



ECEL PRO Championship

GROUP STAGE | Group A

12 teams | 3 maps | ECEL Platform

Rank	Team	 Bermuda Expected vs they got	 Kalahari Expected vs they got	 Purgatory Expected vs they got	After all maps Average place total kills standing
1	 Unexpected  Serbia	Expected finish 1 9.6 kills 15.9 pts They got 10 kills place 3 MATCH	Expected finish 1 10.5 kills 17.7 pts They got 5 kills place 8 BELOW	Expected finish 4 8.6 kills 14.8 pts They got 0 kills place 6 BELOW	Expected to finish 1 28.7 kills 48.4 pts They got table 8 15 kills 31 pts Standing expected 1 actual 8 BELOW
2	 IMESSDIATO  Greece	Expected finish 2 8.2 kills 13.5 pts They got 8 kills place 5 PERFORMANCE	Expected finish 3 7.9 kills 12.4 pts They got 11 kills place 5 PERFORMANCE	Expected finish 6 8.4 kills 13.2 pts They got 2 kills place 9 BELOW	Expected to finish 2 24.5 kills 39.1 pts They got table 6 21 kills 35 pts Standing expected 2 actual 6 BELOW
3	 RED FLOGA  Greece	Expected finish 3 4.6 kills 9.6 pts They got 18 kills place 9 PERFORMANCE	Expected finish 4 7.7 kills 12.3 pts They got 27 kills place 3 PERFORMANCE	Expected finish 2 11 kills 16 pts They got 24 kills place 1 PERFORMANCE	Expected to finish 3 23.3 kills 37.9 pts They got table 1 69 kills 91 pts Standing expected 3 actual 1 PERFORMANCE
4	 F4NTIN  Spain	Expected finish 4 4.7 kills 6.7 pts They got 14 kills place 1 PERFORMANCE	Expected finish 2 7.6 kills 12.8 pts They got 14 kills place 2 PERFORMANCE	Expected finish 3 9.1 kills 15.2 pts They got 6 kills place 5 BELOW	Expected to finish 4 21.4 kills 34.7 pts They got table 3 34 kills 61 pts Standing expected 4 actual 3 PERFORMANCE
5	 AK 47 Esports  Pakistan	Expected finish - They got 9 kills place 2	Expected finish - They got 20 kills place 1	Expected finish 1 14.5 kills 25 pts They got 9 kills place 2 BELOW	Expected to finish 5 14.5 kills 25 pts They got table 2 38 kills 68 pts Standing expected 5 actual 2 PERFORMANCE
6	 NEXUS  Greece	Expected finish - They got 10 kills place 7	Expected finish - They got 14 kills place 10	Expected finish 5 12 kills 14.5 pts They got 14 kills place 3 MATCH	Expected to finish 6 12 kills 14.5 pts They got table 4 38 kills 51 pts Standing expected 6 actual 4 PERFORMANCE
7	 LYNX ESPORTS  Spain	Expected finish - They got 13 kills place 4	Expected finish - They got 4 kills place 9	Expected finish 7 8.5 kills 13 pts They got 14 kills place 7 PERFORMANCE	Expected to finish 7 8.5 kills 13 pts They got table 5 31 kills 44 pts Standing expected 7 actual 5 PERFORMANCE
8	 SUPER X STARS  Albania	Expected finish - They got 10 kills place 8	Expected finish - They got 2 kills place 4	Expected finish 8 6 kills 11 pts They got 6 kills place 8 MATCH	Expected to finish 8 6 kills 11 pts They got table 7 18 kills 31 pts Standing expected 8 actual 7 PERFORMANCE
9	 EXPERTS  Romania	Expected finish - They got 5 kills place 6	Expected finish - They got 4 kills place 11	Expected finish 9 4.5 kills 7 pts They got 1 kills place 11 BELOW	Expected to finish 9 4.5 kills 7 pts They got table 9 10 kills 15 pts Standing expected 9 actual 9 MATCH
10	 VORTEX GAMING  Spain	Expected finish - They got 6 kills place 10	Expected finish - They got 1 kills place 7	Expected finish 10 3.5 kills 6 pts They got 0 kills place 12 BELOW	Expected to finish 10 3.5 kills 6 pts They got table 11 7 kills 12 pts Standing expected 10 actual 11 BELOW
11	 MC PLAY  Romania	Expected finish - They got 0 kills place 11	Expected finish - They got 4 kills place 6	Expected finish 11 2 kills 4.5 pts They got 3 kills place 10 MATCH	Expected to finish 11 2 kills 4.5 pts They got table 10 7 kills 13 pts Standing expected 11 actual 10 PERFORMANCE
12	 UNKNOWN RO  Romania	Expected finish - They got 0 kills place 12	Expected finish - They got 0 kills place 12	Expected finish 12 0 kills 0 pts They got 2 kills place 4 PERFORMANCE	Expected to finish 12 0 kills 0 pts They got table 12 2 kills 9 pts Standing expected 12 actual 12 MATCH

Expected is what the platform thinks this team should do on that map, from their circuit history. They got is the real result. MATCH = on expectation. PERFORMANCE = above. BELOW = under. Place slack +/-2, kill slack +/-3. Grey means not enough history - need 2 games. Expected finish is current form: real matches only, last games any map, place points (BOOYAH max 12) plus kills, newer and bigger cups weigh more, 40% vs tonight's lobby when they already played. Actual standing is the official table. Nothing is invented.