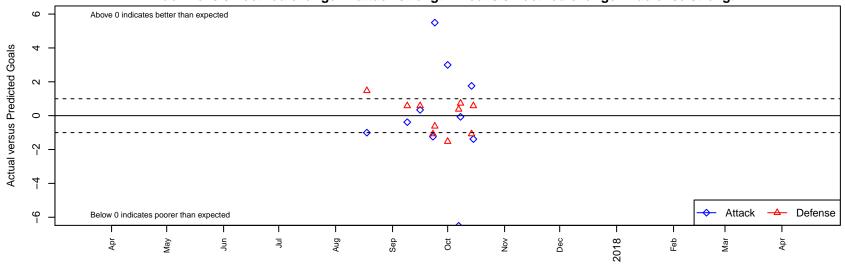
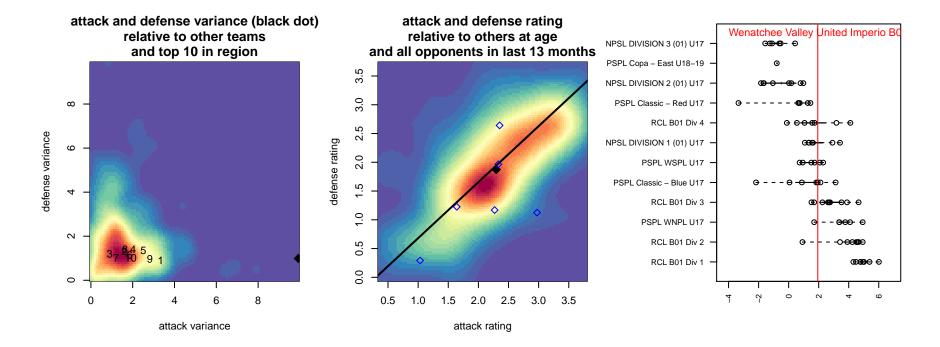
Wenatchee Valley United Imperio B01

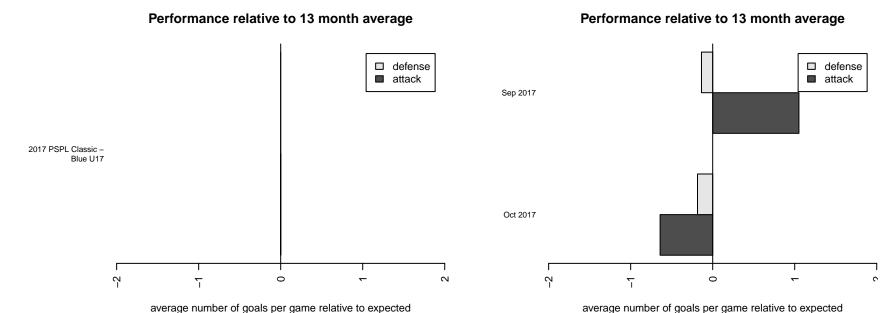
Wenatchee FC
Wenatchee, WA
B01 total strength=1402
attack=9.94 defense=6.51
fall league = PSPL Classic – Blue U17

alt names used: UNITED SC Imperio FC Venues played: 2017 PSPL Classic – Blue U17

Wenatchee Valley United Imperio B01 Dots are actual minus expected GF (blue circles) and GA (red triangles). Blue line is smoothed change in attack strength. Red is smoothed change in defense strength.







| date | home | | away | | venue | pred.home | pred.away |
|------------|-------------------------------------|----|-------------------------------------|---|------------------------------|-----------|-----------|
| 2017–10–15 | Wenatchee Valley United Imperio B01 | 0 | Wenatchee Valley United Quincy B01 | 1 | 2017 PSPL Classic – Blue U17 | 1.38 | 1.58 |
| 2017–10–14 | Wenatchee Valley United Imperio B01 | 5 | Walla Walla United B01 | 4 | 2017 PSPL Classic – Blue U17 | 3.24 | 2.92 |
| 2017-10-08 | ISC Gunners B B01 | 0 | Wenatchee Valley United Imperio B01 | 3 | 2017 PSPL Classic – Blue U17 | 0.73 | 3.07 |
| 2017–10–07 | RSA Elite B B01 | 0 | Wenatchee Valley United Imperio B01 | 1 | 2017 PSPL Classic – Blue U17 | 0.37 | 7.51 |
| 2017-10-01 | Wenatchee Valley United ML B01 | 3 | Wenatchee Valley United Imperio B01 | 6 | 2017 PSPL Classic – Blue U17 | 1.47 | 3.00 |
| 2017-09-24 | Wenatchee Valley United Imperio B01 | 13 | RSA Elite B B01 | 1 | 2017 PSPL Classic – Blue U17 | 7.51 | 0.37 |
| 2017-09-23 | Walla Walla United B01 | 4 | Wenatchee Valley United Imperio B01 | 2 | 2017 PSPL Classic – Blue U17 | 2.92 | 3.24 |
| 2017-09-16 | Wenatchee Valley United Imperio B01 | 1 | Central WA SA White B01 | 1 | 2017 PSPL Classic – Blue U17 | 0.66 | 1.58 |
| 2017-09-09 | Wenatchee Valley United Quincy B01 | 1 | Wenatchee Valley United Imperio B01 | 1 | 2017 PSPL Classic – Blue U17 | 1.58 | 1.38 |
| 2017-08-18 | Wenatchee Valley United Imperio B01 | 2 | Wenatchee Valley United ML B01 | 0 | 2017 PSPL Classic – Blue U17 | 3.00 | 1.47 |