	2016 Spr PSPL–Inland Copa 2 U13	0.65	
3	IEYSA Valor Maroon B04	6	3 Rivers Grey B04	1	2016 Spr PSPL–Inland Copa 2 U13	1.64	
6	IEYSA Valor Maroon B04	0	Washington East SC B B05	1	2016 Spr PSPL–Inland Copa 1 U12	1.72	
6	IEYSA Valor Maroon B04	0	IEYSA Storm B04	2	2016 Spr PSPL–Inland Copa 2 U13	1.77	
0	IEYSA Valor Maroon B04	2	Spokane Scotties Lake B05	0	2016 Spr PSPL–Inland Copa 1 U12	3.37	
9	IEYSA Valor Maroon B04	1	Hawks SC B05	1	2016 Spr PSPL–Inland Copa 1 U12	1.69	
9	3 Rivers Grey B04	0	IEYSA Valor Maroon B04	3	2016 Spr PSPL–Inland Copa 2 U13	0.78	
9	3 Rivers Grey B04	2	IEYSA Valor Maroon B04	2	2016 Spr PSPL–Inland Copa 2 U13	0.78	
2	IEYSA Valor Maroon B04	0	Wenatchee FC B B05	3	2016 Spr PSPL–Inland Copa 1 U12	3.36	
2	Wenatchee Valley United Equipo Relampago B04	6	IEYSA Valor Maroon B04	0	2016 Spr PSPL–Inland Copa 2 U13	4.06	
5	Spokane Pumas C B05	3	IEYSA Valor Maroon B04	3	2016 Spr PSPL–Inland Copa 1 U12	1.22	
5	IEYSA Valor Maroon B04	5	IEYSA Storm B04	1	2016 Spr PSPL–Inland Copa 2 U13	1.77	
8	IEYSA Valor Maroon B04	6	CB United Ephrata B05	0	2016 Spr PSPL–Inland Copa 1 U12	3.66	
1	IEYSA Storm B04	1	IEYSA Valor Maroon B04	1	2016 Spr PSPL–Inland Copa 2 U13	2.28	
6	Washington East SC B B05	4	IEYSA Valor Maroon B04	3	2016 Spr PSPL–Inland Copa 1 U12	1.79	
5	Wenatchee FC B B05	1	IEYSA Valor Maroon B04	2	2016 Spr PSPL–Inland Copa 1 U12	1.33	