

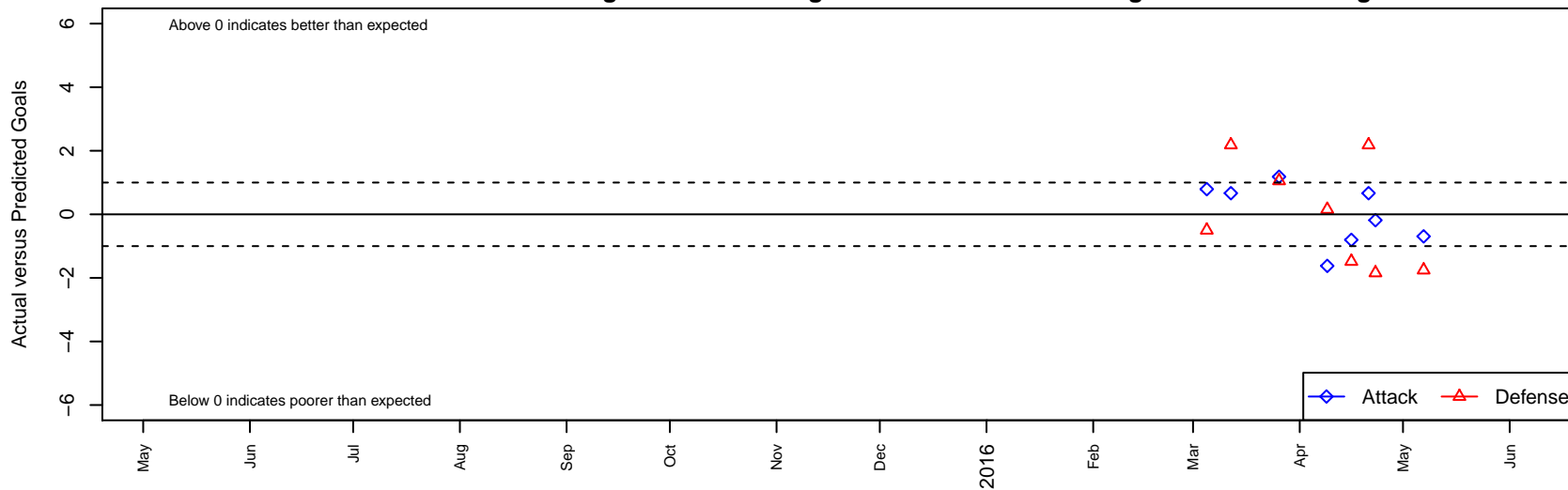
Mountain Home SC United B99

, ID
 B99 total strength=1015
 attack=3.38 defense=1.31
 spr league = Spr Idaho D3 U15/16 B U16

