

## Round 1

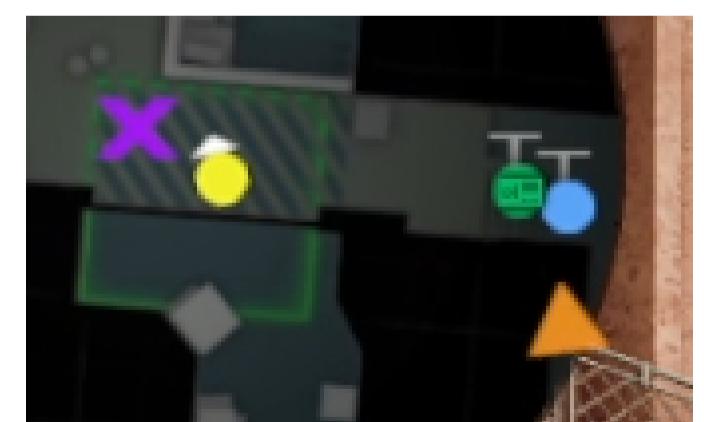
Team Comms: Go B (Then quickly decided to go Short)



"RUSH B" but Blue and Green (With Bomb) decides to fight Mid Doors despite the Push.



Ideally, it was unnecessary to push without trade death/kill potential.



Pushing (Me and Yellow) and not waiting 2/3 seconds longer forced the man advantage to CT side too early

This led to a 1:3 K:D ratio (1 kill per 3 deaths) which isn't good to a pistol round.

Orange was put into a 1v4 clutch and was able to only trade 2 kills of 4

## Round 2

Lost a early man-advantage (5 T - 4 CT ).

Team mates were too exposed in the open which made trade duels easier for the CT side (Different levels)



Due to 2 dying quickly, this made the CT have 3 trade duels to guarantee the round:



### Trade Duel 1: Green

**CT:** Safe in cover, in his angle favour

**T:** Exposed in open, could be traded from A Ramp/Spawn

### Trade Duel 2: Blue

**CT:** Although exposed, as easy close over from a wall and cover near A, has higher ground trade potential

**T:** Exposed in open, could be traded from 3 angles

### Trade Duel 3: Yellow

**CT:** Has angle advantage over Yellow

**T:** Too many trade kills against his favour

## Round 3

Starting the round with a man advantage



Was able to gain Mid control as CT showed no aggression or hints they were guarding it.

Known - *likely* - they are setup in the old dust 2 default CT position, it was easy to pressure B as there should be 1 only there



