



EXPECTATIONS LEADERBOARD

ECEL PRO Championship

CROSS GROUP STAGE | AxE

12 teams | 2 maps | ECEL Platform

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