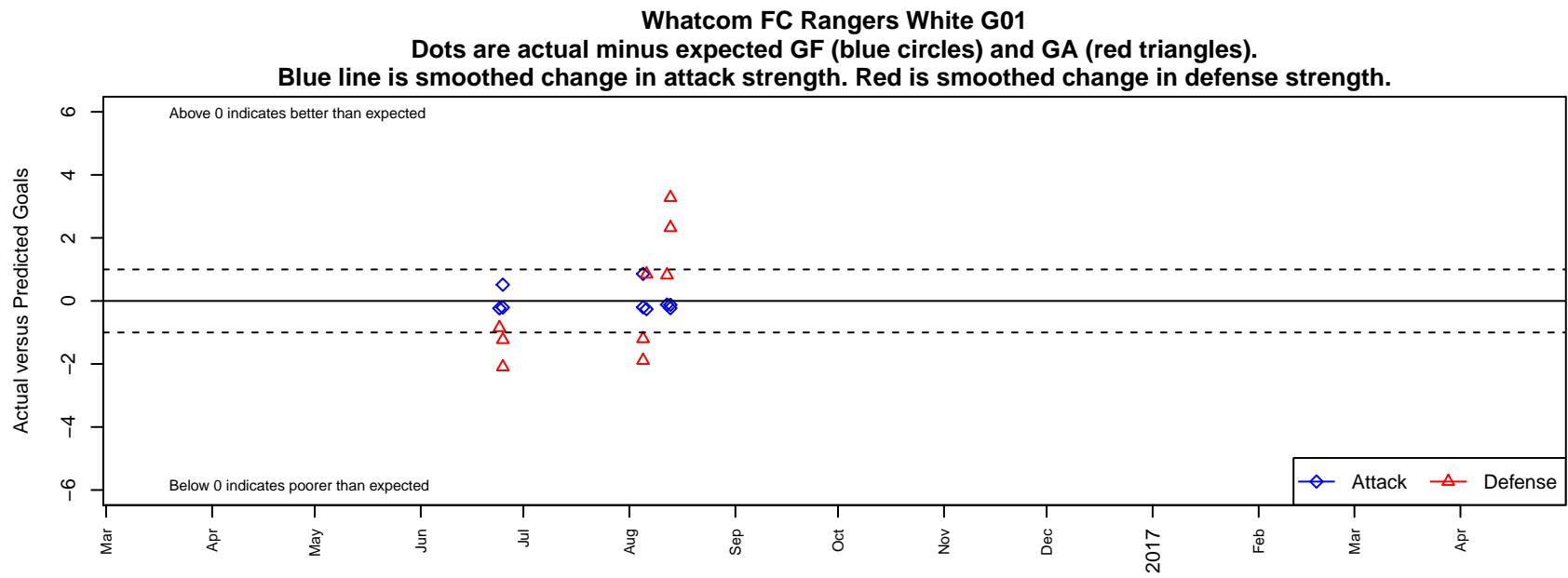


Whatcom FC Rangers White G01

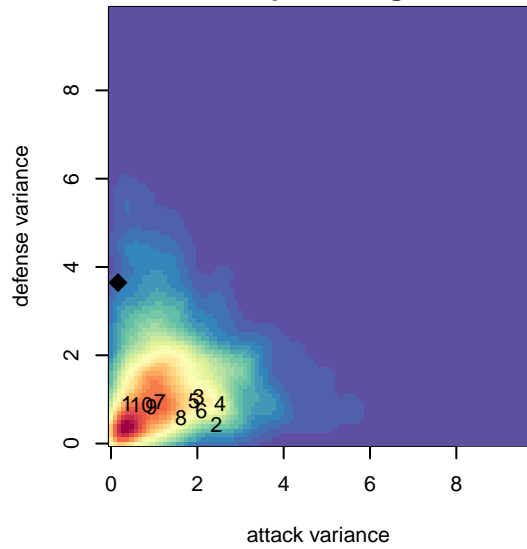
Whatcom FC Rangers
Bellingham, WA
G01 total strength=1039
attack=2.12 defense=2.47