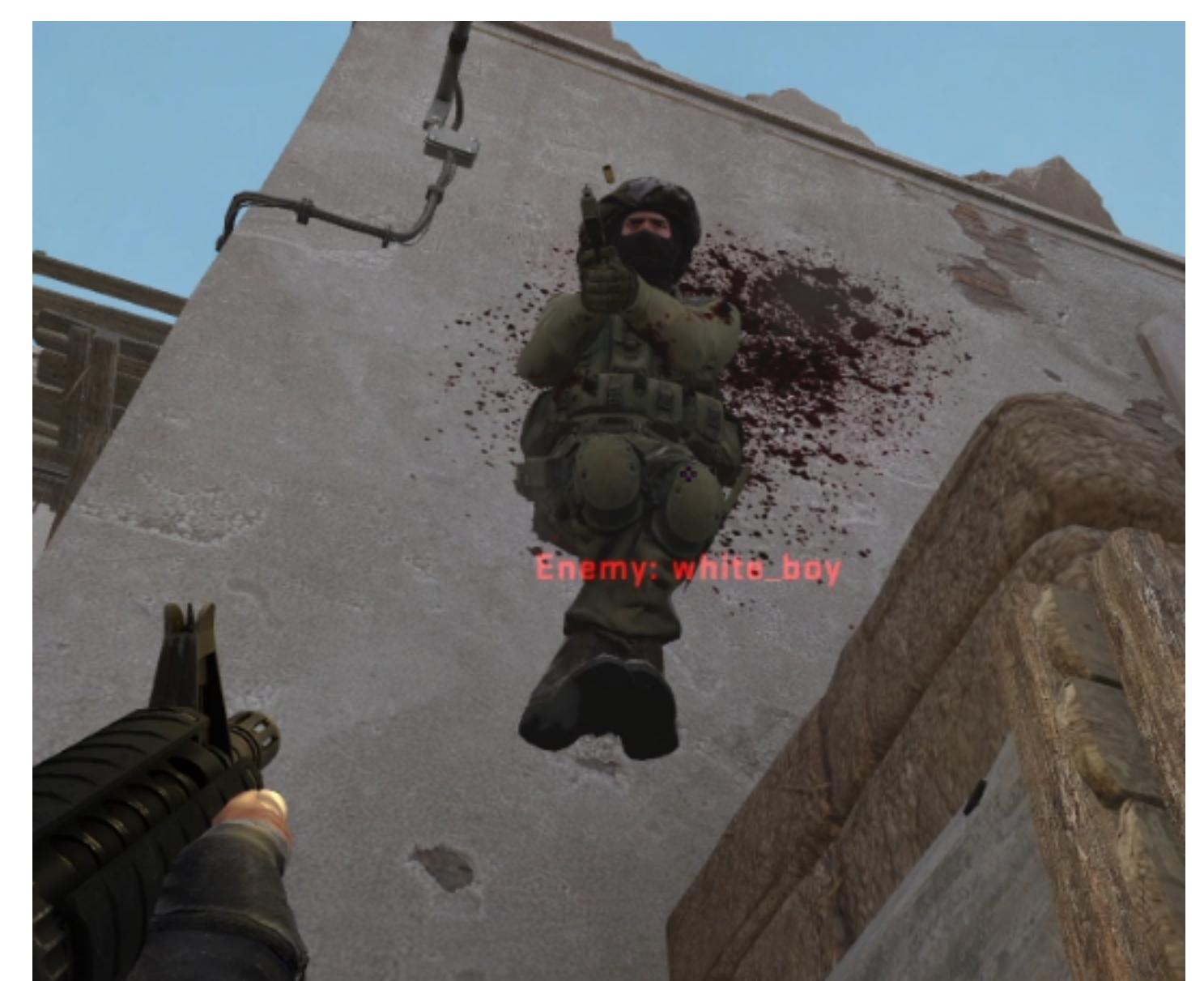
Possible CT setup that round, with a sound cue it lets us know there was a guy defending below short not helping the trade kill from my deagle open

## Round 4

Round 4 started with another man advantage to T side after killing a B site lurker



An aggressive fake was then pulled to attempt to force rotations from the CT side that a potential B hit was coming to play



Thankfully, he was not position into cover (was not playing Car, which is a safer position in theory)



Then I died with knife exposed, the joy of CS:GO

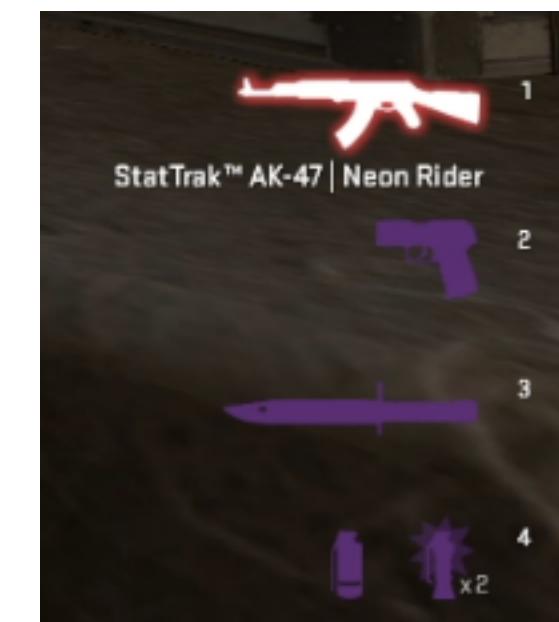
## Round 5

Round 5 starting as a B Halls lurk (again)

This time I was sadly not positioned correctly which lead to an information advantage failure, which gained an man-advantage for the CT side

