2020 OrionStats TTS Methodology

By Barnard's Loop

1.0: Base for the TTS

Basics

OrionRank 2019, a player ranking which uses events from January 1st to December 16th, is the base for the TTS.

As with last year's TTS, the top 10 places on the ranking are worth the same, followed by a slightly lower value for 11-20, and so on:

1-10: 150 Points
11-20: 140 Points
21-30: 130 Points
31-40: 120 Points
41-50: 110 Points
etc…
101-110: 50 Points
111-120: 40 Points
121-130: 30 Points
131-140: 20 Points
141 or worse: 10 Points

1 point is also given for each entrant at an event.

Event Thresholds

50 Points: Category 1 Event (Local) (Top 4 used)
500 Points: Category 2 Event (Regional) (Top 8 used)
1000 Points: Category 3 Event (Super Regional) (Top 16 used)
2000 Points: Category 4 Event (Major) (Top 32 used)
4000 Points: Category 5 Event (Super major) (Top 64 used)
10000 Points: Category 6 Event (Super major+) (Top 128 used)

The # of results used will determine what I do with the character results. More on that in a later section.

2.0: OrionRank Values

Event values are primarily determined by values from OrionRank, descending from 150 (1-10) to 10 (141-150). If a player's value is higher on Hidden Boss - Class 2 or by Power Ranking clause, the greater value is used. On the TTS, this will be signified by the OrionRank value for that player value being black out.

2.1: Hidden Boss - Class 1

Class 1 hidden bosses are a mixture of legacy values and values applied to players with minimal attendance who otherwise performed well, particularly in obscure regions. This is largely reserved for inactive players should they return, such as former #1 PRs, or former highly accomplished players who have had limited attendance.

2.2: Hidden Boss - Class 2

Class 2 Hidden Boss players are players given default values based upon placements. This extends from September 1st, 2019 to the end of June 2020, where the oldest 4 months will be removed.

Values

100 Points: Placed Top 8 at a Category 5, Top 4 at a Category 4, or 1st at a Category 3.

50 Points: Placed 9th-13th at a Category 5, 5th-7th at a Category 4, 2nd-4th at a Category 3, or 1st at a Category 2.

These may be expanded in the future (such as values of 25 for 17ths at Category 5s), but inflation could be an issue, so I am keeping this limited, especially with Category 2s being expanded for 2020.

2.3: Power Ranking Values

In addition to the above, power ranking values play a factor in how events are ranked. For 2019, the rule was that 1st on a larger country PR was worth 50 points, and this descends until 5th on that PR is worth 10 points.

It was initially decided that region-wide PRs would be used in place of super-region wide power rankings, but this is being shelved for the time being. This rule currently only applies to Canada, and will be phased out in February 2020. Canada will thustly have PR bonuses in line with all other non-USA/JPN entities.

I will revisit this later.

2.4: Region Seats

There are 11 designated superregions, each with a designated seat:

-United States - **Tristate**

-Canada - **Ontario**

-Mexico - **Central Mexico**

-Central America - **Costa Rica**

-The Caribbean **- Dominican Republic**

-South America - **Chile**

-Europe - **France**

-Asia-Pacific (Non-AUS/JPN) - **South Korea**

-Middle East - **Saudi Arabia**

-Japan - **Kanto**

-Australia - **Victoria**

2.4.1: What does being a Region Seat mean?

This means the region is designated as the best region in the greater superregion. The top 10 of a PR will be used for every Region Seat, with values from 100 for 1st to 10 for 10th. This means **Yei** for example is worth 100 points, as he is the best player in the Region Seat for Central America, Costa Rica.

Region Seats will not be applied to Kanto or Tristate, as they are currently the #1 and #2 ranked regions, and the top 10 players in both regions are ranked at a value much higher than a region seat value would provide.

2.4.2: What About Areas Lacking PRs?

Central Mexico is an invented region for the purposes of consolidation. For this reason, CDMX's current top 10 will be used. This would be an issue for Kanto, as it lacks a PR, but again - they are excluded, as Japanese ranking presence ensures supermajors.

For Saudi Arabia, the Riyadh ranking is used for the time being, as it seems to be the strongest of the country's three regions.

2.4.3: Notes & Exceptions

Regions such as Kuwait or Bahrain defer to the Middle Eastern Power Ranking, where players are ranked according to their position. Steel Rhydon is the highest ranked Bahrain player, meaning he is worth 50 points, while Bushaheen is worth 40 as he is the second highest ranked Bahrain player. As no other Bahraini players are ranked, the PR clause ends, until Bahrain releases their own Power Ranking.

The same applies to Kuwait, which also currently lacks a power ranking.

Finally, I am currently planning on re-working the list of super-regions. Region seats may change accordingly.

2.5: Goals/Purpose

The purpose of this extensive list of values is to give adequate representation to non-USA bound regions, as well as adequately rank in-region USA players. The Top 150 and Hidden Boss Class 2 are the main ways of giving USA events value, while Power Rankings and Hidden Boss Classes 1 & 2 are designed to cater to international scenes.