alt names used:
WFC Rangers White
WFC Rangers White

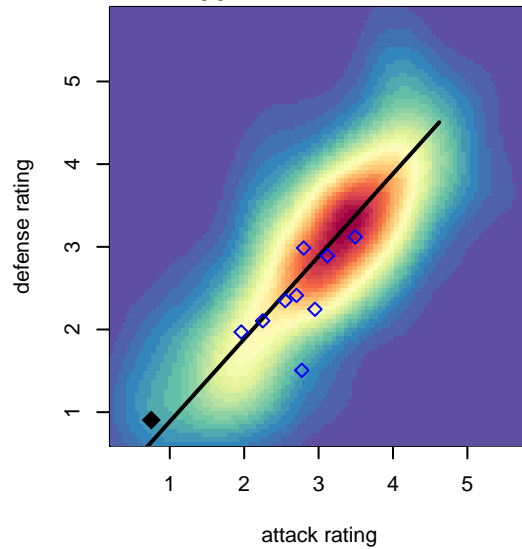
Venues played:
2016 Baker Blast COPA U16
2016 WA Rush Cup G01 Silver U16
2016 Pacific Coast Challenge U15-16



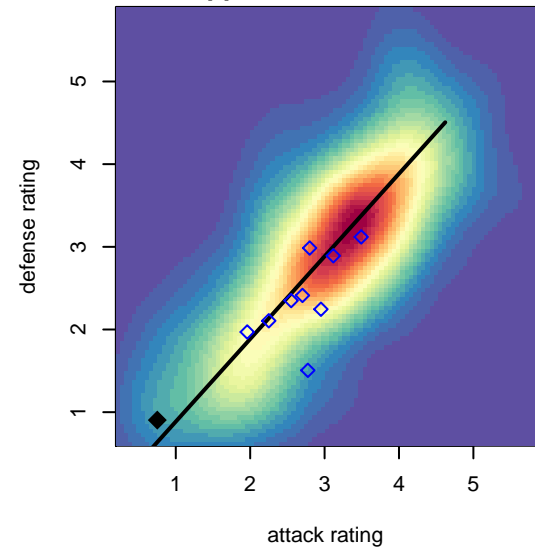
**attack and defense variance (black dot)
relative to other teams
and top 10 in region**



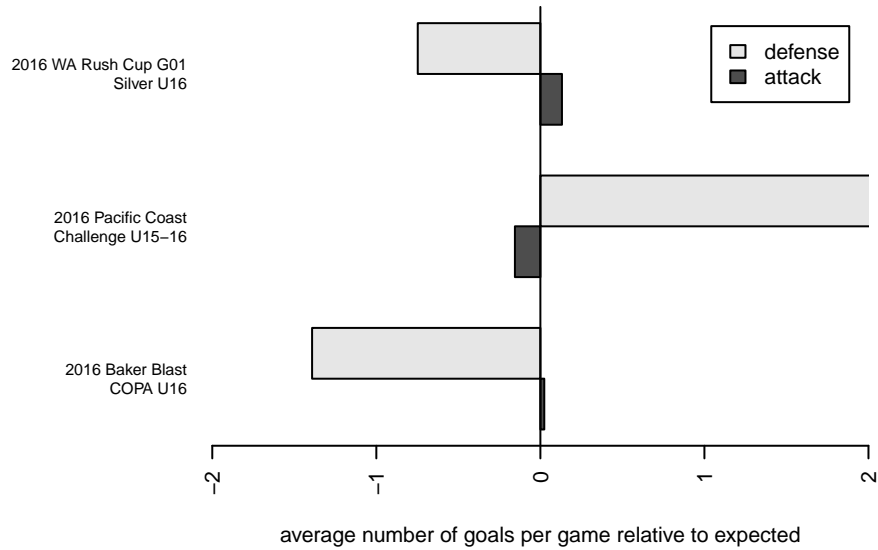
**attack and defense rating
relative to others at age
and all opponents in last 13 months**