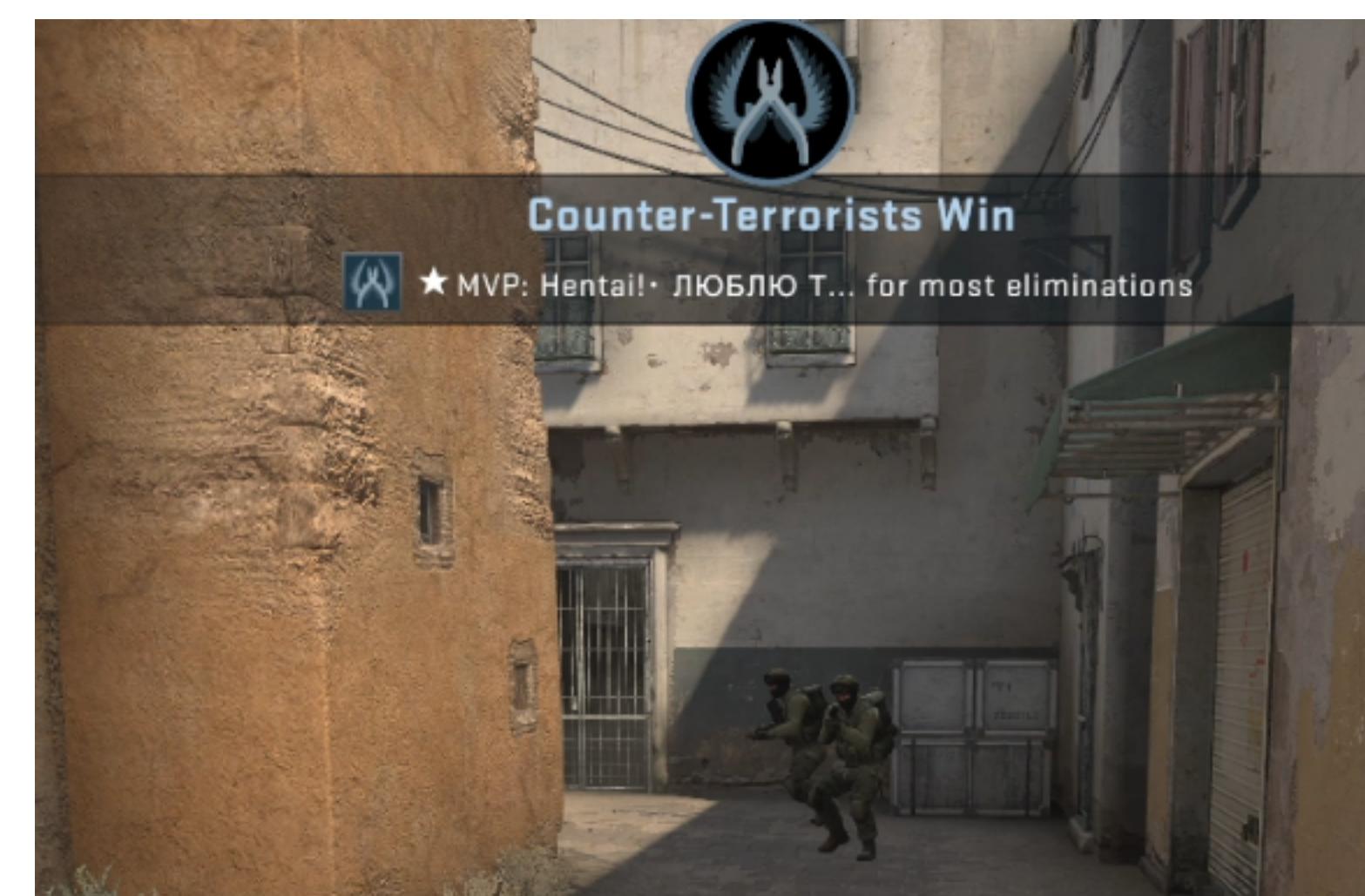


I lived 21 seconds, which is quite bad - including the equipment value loss due to it.



This would have given the CT to steal not only a smoke - but an AK.

This simple mistake costed us the round



## Round 6

Round 6 was a Rush B with mac-10 - and again starting with a man advantage.

The first mistake was no smoke near B doors, which equalised it for CT's - that made this round go to their favour.



