

ECEL PRO Championship

CROSS GROUP STAGE | CxE

18 teams | 2 maps | ECEL Platform

| Rank | Team                                                                                                                                                                                                           |  <b>Kalahari</b><br>Expected vs they got |  <b>Solara</b><br>Expected vs they got | <b>After all maps</b><br>Average place   total kills   standing                                                                                       |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    |  <b>F4NTIN</b><br> Spain                     | <b>Expected finish 1   15.2 kills   24.6 pts</b><br>They got 7 kills   place 4<br><b>BELOW</b>                            | <b>Expected finish 1   14.2 kills   23.3 pts</b><br>They got 12 kills   place 4<br><b>BELOW</b>                           | <b>Expected to finish 1   29.4 kills   47.9 pts</b><br>They got table 3   19 kills   33 pts<br>Standing expected 1   actual 3<br><b>BELOW</b>         |
| 2    |  <b>E7 LINE</b><br> France                   | <b>Expected finish 3   9.1 kills   16.5 pts</b><br>No result saved                                                        | <b>Expected finish 2   9.1 kills   16.5 pts</b><br>No result saved                                                        | <b>Expected to finish 2   18.2 kills   33 pts</b><br>Maps still in progress<br>Standing expected 2                                                    |
| 3    |  <b>NIGHT HAWKS</b><br> Bangladesh           | <b>Expected finish 2   10.3 kills   16.8 pts</b><br>They got 5 kills   place 8<br><b>BELOW</b>                            | <b>Expected finish 4   9.3 kills   15.3 pts</b><br>They got 2 kills   place 7<br><b>BELOW</b>                             | <b>Expected to finish 3   19.6 kills   32.1 pts</b><br>They got table 7   7 kills   14 pts<br>Standing expected 3   actual 7<br><b>BELOW</b>          |
| 4    |  <b>NEXUS</b><br> Greece                     | <b>Expected finish 4   10.5 kills   14.7 pts</b><br>They got 16 kills   place 3<br><b>PERFORMANCE</b>                     | <b>Expected finish 3   11.3 kills   16.1 pts</b><br>They got 17 kills   place 5<br><b>PERFORMANCE</b>                     | <b>Expected to finish 4   21.8 kills   30.8 pts</b><br>They got table 2   33 kills   47 pts<br>Standing expected 4   actual 2<br><b>PERFORMANCE</b>   |
| 5    |  <b>LYONS</b><br> Spain                      | <b>Expected finish 5   8 kills   14.6 pts</b><br>No result saved                                                          | <b>Expected finish 6   8 kills   14.6 pts</b><br>No result saved                                                          | <b>Expected to finish 5   16 kills   29.2 pts</b><br>Maps still in progress<br>Standing expected 5                                                    |
| 6    |  <b>SX7</b><br> Spain                        | <b>Expected finish 9   7.6 kills   12.6 pts</b><br>They got 23 kills   place 1<br><b>PERFORMANCE</b>                      | <b>Expected finish 5   8.9 kills   14.6 pts</b><br>They got 15 kills   place 1<br><b>PERFORMANCE</b>                      | <b>Expected to finish 6   16.5 kills   27.2 pts</b><br>They got table 1   38 kills   62 pts<br>Standing expected 6   actual 1<br><b>PERFORMANCE</b>   |
| 7    |  <b>AURORA ESPORTS</b><br> Romania           | <b>Expected finish 6   7.9 kills   13.6 pts</b><br>No result saved                                                        | <b>Expected finish 8   7.9 kills   13.6 pts</b><br>No result saved                                                        | <b>Expected to finish 7   15.8 kills   27.2 pts</b><br>Maps still in progress<br>Standing expected 7                                                  |
| 8    |  <b>SUPER X STARS</b><br> Albania         | <b>Expected finish 7   8.7 kills   13.5 pts</b><br>They got 6 kills   place 5<br><b>MATCH</b>                             | <b>Expected finish 7   8.9 kills   13.6 pts</b><br>They got 7 kills   place 3<br><b>PERFORMANCE</b>                       | <b>Expected to finish 8   17.6 kills   27.1 pts</b><br>They got table 6   13 kills   27 pts<br>Standing expected 8   actual 6<br><b>PERFORMANCE</b>   |