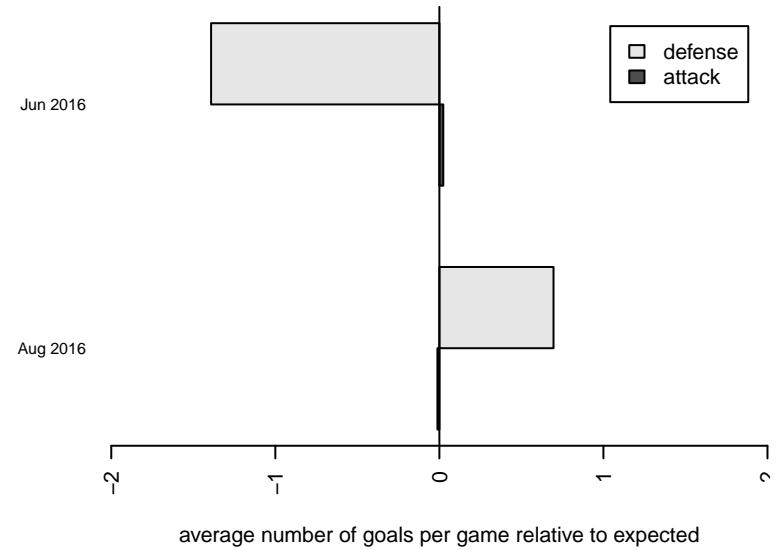
**attack and defense rating
relative to others at age
and all opponents in last 13 months**



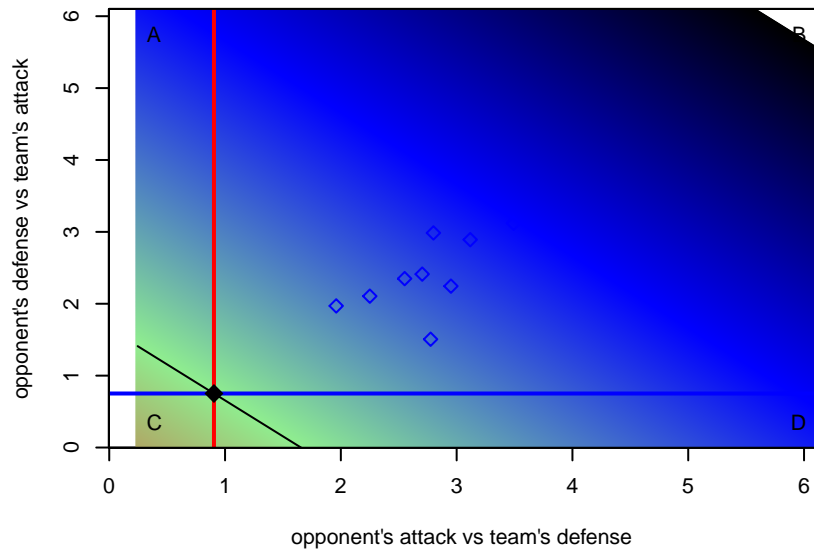
Performance relative to 13 month average



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
2016-08-13	Whatcom FC Rangers White G01	0	Blackhills FC Black G02	10	2016 Pacific Coast Challenge U15-16	0.12	13.28
2016-08-13	MIFC Maroon G01	5	Whatcom FC Rangers White G01	0	2016 Pacific Coast Challenge U15-16	7.32	0.23
2016-08-12	NW United Black G02	8	Whatcom FC Rangers White G01	0	2016 Pacific Coast Challenge U15-16	8.82	0.11
2016-08-06	PacNW White G01	2	Whatcom FC Rangers White G01	0	2016 WA Rush Cup G01 Silver U16	2.85	0.26
2016-08-05	NW United Black G01	10	Whatcom FC Rangers White G01	1	2016 WA Rush Cup G01 Silver U16	8.11	0.14
2016-08-05	Kent United Green G01	6	Whatcom FC Rangers White G01	0	2016 WA Rush Cup G01 Silver U16	4.80	0.20
2016-06-25	Whatcom FC Rangers White G01	0	Crossfire Select Wilkinson G01	7	2016 Baker Blast COPA U16	0.21	5.77
2016-06-25	Williams Lake Storm G01	9	Whatcom FC Rangers White G01	1	2016 Baker Blast COPA U16	6.91	0.48
2016-06-24	Whatcom FC Rangers Blue G01	6	Whatcom FC Rangers White G01	0	2016 Baker Blast COPA U16	5.15	0.24