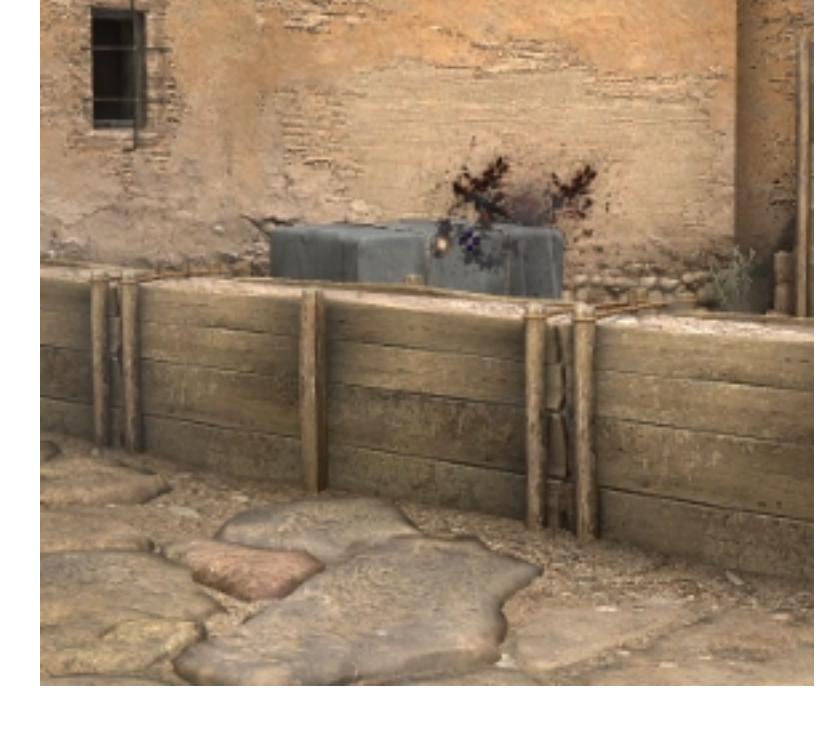
ДЭНЧИК лошадь SIVRIS

Second mistake was poor site clearing, a CT was still on B site unmarked. 2 Kills for CT - only 1 for T.

Somehow a CT survived long to take a trade on site without any T's known until too late



third mistake - not going for the upgraded weapon, mac-10 takes more longer to kill than an M4



fourth mistake was loading mac-10 at 6 bullets - which wasted 2 seconds. Using the glock instead would have been better.

StatTrak™ 20 6 / 73

Fifth mistake - not mine - was yellow taking a trade fight while being exposed to doors:



This costed us the round as we were 2v3 into a 1v1 in just a few seconds.

Sixth mistake was wide swinging and not waiting for Green to help the trade kill



Being closer to the box and exposing little of the player model would have been ideal - it is always better to wait and not go for trades as fast as possible.

Seventh mistake was Green had the angle advantage over CT awper, but he decided to push it instead. The CT was able to flick accordingly.



## Round 7

Round 7 was a B hit, good anti-rush Moli was used by the CT



Staying alive and exposing at the right times to cause confusing to the CT is crucial to for the win.

Despite bad Galil recoil controller, able to distract the CT to make him more hesitant was key to win the round.



T players distracting to allow the trade kill to come threw to win the round

## Round 8

Round 8 started with an A execute in mind, but a T got killed by an Mid-CT aggressor

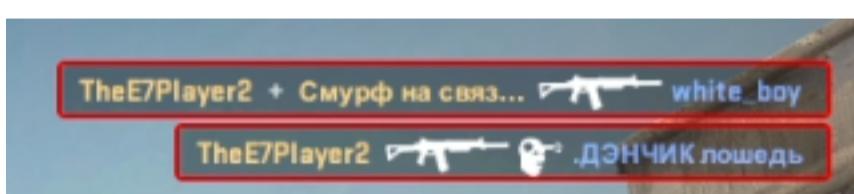


After bad recoil from the Galil - again - was able to trade him with zero damage to health or armour.