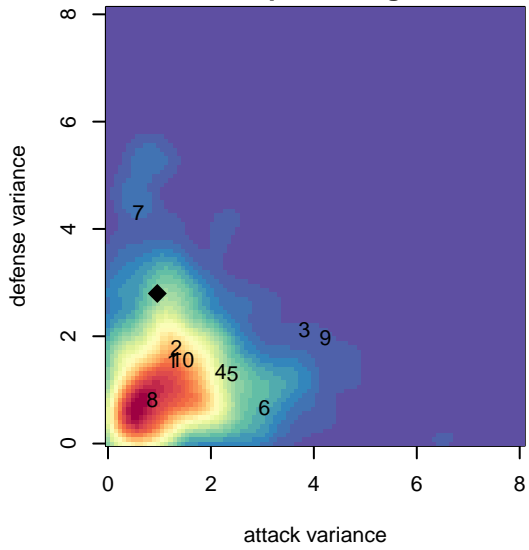
alt names used:
 MHSC BOYS U16

Venues played:
 2015 Spr Idaho D3 U15/16 B U16

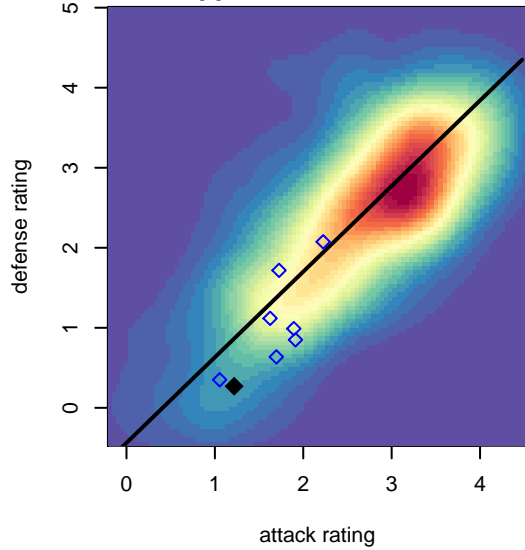
Mountain Home SC United B99
 Dots are actual minus expected GF (blue circles) and GA (red triangles).
 Blue line is smoothed change in attack strength. Red is smoothed change in defense strength.



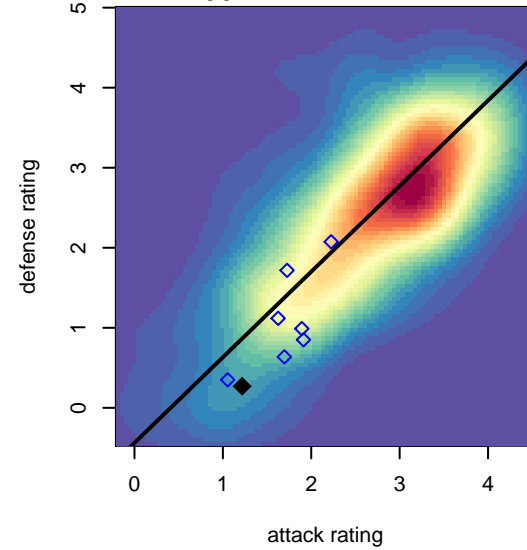
attack and defense variance (black dot)
relative to other teams
and top 10 in region



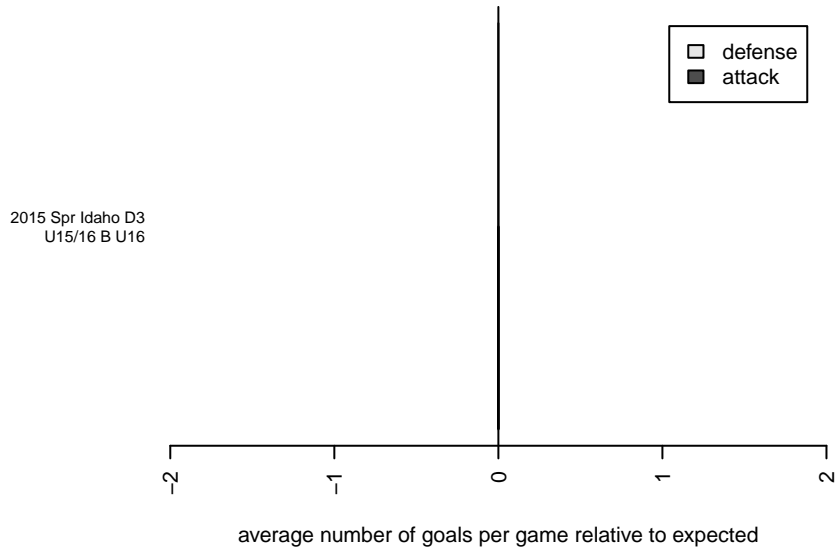
attack and defense rating
relative to others at age
and all opponents in last 13 months



