

ECEL PRO Championship

CROSS GROUP STAGE | BxE

18 teams | 2 maps | ECEL Platform

Rank	Team	<div> Bermuda Expected vs they got</div>	<div> Nexterra Expected vs they got</div>	After all maps Average place total kills standing
1	<div>NEXUS  Greece</div>	Expected finish 1 15.4 kills 21.5 pts No result saved	Expected finish 2 12.7 kills 17.7 pts No result saved	Expected to finish 1 28.1 kills 39.2 pts They got table 12 0 pts Standing expected 1 actual 12 BELOW
2	<div>F4NTIN  Spain</div>	Expected finish 2 9.7 kills 16.6 pts They got 21 kills place 1 PERFORMANCE	Expected finish 1 11.7 kills 19.7 pts They got 12 kills place 5 BELOW	Expected to finish 2 21.4 kills 36.3 pts They got table 1 33 kills 51 pts Standing expected 2 actual 1 PERFORMANCE
3	<div>IMESSDIATO  Greece</div>	Expected finish 3 10.4 kills 16.3 pts They got 10 kills place 3 MATCH	Expected finish 3 11 kills 17.5 pts They got 17 kills place 7 PERFORMANCE	Expected to finish 3 21.4 kills 33.8 pts They got table 2 27 kills 39 pts Standing expected 3 actual 2 PERFORMANCE
4	<div>E7 LINE  France</div>	Expected finish 4 9.6 kills 16.2 pts No result saved	Expected finish 4 9.6 kills 16.2 pts No result saved	Expected to finish 4 19.2 kills 32.4 pts Maps still in progress Standing expected 4
5	<div>AK 47 Esports  Pakistan</div>	Expected finish 5 9.2 kills 15.1 pts No result saved	Expected finish 5 9.2 kills 15.1 pts No result saved	Expected to finish 5 18.4 kills 30.2 pts Maps still in progress Standing expected 5
6	<div>AURORA ESPORTS  Romania</div>	Expected finish 6 9.2 kills 14.9 pts No result saved	Expected finish 6 9.2 kills 14.9 pts No result saved	Expected to finish 6 18.4 kills 29.8 pts Maps still in progress Standing expected 6
7	<div>DraveX  India</div>	Expected finish 7 7.6 kills 13.9 pts They got 4 kills place 5 BELOW	Expected finish 8 7 kills 13.4 pts They got 15 kills place 2 PERFORMANCE	Expected to finish 7 14.6 kills 27.3 pts They got table 3 19 kills 34 pts Standing expected 7 actual 3 PERFORMANCE
8	<div>RED FLOGA CB  Greece</div>	Expected finish 8 7.3 kills 12.7 pts They got 15 kills place 4 PERFORMANCE	Expected finish 7 8.7 kills 14.4 pts They got 4 kills place 4 BELOW	Expected to finish 8 16 kills 27.1 pts They got table 4 19 kills 33 pts Standing expected 8 actual 4 PERFORMANCE
9	<div>SPR Esports  Greece</div>	Expected finish 12 7.4 kills 11.3 pts No result saved	Expected finish 9 7.4 kills 11.3 pts No result saved	Expected to finish 9 14.8 kills 22.6 pts Maps still in progress Standing expected 9
10	<div>Desi Boys  France</div>	Expected finish 9 5.8 kills 12 pts They got 0 kills place 8 BELOW	Expected finish 10 4.9 kills 10.5 pts They got 1 kills place 8 BELOW	Expected to finish 10 10.7 kills 22.5 pts They got table 8 1 kills 7 pts Standing expected 10 actual 8 PERFORMANCE
11	<div>MAS FUERTE  Kazakhstan</div>	Expected finish 10 7 kills 11.4 pts They got 0 kills place 6 BELOW	Expected finish 11 5.8 kills 10.3 pts They got 10 kills place 1 PERFORMANCE	Expected to finish 11 12.8 kills 21.7 pts They got table 6 10 kills 27 pts Standing expected 11 actual 6 PERFORMANCE
12	<div>LYNX ESPORTS  Spain</div>	Expected finish 11 7 kills 11.4 pts No result saved	Expected finish 15 5.7 kills 9.3 pts No result saved	Expected to finish 12 12.7 kills 20.7 pts They got table 10 0 pts Standing expected 12 actual 10 PERFORMANCE
13	<div>LYONS  Spain</div>	Expected finish 13 4.2 kills 10.3 pts No result saved	Expected finish 12 4.2 kills 10.3 pts No result saved	Expected to finish 13 8.4 kills 20.6 pts Maps still in progress Standing expected 13
14	<div>HEROES  Romania</div>	Expected finish 14 4.7 kills 10.1 pts No result saved	Expected finish 14 4.7 kills 10.1 pts No result saved	Expected to finish 14 9.4 kills 20.2 pts Maps still in progress Standing expected 14
15	<div>ASCEND ECHOES  United Kingdom</div>	Expected finish 16 5.7 kills 8.8 pts They got 7 kills place 2 PERFORMANCE	Expected finish 13 6 kills 10.1 pts They got 7 kills place 3 PERFORMANCE	Expected to finish 15 11.7 kills 18.9 pts They got table 5 14 kills 31 pts Standing expected 15 actual 5 PERFORMANCE
16	<div>ECEL ESPORTS  Romania</div>	Expected finish 15 4.9 kills 9 pts They got 1 kills place 7 BELOW	Expected finish 16 4.4 kills 8.5 pts They got 8 kills place 6 PERFORMANCE	Expected to finish 16 9.3 kills 17.5 pts They got table 7 9 kills 18 pts Standing expected 16 actual 7 PERFORMANCE
17	<div>FOUR TWEN  Romania</div>	Expected finish 17 4.4 kills 7.7 pts No result saved	Expected finish 17 3.4 kills 6.5 pts No result saved	Expected to finish 17 7.8 kills 14.2 pts They got table 9 0 pts Standing expected 17 actual 9 PERFORMANCE
18	<div>MAF WARRIORS  Romania</div>	Expected finish 18 1 kills 4.1 pts No result saved	Expected finish 18 0.8 kills 3.4 pts No result saved	Expected to finish 18 1.8 kills 7.5 pts They got table 11 0 pts Standing expected 18 actual 11 PERFORMANCE

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.