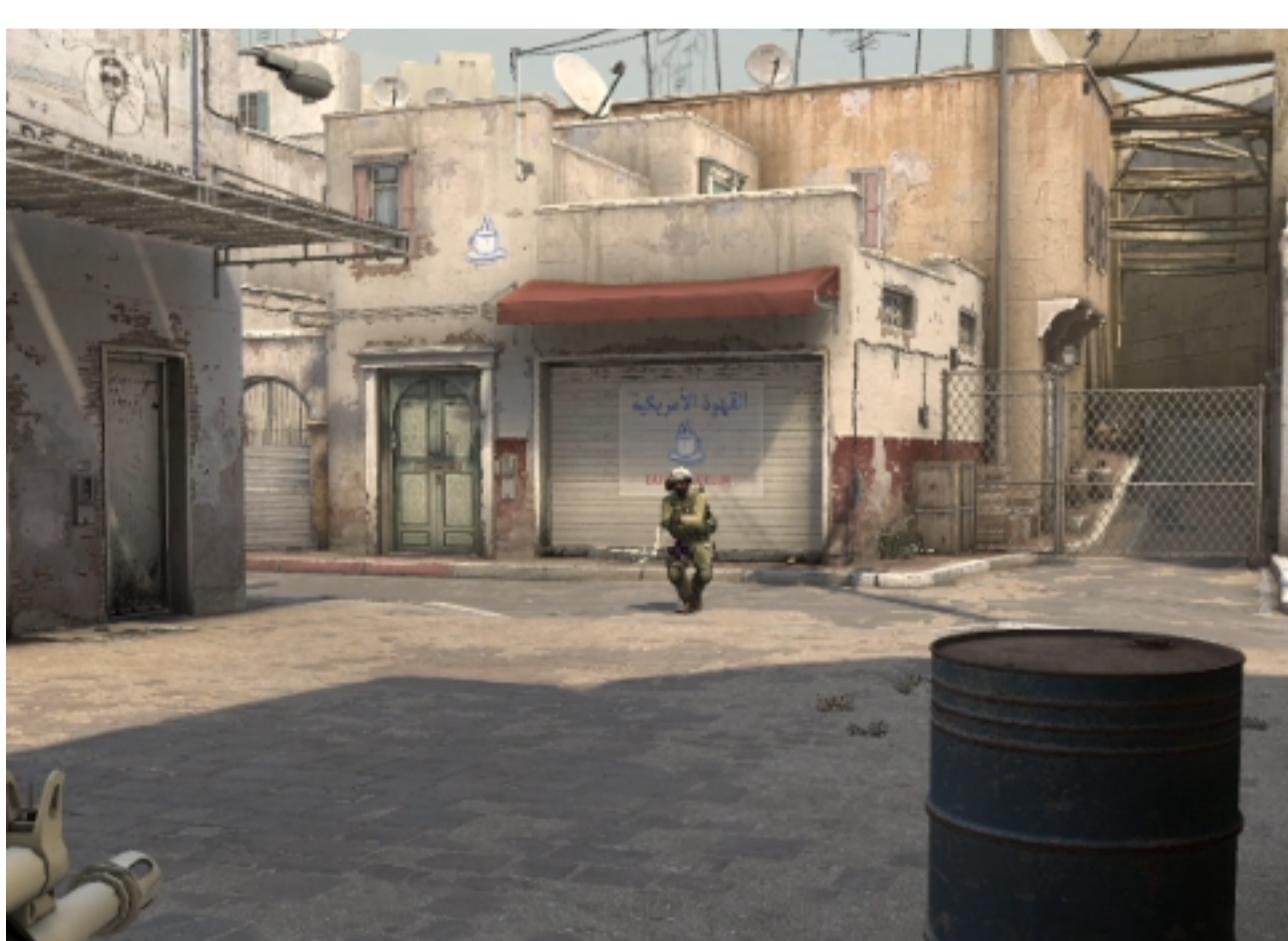
After setting up a moli near A long (exposed, should have been behind door and listen to damage from moli), a CT decided to push to gain intel on our plan.



After 20 seconds of waiting for everyone to group up, I pushed forward to continue the man advantage we have. Thankfully I was able to gain 2 kill.



