



HK716 CONTROLLED EDITION

FREE AGENCY RECRUITMENT DOSSIER

HK716 ESPORTS ENTERTAINMENT™ | BESIRM HOLDINGS



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Development prospect • Controlled flex / support AR • Xbox

Built from pain. Driven by purpose. Creating a legacy.

SOLI DEO GLORIA

A development prospect with proof of process

A recruiter-facing assessment built to present the player honestly: current production, measurable improvement, role fit, unknowns and a practical tryout recommendation.

Recruitment position

Hardknock716 is an experienced Ranked competitor seeking entry-level organized play, academy, community-league or developmental roster opportunities. The case is not built on inflated claims. It is built on persistence, a documented improvement system and a current Season 05 trend that is moving in the right direction.

- Recommended status: invite to a structured development tryout.
- Recommended role: controlled flex / support AR with objective and trade responsibilities.
- Recommended roster entry: development or substitute; starter status must be earned in team scrims.
- Primary recruiting value: coachability, maturity, accountability and evidence-based improvement.

**HARDKNOCK716**

HK716 ESPORTS ENTERTAINMENT™

PLATFORM**Xbox****CURRENT RANK****Gold I • 2520 SR****PROMOTION****Gold II at 2600****SEASON STATUS****76 games • 45 days****FREE AGENCY****Entry-level development teams**

RECRUITMENT RECOMMENDATION

Invite to a development tryout

This dossier supports an interview and structured tryout. It does not claim current starter-level readiness, professional status or verified team communication without VOD and scrim evidence.

Credibility boundaries

SUPPORTED BY CURRENT EVIDENCE

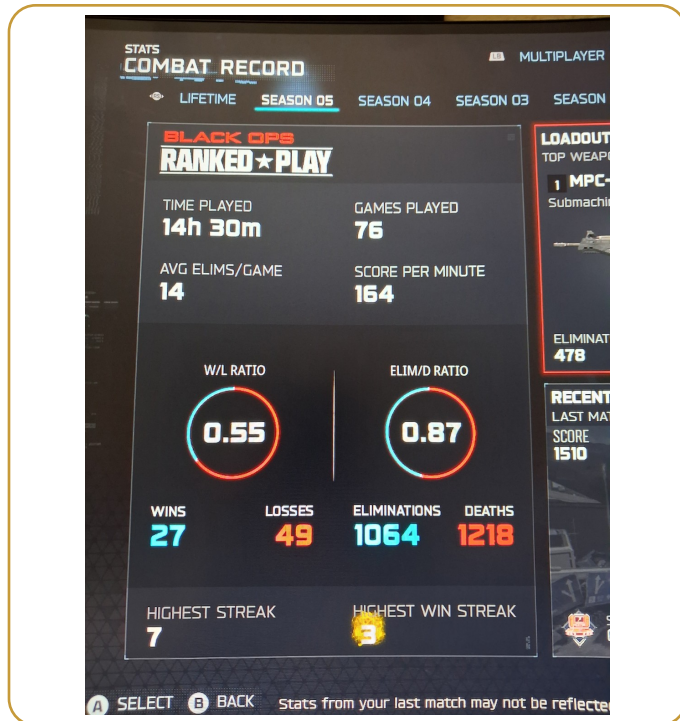
- Season 05 statistical improvement after the 24-game baseline.
- High-volume Ranked experience and consistent participation.
- Structured stop-loss, assessment and VOD-review process.
- Clear developmental role recommendation.