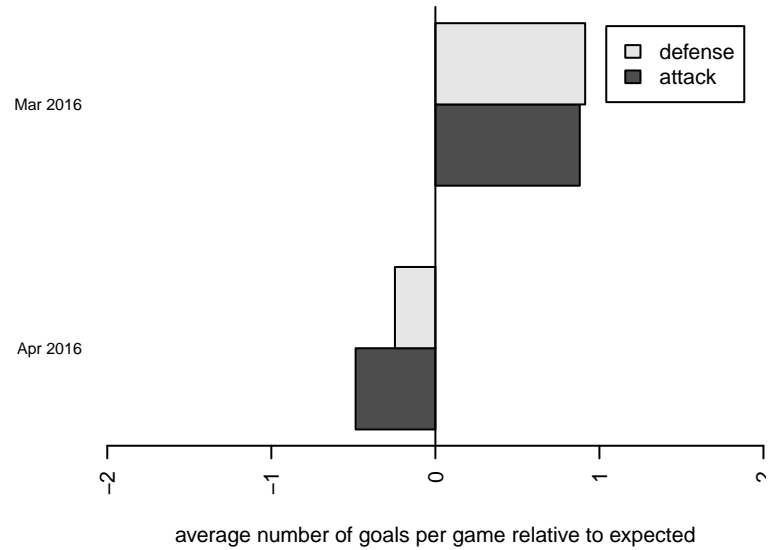
attack and defense rating
relative to others at age
and all opponents in last 13 months



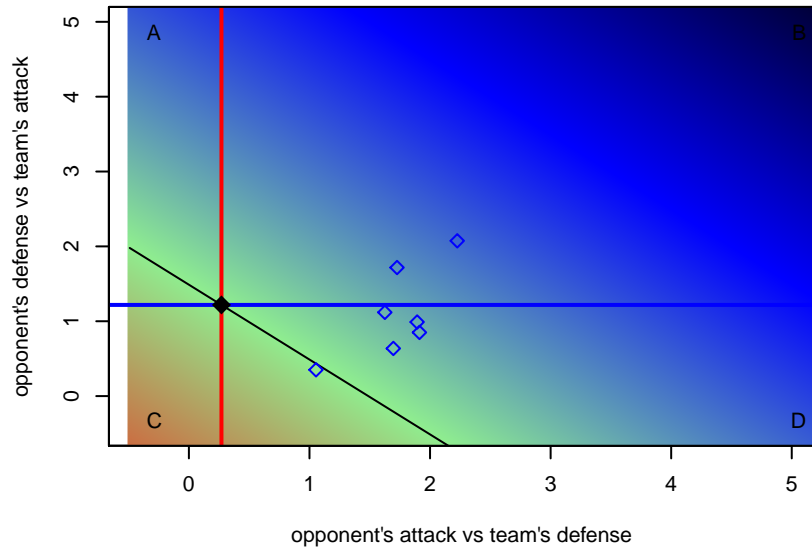
Performance relative to 13 month average



Performance relative to 13 month average



Distribution of opponents
 Red = Lose zone, Blue = Win zone, Green = Even
 Black line separates win/lose zones



lot. A=Neither has attack advantage, B=Opponent has both attack and defense advantage, C=Opponent has both attack and defense disadvantage, D=Both have

date	home		away		venue	pred.home	pred.away
2016-05-07	FC Nova Red B00	6	Mountain Home SC United B99	0	2015 Spr Idaho D3 U15/16 B U16	4.25	0.69
2016-04-23	Mountain Home SC United B99	1	Twin Falls Rapids B99	7	2015 Spr Idaho D3 U15/16 B U16	1.19	5.16
2016-04-21	Idaho Rush Nero B99	3	Mountain Home SC United B99	2	2015 Spr Idaho D3 U15/16 B U16	5.18	1.33
2016-04-16	Idaho Arsenal United B00	6	Mountain Home SC United B99	1	2015 Spr Idaho D3 U15/16 B U16	4.52	1.80
2016-04-09	Valley Soccer Club B00	2	Mountain Home SC United B99	1	2015 Spr Idaho D3 U15/16 B U16	2.15	2.62
2016-03-26	Mountain Home SC United B99	2	Real Middleton AC Milan B00	5	2015 Spr Idaho D3 U15/16 B U16	0.82	6.05
2016-03-12	Mountain Home SC United B99	2	Idaho Rush Nero B99	3	2015 Spr Idaho D3 U15/16 B U16	1.33	5.18
2016-03-05	Mountain Home SC United B99	2	Boise Nationals Athletico B00	4	2015 Spr Idaho D3 U15/16 B U16	1.21	3.50