

Season Review Guide

Massive Data (MD)/Free Model Points

This metric represents the total projected points a team has accumulated based on both models at each Gameweek deadline. Although it isn't intended to be an absolute truth or taken too literally, it serves as a valuable reference and the most predictive single metric for future manager performance. Factors like injuries, rotation, and changes in projections can cause variances in collecting Expected Value (EV).

xG Points

This is the total points a team has earned based on xG data (xG, xA, xCS, etc.).

Variance

For the purposes of this site, variance is estimated as FPL points minus a weighted combination of xG points and projected MD points. This reflects the perceived variance in luck (e.g., feeling unlucky when Solanke misses a sitter, but not lucky when he gets the sitter). True variance is FPL points minus projected MD points, and in less technical terms can be considered as estimated luck. Although it is unobtainable to generate a perfect estimate, past analysis has shown excellent performance across sampled populations.

Estimated Ranks

Other than your FPL rank, which is pulled from the FPL site, the other ranks are estimates built from sampling. Achieving your xG/projected points ranks isn't expected, particularly if you're a skilled manager. There are millions of other players who only need enough luck to surpass the skill gap. If we consider Fabio B as the best in the world, finishing within the top 5k would still be an impressive rank by GW38. This perspective helps us understand the distortion caused by luck. The variance rank is a percentile, with the average manager landing at the 50th percentile, experiencing "normal" luck.

Elite 1000

The Elite 1000 is a pre-selected group of 1,000 managers chosen before GW1. This selection is determined by past data (EV, xG, FPL points, etc.) and statistical analysis by @fplresearch. In simple terms, this is the strongest sample of 1,000 pre-selected managers we can assemble. Typically, the median manager would expect to finish around 70k by GW38. For reference, the previous season's top 10k would be closer to 250k, indicating that the top 10k is a relatively weak reference sample.

Radar

The radar provides a quick visual comparison between your performance and the Elite 1000. Scoring 8/10 in Projected Points, xG, and FPL Ranks means you're on par with a typical Elite 1000 manager. Luck % represents your variance percentile rank, with 5/10 being typical for an Elite 1000 manager. Outcome Variability is the relative risk you've taken compared to the Elite 1000, expressed as a percentile rank. xMin Security is another percentile rank comparing your xMins to those collected by the Elite 1000, including autosub effects.

Expected Target Achievement

This metric calculates your current chances of being in the top 10k, 100k, or 1M based on your decisions to date, running through 1,000 simulations of events. It is not a projection of the future.

Relative Outcome Variability (SD)/%

In the simulations, your outcome is compared to the median Elite 1000 in each world (i.e., they are also simulated). This is the standard deviation of the difference between a team's outcomes relative to the median Elite 1000 manager in each simulation. The percentile score compares your SD against each manager in the Elite 1000 sample.

Absolute Variability (SD)

This is the standard deviation of your outcomes within the simulations, which isn't particularly useful or interesting.

Relative Outcomes against the Elite 1000 [PLOT]

This histogram shows the gap between a team and the median Elite 1000 across all simulations, providing a sense of chance and the real current outcome. As @FPL_Chase coined, this is equivalent to the "Real Feel" in weather.

Outcome Density Distribution [PLOT]

This plot displays the range of FPL points across simulations, which isn't very interesting. The Relative Outcome plot is more significant.

Manager Relationship to Elite 1000 [PLOT]

This plot shows your projected points and relative risk against the Elite 1000 sample. Blue indicates managers whose decisions are correlated with your team.

Cause of Luck [PLOT]

This plot breaks down variance into two perspectives: the translation of deadline expectation/projected points into performance/xG data, and the translation of performance/xG data into outcome/FPL points. Variance can occur in both steps, typically with more variance in converting chances to points than converting projected points to xG data.

Elite Doppelgänger Scan

This list shows managers whose decisions are most related to yours, determined from Monte Carlo simulations.

Elite Nemesis Scan

This is the opposite of the above, showing Elite 1000 managers making very different decisions.

Note

This tool uses data to provide the best available feedback, aiming to go beyond FPL points. While perfect feedback is unattainable, this approach offers valuable insights.