NOT YET VERIFIED

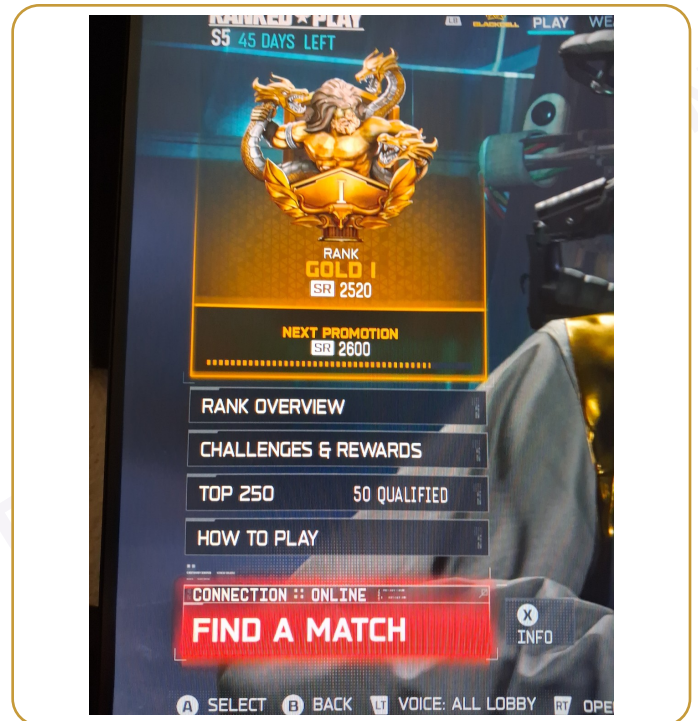
- Organized-team communication and in-game leadership.
- Scrim performance under assigned roles and set plays.
- Tournament readiness, latency and schedule fit.
- Consistency against coordinated opposition.

Current Season 05 evidence

The current snapshot combines the player-provided Combat Record and Ranked Play division screen. The report does not substitute estimates for fields the game does not display.



COMBAT RECORD • 76 GAMES



RANK START POINT • GOLD I, 2520 SR

RANK

Gold I

80 SR to Gold II

RECORD

27 - 49

35.5% win rate

ELIM / DEATH

0.87

1,064 / 1,218

SCORE / MINUTE

164

14 avg elims

TIME PLAYED

14h 30m

Season 05

W/L RATIO

0.55

27 wins / 49 losses

HIGHEST STREAK

7

Elimination streak

WIN STREAK

3

Best season run

CURRENT MARKET POSITION

The player is close to Gold II and should be marketed as a mature developmental prospect - not as a finished slayer. The strongest evidence is the direction of improvement and the documented process used to sustain it.

Career experience and current-season form

Lifetime data demonstrates persistence. Season 05 data shows better pace and efficiency than the career baseline, while win conversion remains the central developmental need.

METRIC	LIFETIME RECORD	SEASON 05 CURRENT	RECRUITER READING
Time played	20d 23h 31m	14h 30m	Substantial experience
Games played	2,773	76	Current sample is meaningful
Win / loss	978 / 1,660	27 / 49	Win conversion still below target
W/L ratio	0.59	0.55	Season approaching career baseline
Elim / death	0.80	0.87	Season efficiency improved
Score per minute	154	164	Higher current impact pace
Avg eliminations	12	14	More engagement output
Best streaks	9 kills / 7 wins	7 kills / 3 wins	Ceiling exists; consistency needed

POSITIVE SIGNAL

Efficiency is rising

Season 05 is running 0.07 above the lifetime E/D ratio and two eliminations per game above the career average.

CENTRAL GAP

Convert lives into wins

The current record remains below .500. Organized play should test whether assigned roles, trades and earlier rotations improve match conversion.

The 52-game improvement block

The current 76-game snapshot is compared with the prior 24-game Season 05 baseline. Difference calculations isolate Games 25-76; score-per-minute is an estimate because the displayed cumulative SPM is rounded.

Cumulative elimination ratio

0.78 at 24 games → 0.87 at 76 games



Cumulative W/L ratio

0.41 at 24 games → 0.55 at 76 games



Skill Rating

2335 SR → 2520 SR



Games 25-76: isolated performance block

GAMES

52

additional matches

RECORD

20 - 32

38.5% win rate

ELIM / DEATH

0.92

735 / 798

AVG ELIMINATIONS

14.1

15.3 deaths/game

WHAT IMPROVED

- Block E/D reached approximately 0.92.
- Block win rate reached 38.5%, above the 29.2% first-24 baseline.
- SR increased by 185 from the prior baseline snapshot.

PACE READING

- Estimated block SPM: about 159.
- Pace normalized from the early 177 SPM spike.
- Efficiency improved while maintaining 14+ eliminations per game.

SCOUTING INTERPRETATION

The trend supports a tryout because the player is becoming more efficient over a larger sample. It does not prove organized-team readiness; that question must be answered through comms, role execution and scrim review.

Recommended role: controlled flex / support AR

The available evidence does not support marketing the player as a full-time entry SMG. It supports an information-first competitor who can stabilize pace, support trades and perform unglamorous jobs.

