## **NW United Black G02**

NW United FC
Burlington, WA
G02 total strength=1354
attack=7.15 defense=6.48
fall league = RCL G02 8th G Fall
notes= Powell 2016

alt names used:

Northwest United 8 G02 Black

Northwest United 8 G02 Black

NORTHWEST UNITED FCNW UNITED FC02 | 2016 NWCL 02

Northwest United GU15 2002 Powell

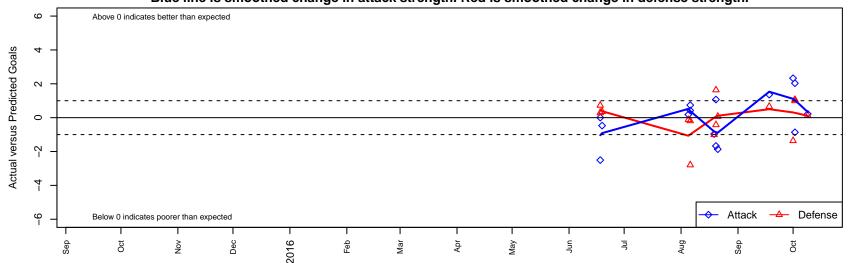
NORTHWEST UNITED FC NW UNITED FC02

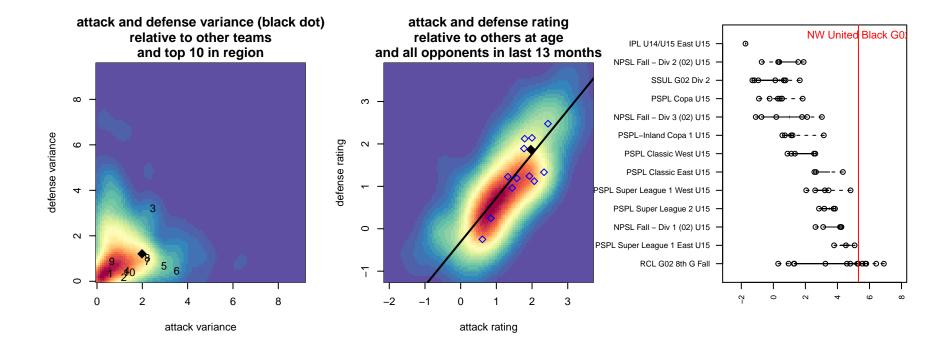
Venues played: 2016 Skagit Firecracker U15 2016 WA Rush Cup G02 Gold U15 2016 NWCL 02 2016 RCL G02 8th G Fall

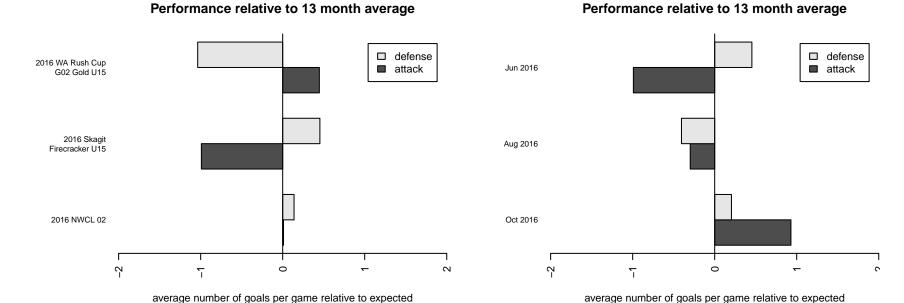
NW United Black G02

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
2016-10-09	NW United Black G02	1	Seattle United Copa G02	1	2016 RCL G02 8th G Fall	0.78	1.12
2016–10–02	NW United Black G02	3	Idaho Rush Premier G02	0	2016 NWCL 02	0.97	0.99
2016-10-02	Wenatchee FC G02	0	NW United Black G02	1	2016 NWCL 02	1.07	1.86
2016–10–01	NW United Black G02	4	WA East G02	3	2016 NWCL 02	1.67	1.64
2016-09-18	Eastside FC White G02	0	NW United Black G02	4	2016 RCL G02 8th G Fall	0.66	2.64
2016-08-21	Wenatchee FC G02	1	NW United Black G02	0	2016 NWCL 02	1.07	1.86
2016-08-20	NW United Black G02	0	WA East G02	0	2016 NWCL 02	1.67	1.64
2016-08-20	ISC Gunners A G02	1	NW United Black G02	3	2016 NWCL 02	0.58	1.93
2016-08-19	Idaho Rush Premier G02	2	NW United Black G02	0	2016 NWCL 02	0.99	0.97
2016-08-06	Crossfire Premier B G02	4	NW United Black G02	3	2016 WA Rush Cup G02 Gold U15	1.20	2.26
2016-08-06	Crossfire Premier A G02	2	NW United Black G02	1	2016 WA Rush Cup G02 Gold U15	1.81	0.58
2016-08-05	PacNW Blue G02	1	NW United Black G02	1	2016 WA Rush Cup G02 Gold U15	0.88	0.82
2016-06-19	NW United Black G02	5	Whatcom FC Rangers White G02	0	2016 Skagit Firecracker U15	5.47	0.35
2016-06-18	NC Alliance FC G02	0	NW United Black G02	2	2016 Skagit Firecracker U15	0.72	2.00
2016-06-18	NW United Black G02	6	NW United Red G02	0	2016 Skagit Firecracker U15	8.51	0.29