EXPECTATIONS LEADERBOARD

# ECEL PRO Championship

CROSS GROUP STAGE | AxE

12 teams | 2 maps | ECEL Platform

| Rank | Team | Purgatory<br>Expected vs they got | Kalahari<br>Expected vs they got | After all maps<br>Average place \| total kills \| standing |
|---|---|---|---|---|
| 1 | **F4NTIN**<br>Spain | **Expected finish 1 \| 14.5 kills \| 23.8 pts**<br>They got 16 kills \| place 1<br>MATCH | **Expected finish 1 \| 12.4 kills \| 20.6 pts**<br>They got 24 kills \| place 1<br>PERFORMANCE | **Expected to finish 1 \| 26.9 kills \| 44.4 pts**<br>They got table 1 \| 40 kills \| 64 pts<br>Standing expected 1 \| actual 1<br>MATCH |
| 2 | **NEXUS**<br>Greece | **Expected finish 2 \| 12.7 kills \| 17.7 pts**<br>No result saved | **Expected finish 2 \| 12.7 kills \| 17.7 pts**<br>No result saved | **Expected to finish 2 \| 25.4 kills \| 35.4 pts**<br>They got table 11 \| 0 pts<br>Standing expected 2 \| actual 11<br>BELOW |
| 3 | **E7 LINE**<br>France | **Expected finish 3 \| 9.2 kills \| 16.1 pts**<br>They got 2 kills \| place 5<br>BELOW | **Expected finish 3 \| 9.6 kills \| 16.2 pts**<br>They got 7 kills \| place 3<br>MATCH | **Expected to finish 3 \| 18.8 kills \| 32.3 pts**<br>They got table 6 \| 9 kills \| 23 pts<br>Standing expected 3 \| actual 6<br>BELOW |
| 4 | **AURORA ESPORTS**<br>Romania | **Expected finish 4 \| 7.9 kills \| 13.3 pts**<br>They got 1 kills \| place 6<br>BELOW | **Expected finish 5 \| 9.2 kills \| 14.9 pts**<br>They got 2 kills \| place 5<br>BELOW | **Expected to finish 4 \| 17.1 kills \| 28.2 pts**<br>They got table 9 \| 3 kills \| 14 pts<br>Standing expected 4 \| actual 9<br>BELOW |
| 5 | **AK 47 Esports**<br>Pakistan | **Expected finish 5 \| 7.5 kills \| 12.5 pts**<br>They got 12 kills \| place 3<br>PERFORMANCE | **Expected finish 4 \| 9.2 kills \| 15.1 pts**<br>They got 5 kills \| place 6<br>BELOW | **Expected to finish 5 \| 16.7 kills \| 27.6 pts**<br>They got table 5 \| 17 kills \| 30 pts<br>Standing expected 5 \| actual 5<br>MATCH |
| 6 | **MAS FUERTE**<br>Kazakhstan | **Expected finish 6 \| 6.2 kills \| 12 pts**<br>They got 1 kills \| place 8<br>BELOW | **Expected finish 6 \| 6.4 kills \| 12 pts**<br>They got 5 kills \| place 4<br>MATCH | **Expected to finish 6 \| 12.6 kills \| 24 pts**<br>They got table 7 \| 6 kills \| 16 pts<br>Standing expected 6 \| actual 7<br>BELOW |
| 7 | **SPR Esports**<br>Greece | **Expected finish 7 \| 7.7 kills \| 11.5 pts**<br>No result saved | **Expected finish 7 \| 7.7 kills \| 11.5 pts**<br>No result saved | **Expected to finish 7 \| 15.4 kills \| 23 pts**<br>They got table 12 \| 0 pts<br>Standing expected 7 \| actual 12<br>BELOW |
| 8 | **ASCEND ECHOES**<br>United Kingdom | **Expected finish 8 \| 6.9 kills \| 11.5 pts**<br>They got 8 kills \| place 4<br>PERFORMANCE | **Expected finish 8 \| 6.1 kills \| 10.8 pts**<br>They got 12 kills \| place 7<br>PERFORMANCE | **Expected to finish 8 \| 13 kills \| 22.3 pts**<br>They got table 4 \| 20 kills \| 31 pts<br>Standing expected 8 \| actual 4<br>PERFORMANCE |
| 9 | **LYONS**<br>Spain | **Expected finish 10 \| 4.4 kills \| 10.1 pts**<br>They got 29 kills \| place 1<br>PERFORMANCE | **Expected finish 9 \| 4.2 kills \| 10.3 pts**<br>They got 12 kills \| place 3<br>PERFORMANCE | **Expected to finish 9 \| 8.6 kills \| 20.4 pts**<br>They got table 2 \| 41 kills \| 61 pts<br>Standing expected 9 \| actual 2<br>PERFORMANCE |
| 10 | **ECEL ESPORTS**<br>Romania | **Expected finish 9 \| 6.1 kills \| 10.9 pts**<br>They got 11 kills \| place 2<br>PERFORMANCE | **Expected finish 12 \| 5.1 kills \| 9.2 pts**<br>They got 12 kills \| place 2<br>PERFORMANCE | **Expected to finish 10 \| 11.2 kills \| 20.1 pts**<br>They got table 3 \| 23 kills \| 41 pts<br>Standing expected 10 \| actual 3<br>PERFORMANCE |
| 11 | **HEROES**<br>Romania | **Expected finish 11 \| 4.6 kills \| 9.5 pts**<br>They got 4 kills \| place 7<br>BELOW | **Expected finish 10 \| 4.7 kills \| 10.1 pts**<br>They got 3 kills \| place 8<br>MATCH | **Expected to finish 11 \| 9.3 kills \| 19.6 pts**<br>They got table 8 \| 7 kills \| 14 pts<br>Standing expected 11 \| actual 8<br>PERFORMANCE |
| 12 | **LYNX ESPORTS**<br>Spain | **Expected finish 12 \| 5.7 kills \| 9.3 pts**<br>No result saved | **Expected finish 11 \| 5.7 kills \| 9.3 pts**<br>No result saved | **Expected to finish 12 \| 11.4 kills \| 18.6 pts**<br>They got table 10 \| 0 pts<br>Standing expected 12 \| actual 10<br>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.