PRIMARY IDENTITY

Controlled flex / support AR

Main-AR foundation • Rotational anchor • Information and trade player

RECOMMENDED ROSTER ENTRY: DEVELOPMENT OR SUBSTITUTE

Hardpoint

Rotate early, hold useful lanes, preserve spawn value, trade the entry player and avoid late hero pushes.

Control

Support coordinated breaks, protect life advantage, lock crossfires and stop feeding after teammates fall.

Search & Destroy

Gather information, protect bomb routes, trade the carrier and avoid unsupported first-contact routes.

Role constraints for tryouts

- Do not evaluate him solely as an entry slayer.
- Do test role discipline after a correction, trade spacing and rotation timing.
- Require a named job before every weapon or role change.

Evidence-backed evaluation

Scores represent current recruiting evidence, not permanent ability. “Pending” means the category cannot be rated responsibly without team VOD or live scrim observation.

CATEGORY	CURRENT	CONFIDENCE	EVIDENCE
Coachability	9 / 10	High	Requests formal assessment, stop-loss review and VOD-based correction.
Competitive discipline	8 / 10	High	Uses a two-loss stop rule and session checkpoints to reduce tilt queueing.
Experience / persistence	9 / 10	High	2,773 career games and more than 20 days of Ranked play.
Mechanical efficiency	6 / 10	High	0.87 current E/D; later 52-game block approximately 0.92.
Role discipline	6 / 10	Medium	Support/flex identity is defined; execution needs organized validation.
Win conversion	5 / 10	High	35.5% cumulative season win rate; 38.5% in the later block.
Communication	Pending	Low	No reliable team-communications VOD has been reviewed.
Organized-play readiness	5 / 10	Medium	Appropriate for entry-level tryout; not represented as starter-ready.

OVERALL RECRUITMENT GRADE

Development Tryout - Recommended

Best use: structured, role-specific tryout with a coach who will evaluate communication, spacing and response to feedback rather than a single public-match scoreboard.

Strengths, unknowns and controls

A credible free-agent packet should make recruiting risk visible. The player's strongest differentiator is not a claim of elite mechanics; it is the willingness to manage risk and document improvement.

Recruitment strengths

Mature competitor

Approaches losses as review data rather than a reason to chase SR.

Coachable process

Requests direct assessment and plans to capture stream footage for film review.

Persistence

Has continued through a large Ranked sample and difficult results.

Content value

A transparent 50+ development journey can create audience connection without replacing performance standards.

Recruiting unknowns to verify

- Live communication clarity and listening.
- Map rotations against coordinated teams.
- Connection quality and event schedule fit.
- Role flexibility without frustration.
- Eligibility under the target league rulebook.

CONTROLS ALREADY IN USE

- Two-consecutive-loss session stop.
- Role-first weapon selection.
- Post-match stat screenshots.
- Death labeling and VOD review plan.
- No SR chasing after tilt signals.

RISK-BALANCED RECOMMENDATION

Offer a no-guarantee development tryout with explicit role tasks, two evaluators and a short feedback loop. The player's response to the first correction should carry more weight than his first-map stat line.

Where this prospect fits best

The packet is intended for teams that value development, structure and culture. It is not positioned for organizations seeking an immediate elite slayer or a proven Challengers veteran.

TEAM ENVIRONMENT	FIT	WHY
Entry-level community league	High	Appropriate competition level and opportunity to learn coordinated systems.
Development academy	High	Coachability and documented review habits are the primary value proposition.
40+ or veteran-focused roster	High	Strong narrative fit while maintaining performance accountability.
Substitute / flex role	High	Allows role learning and lower-risk integration into team systems.
Immediate starting slayer role	Low	Current E/D and organized-play evidence do not support this claim.
High-level Challengers roster	Low	Requires proven scrim, comms and tournament performance not yet available.

Recommended first-team usage

- Begin as a development player or substitute with a defined AR/flex job.
- Use him in set rotations and trade responsibilities before asking for entry pace.
- Review one respawn and one Search & Destroy VOD after every practice block.
- Reassess starter consideration only after communication and role execution are verified.

A fair three-stage evaluation

The tryout should measure the things an entry-level roster actually needs: fundamentals, communication, teamwork, coachability, reliability and composure.

01

Baseline scrim

Two maps in the recommended role. Capture full comms and record positioning, rotations, trades and objective decisions.

02

Correction test

Give two specific coaching points, then repeat a comparable map. Grade the speed and accuracy of application.

03

Role-pressure test

Assign a less comfortable responsibility without changing the player's core identity. Evaluate composure and listening.