The third kill was a bad play from the CT player as he was exposed to attempt to get to ramp (unexpected pace change, CT was caught off guard)



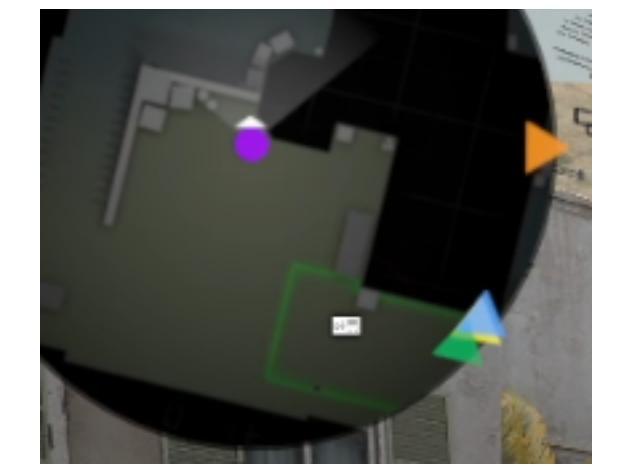
With better Galil control (and tap control) I could have gotten an ace, but against my luck - I die.



## Round 9

Round 9 started with a 1-2-2 (A Default)

I was positioned outside of B, near spawn with bomb.



This meant if I took an attempt at a kill, they won't know where the bomb is.

After going down 4 - 2 (CT - T) I was able to lurk B tunnels and get a kill attempt back to even the man advantage



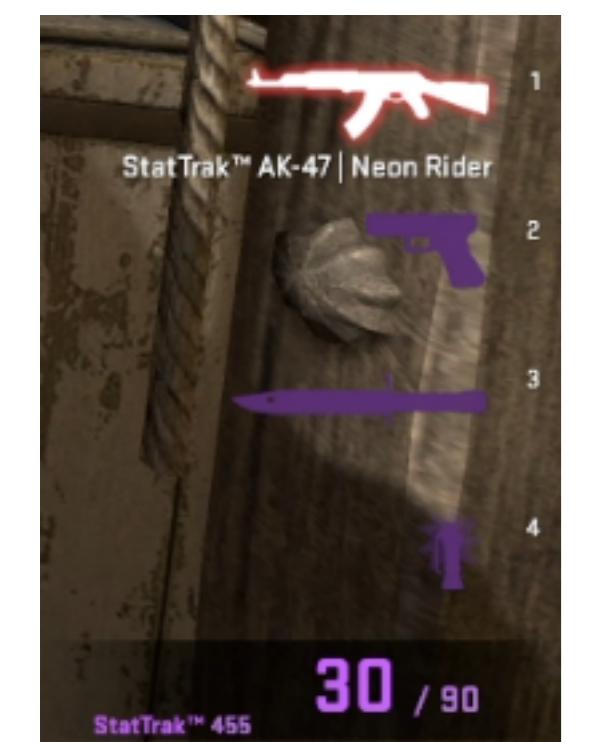
But getting greedy cost us the round, as yellow was near T spawn still.



## Round 10

Round 10 started with 2 people dying to A Long doors.

For an attempt to level it out, I wide swing doors (not very wise)



A flash was available to use to - at least - make it more difficult for the awper.

## Round 11

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First mistake was being a B lurker for too long



Ideally I should have been pushing more faster or go lower tunnels to at least show my presence to mid.

With bad idea and information (including angle/position checking) I died to an off-angle - which was a good trade setup on their end.



## Round 12

Round 12 started with a quick A Long smoke to block the awper.

A fault was assuming mid was clear too early - could have gotten off guard if I was 1 second faster to my decision making



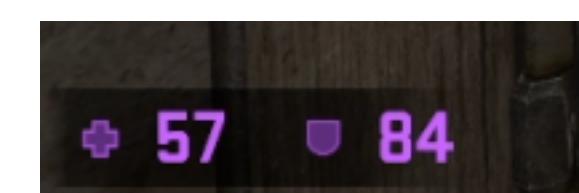
Then a mistake on reloading on 14 bullets left



Poor crosshair placement and pre-aiming could have cost my life, but thankfully the ak spray went into my favour



Which in return cost a lot of health and armour damage



Thankfully was able to turn it into a 4k at the end of it



## Round 14

Round 14 started with a fast A long smoke (64 tick line up)



With a flash that bounces off the A long doors, I was able to blind a guy as he was looking at Doors while seeing the smoke