*Please note that player values on the TTS are not what a player is worth for OrionRank 2020. This is a misconception that's my fault due to scattered communication on my part. Player values are TBD based on their season. Essentially, OrionRank and other factors determine TTS scores, and OrionRank, using the TTS, scores based on player records.

Still, increased TTS values make it more likely an event reaches category 2, 3, 4, etc, which increases a region's viability on OrionRank 2020, so this is still *very* important to the structure of the TTS/Ranking.

3.0: Tournament Submission Standards

Picking Tournaments

I gather brackets from Smash.gg and Challonge, as well as the Smashboard's tracking thread, with additions based on suggestions from TOs and users or players who have contacted me. I'm prone to missing events.

I typically do not include events that have very low entrants and few to no known entrants. "Region Sampling" detailed below is my exception to this. As noted by the TTS, 50 points is the base, and I do not include events below 50 entrants unless I am sampling a region.

Weeklies

Weekly usage is purely at my discretion. I exclude the vast majority of weekly events for a few reasons.

It would bias character scores in favor of the character make-up of the regional weeklies used.

It would make data collection near-impossible. I do updates on Monday, and this takes 3 hours assuming I did not break. That usually covers 10-15+ tournaments, one or more usually being large. Weeklies could reasonably double this, making the job difficult to maintain.

Furthermore, character scores could be biased further due to sandbagging. I have character scoring policy detailed further down the line, but sandbagging is another major reason I hesitate in using weekly events.

I do include some major weekly events assuming there aren't a significant number of players sandbagging: Examples are certain pre-Major weeklies on occasion, some Mega Smash Monday events with sets that are regarded as important (e.g. MKLeo vs. Shuton), or anniversary events (MSM 100, Ignition 100) assuming no significant sandbagging is going on.

I am in most cases willing to use inaugural, 1st editions of weeklies, as well as final editions of weeklies, as both as "special cases".

Online Tournaments

Online tournaments are subject to an extremely large number of DQs and a ton of lag issues. While character data collection is very simple due to Smash.gg's interface, I do not include Online tournaments in my database at this current time.

DQs lead to disrupted seeding on a massive scale and lag is an inconsistent disrupter of gameplay that may actually improve certain characters or make others worse on average.

Region Sampling

As you can tell by the region maps used, there are a very large number of regions in Smash 4 that are active. However, I will often sample regions that are not as well known out of interest of understanding the meta of different parts of the world.

It's very difficult to know in most cases how the regions sampled might do in tournaments in more known regions. Switzerland, Brazil, South Korea, UAE, Israel, Chile, India, Taiwan,, and Puerto Rico are examples of regions that have been sampled from before.

For these and regions in the U.S.A. that are less exposed (e.g. Alaska) I will generally curtail low entrants and unknown participants as a precluding factor for including tournaments simply to get an idea of what a tournament bracket/character make-up in that region might look like.

This has been beneficial, as certain countries have made some impact on larger scenes. The Nordic countries mentioned have a history of making some impact abroad in both Europe and America, meaning the data collection acquired was likely useful to some extent.

4.0: Character Results Information

Character Results

After a Category is determined by the TTS, character results are curated from these events, with point values applied to characters depending on their placements. Much of this is taken from this [older document](#) of mine.

Point Values (Points given to character based on placement)

-Category 5 = Top 64 used, points scale from 16 (1st) to 5 (49th)
-Category 4 = Top 32 used, points scale from 12 (1st) to 3 (25th)
-Category 3 = Top 16 used, points scale from 8 (1st) to 1 (13th)
-Category 2 = Top 8 used, points scale from 6 (1st) to 1 (7th)
-Category 1 = Top 4 used, points scale from 4 (1st) to 1 (4th)

Primary, Secondary, Dual, Tertiary

Primary Characters - synonymous with "Main" - get full point value.

Example:

Cosmos wins a Category 1 tournament using only Inkling. Per the point values chart, Inkling gets 4 points.

Secondary Characters - defined as characters used to win at least one set - get half of the value.

Example:

Cosmos places 1st at a Category 3 tournament. He defeated DarkShad 3-1. Cosmis's main is Inkling, but he won Game 4 with Corrin. Under this rule, this automatically qualifies Corrin to receive half the point value. In this case, Inkling would get 8 points per placement/category, while Corrin would get 4.

Dual Characters - This roughly describes two characters used at a similar rate throughout a tournament by one player. Both characters receive full point value.

Take the above example, but assume Cosmos used both Corrin and Inkling consistently throughout the tournament without a particular edge towards either. In these cases, which are

usually reserved for a small number of players, both characters would get the same point value. In the above example,Cosmos won a Category 3 tournament, therefore both Inkling and Corrin would receive 8 points.

Tertiary Characters - defined as characters used to win games in overall lost sets - get a quarter of the value.

Example:

Cosmos places 9th at a Category 5 tournament. He goes 2-3 vs. Tweek. Cosmo's main is Inkling, but he used Corrin in Game 4 - which he won. However, he lost game 5. Per getting 9th, his main (Inkling) would get 10 points. Under these rules, he would get 2.5, as in this hypothetical he did not acquire a set win in that circumstance. Had he won game 5, his Corrin would have been valued at 5 points since he won the set.