Recommended scoring weights

Mode fundamentals		20%	Communication		20%
Mechanical ability		15%	Teamwork / trades		15%
Coachability		15%	Reliability		10%
Composure		5%			

PASS STANDARD

No single K/D line determines the result. A pass means useful communication, role execution, reliable attendance and visible application of feedback.

30 / 60 / 90-day plan

Targets are checkpoints, not promises. The purpose is to create a measurable path from public Ranked improvement to organized-team evidence.

30 DAYS

- Reach and stabilize at Gold II; continue toward Gold III.
- Maintain cumulative E/D at 0.88+ and target 0.95+ in selected 10-match blocks.
- Capture at least three full-match VODs with comms.
- Apply the two-loss stop rule without exception.

60 DAYS

- Complete structured scrims in the support AR / flex role.
- Demonstrate early rotations and trade spacing on review.
- Target 45%+ win rate across a defined development block.
- Create a coach-reviewed clip library of corrections applied.

90 DAYS

- Make a roster-readiness decision based on scrim and VOD evidence.
- Hold a stable assigned role without frustration-driven switching.
- Complete at least one organized league or tournament evaluation.
- Update this dossier with verified comms and team-play grades.

DECISION RULE

Promotion, roster status and future claims must follow evidence. Public rank alone is not a substitute for communication, role execution or competitive integrity.

A disciplined public story

The player's story can help an entry-level organization create meaningful content, but the content narrative should support - never replace - competitive standards.

PUBLIC POSITIONING

The veteran development journey

A 50+ competitor returning after a long gaming absence, documenting the work required to move from public Ranked play into organized competition.

CONTENT SHOULD SHOW PROCESS: REVIEW • CORRECTION • DISCIPLINE • PROGRESS

Content opportunities

- Road to Ranked / Road to League series.
- Film Room: mistakes, corrections and improvement.
- 50+ gamer and return-to-competition community.
- Tryout preparation and role-learning episodes.
- Transparent season reports with controlled branding.

Brand safeguards

- Use only approved logos, footage and music.
- Obtain separate written image/likeness permission.
- Do not promise roster status, pay or sponsorship verbally.
- Separate personal story from private medical information.
- Preserve VOD originals and source dates.

TEAM VALUE BEYOND THE SCOREBOARD

Accountable culture + authentic audience connection

For the right entry-level organization, Hardknock716 can contribute a mature locker-room presence, a transparent development story and a willingness to participate in VOD review. Those strengths should be evaluated alongside - not instead of - competitive performance.

Hardknock716 - free agent snapshot

Development prospect • Controlled flex / support AR • Xbox • Gold I, 2520 SR



HARDKNOCK716

HK716 ESPORTS ENTERTAINMENT™

CURRENT RANK

Gold I • 2520 SR

NEXT PROMOTION

Gold II • 2600 SR

RECOMMENDED ROLE

Controlled flex / support AR

76

GAMES

0.87

E/D

164

SPM

35.5%

WIN RATE

+185

SR VS 24-GAME BASELINE

WHY INVITE HIM

- Later 52-game block improved to approximately 0.92 E/D.
- Documented stop-loss and self-review discipline.
- High-volume Ranked experience and mature communication potential.
- Willing to enter through a development or substitute role.

WHAT THE TRYOUT MUST VERIFY

- Live comms, listening and callout quality.
- Rotations and trade spacing in team systems.
- Consistency against coordinated opponents.
- Schedule, connection and league eligibility.

RECOMMENDED ACTION

Invite to a structured development tryout

Recruitment contact: HK716 Esports Entertainment / Hardknock716 direct inquiry

VOD and communications evidence: to be supplied as the capture archive is established.

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STATISTICAL DISCLAIMER

Statistics are transcribed from player-provided in-game screenshots and prior controlled assessments. Displayed in-game values may be rounded or delayed. The Games 25-76 SPM is an estimate derived from rounded cumulative values. Recruiters should verify current status at tryout.

AI ASSISTANCE DISCLOSURE

Artificial intelligence was used as an editorial, analytical and layout tool. The player remains responsible for approving the final representations before external distribution.

SOURCE RECORD

Current 76-game Combat Record and Gold I 2520 SR screenshots; controlled 24-game Season 05 and competitive career assessments.

DOCUMENT CONTROL

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INTEGRITY VERIFICATION

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