| 9    |  <b>AK 47 Esports</b><br> Pakistan       | <b>Expected finish 8   7.9 kills   12.9 pts</b><br>No result saved                                                        | <b>Expected finish 9   7.9 kills   12.9 pts</b><br>No result saved                                                        | <b>Expected to finish 9   15.8 kills   25.8 pts</b><br>Maps still in progress<br>Standing expected 9                                                  |
| 10   |  <b>ECEL ESPORTS</b><br> Romania         | <b>Expected finish 11   7 kills   11.8 pts</b><br>They got 9 kills   place 2<br><b>PERFORMANCE</b>                        | <b>Expected finish 10   7 kills   12.3 pts</b><br>They got 5 kills   place 6<br><b>BELOW</b>                              | <b>Expected to finish 10   14 kills   24.1 pts</b><br>They got table 5   14 kills   28 pts<br>Standing expected 10   actual 5<br><b>PERFORMANCE</b>   |
| 11   |  <b>ASCEND ECHOES</b><br> United Kingdom | <b>Expected finish 10   7.4 kills   12.3 pts</b><br>They got 2 kills   place 7<br><b>BELOW</b>                            | <b>Expected finish 11   6.7 kills   11.7 pts</b><br>They got 0 kills   place 8<br><b>BELOW</b>                            | <b>Expected to finish 11   14.1 kills   24 pts</b><br>They got table 8   2 kills   9 pts<br>Standing expected 11   actual 8<br><b>PERFORMANCE</b>     |
| 12   |  <b>SPR Esports</b><br> Greece           | <b>Expected finish 12   7 kills   10.5 pts</b><br>No result saved                                                         | <b>Expected finish 12   7 kills   10.5 pts</b><br>No result saved                                                         | <b>Expected to finish 12   14 kills   21 pts</b><br>Maps still in progress<br>Standing expected 12                                                    |
| 13   |  <b>MAS FUERTE</b><br> Kazakhstan        | <b>Expected finish 13   5 kills   10.3 pts</b><br>They got 10 kills   place 6<br><b>PERFORMANCE</b>                       | <b>Expected finish 13   5.2 kills   10.4 pts</b><br>They got 5 kills   place 2<br><b>PERFORMANCE</b>                      | <b>Expected to finish 13   10.2 kills   20.7 pts</b><br>They got table 4   15 kills   29 pts<br>Standing expected 13   actual 4<br><b>PERFORMANCE</b> |
| 14   |  <b>CRG</b><br> Pakistan                 | <b>Expected finish 14   4.5 kills   10 pts</b><br>No result saved                                                         | <b>Expected finish 14   4.5 kills   10 pts</b><br>No result saved                                                         | <b>Expected to finish 14   9 kills   20 pts</b><br>Maps still in progress<br>Standing expected 14                                                     |
| 15   |  <b>DRAGON E SPORTS</b><br> Romania      | <b>Expected finish 15   4.7 kills   9.8 pts</b><br>They got 0 kills   place 9<br><b>BELOW</b>                             | <b>Expected finish 16   4 kills   8.8 pts</b><br>No result saved                                                          | <b>Expected to finish 15   8.7 kills   18.6 pts</b><br>They got table 9   0 kills   2 pts<br>Standing expected 15   actual 9<br><b>PERFORMANCE</b>    |
| 16   |  <b>HEROES</b><br> Romania               | <b>Expected finish 16   4.3 kills   9.2 pts</b><br>No result saved                                                        | <b>Expected finish 15   4.3 kills   9.2 pts</b><br>No result saved                                                        | <b>Expected to finish 16   8.6 kills   18.4 pts</b><br>Maps still in progress<br>Standing expected 16                                                 |
| 17   |  <b>WWX Squad</b><br> Turkey             | <b>Expected finish 17   5.3 kills   7.8 pts</b><br>No result saved                                                        | <b>Expected finish 17   5.3 kills   7.8 pts</b><br>No result saved                                                        | <b>Expected to finish 17   10.6 kills   15.6 pts</b><br>Maps still in progress<br>Standing expected 17                                                |
| 18   |  <b>LYNX ESPORTS</b><br> Spain           | <b>Expected finish 18   4 kills   7.1 pts</b><br>No result saved                                                          | <b>Expected finish 18   4 kills   7.1 pts</b><br>No result saved                                                          | <b>Expected to finish 18   8 kills   14.2 pts</b><br>Maps still in progress<br>Standing expected 18                                                   |

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.