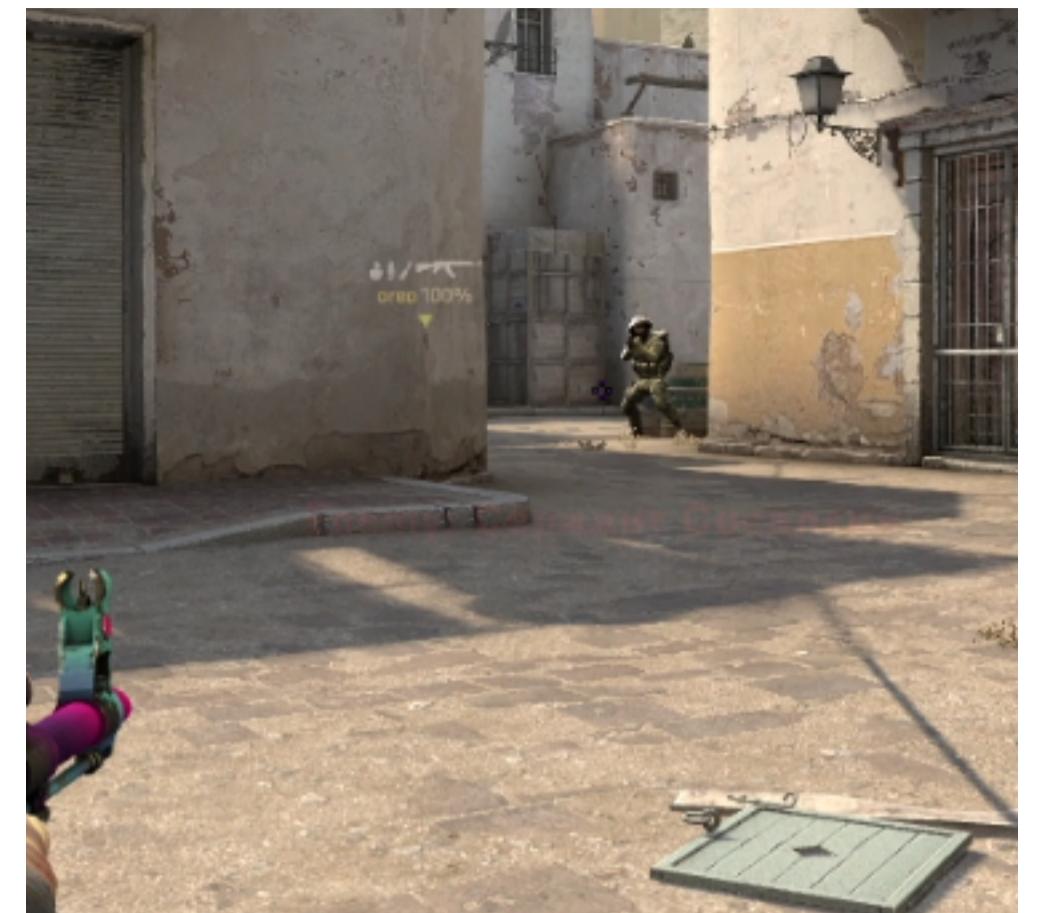
Notice the smoke hid the flash, making him fully blinded

After waiting for the group by to push A long, I was able to gain a few extra kills to make A site fully open for the plant



## Round 15

The last round started with throwing flashes. Thankfully I denied this mid lurker any chance from an A long flank



It was not a clean kill (spraying issue again)

A fault was not being careful after plant



I died as I put myself into an awkward angle which cost me an ak, but it was last round - bad idea as this could have cost us if it wasn't played by the team mates carefully.

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\$	6700	12	4	10	38							
\$	11750	4	3	11	15							
\$	4850	3	1	12	9							

T side ending in a 2.3KD

# Round 16

First pistol round was going for mid aggression.

Since there was no T taking control of mid, this meant it was a push on either A or B. This is good for CT's as this narrows down the possibilities.



But of course, the T swings and gets me with one shot with a glock.

This is due to no armour bought:



The idea behind no armour is glocks tend to shoot 2 hits max, so buying armour and dying fast isn't money efficient.

I should have positioned more back to make the glock less effective in the long fight, I positioned myself to lose that fight.

This costed us the round due to the quick man advantage gained from the trade.

Would have been more wise to play 2 bottom mid doors or 2 top mid.



Notice how far I was from any form of trade kills. This positioning was a mistake.

