Team Strength

-- TeamStrengthBxScAdjPctScored -- < 1 - Hi Scoring < 1 ||| > 1 Lo Scoring

-- TeamStrengthBxScAdjPctAllowed -- < 1 - Bad Defence < 1 ||| > 1 Lo Good Defence

| <<< 4) Opp Tm Strength - ts.TeamStrengthBxScAdjPctAllowed seeded w 1.0

\* ( 1.0 + (IsNull(ts.TeamStrengthBxScAdjPctAllowed, 1.0) - 1.0) \* @BxScTmStrPct)