## Better setup

**Setup A: Double trade for Mid, bring B anchor closer to B doors and hold long and short**



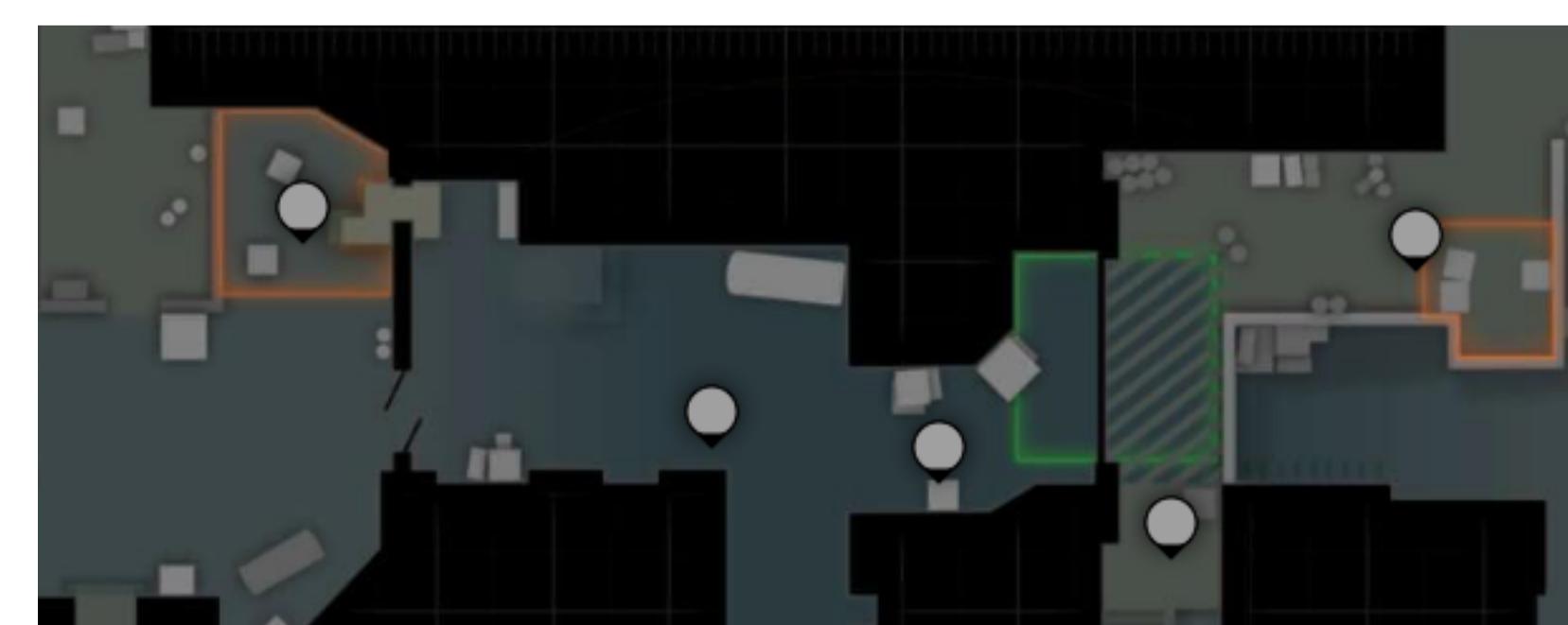
The bottom guy mid is near lower tunnels for quicker access to mid doors or escape into tunnels for B split.

2 Long can expose short, which T would love you do to. So don't give them short real estate!

B anchor will be playing outside doors (due to the new door rotation update) - this will allow the B anchor to auto-play retakes instead of dying on site.

This means CT have full control of the map, rotations to B or A are quick.

**Setup B: Double Mid Doors hold, B anchor playing safe in-site, double short and long control**



This is the new common default CT's tend to use now (higher level ideology), the focus is to show map control without full exposure of any players, which means T's have to always risk themselves for advantages.

## Round 17

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Not important round, just died from guy in top mid.



Could have played it better, but I went for an attempt that was not in my favour - at all. Lets ignore this and go to the force or gun round.

## Round 18

Mistake on Round 18 was that a smoke I thought was a flash somehow



That could have been easily a kill, but due to me turning around made it awkward to correct myself.

## Round 19

Round 19 was thankfully somewhat recoverable but my positioning and holding an angle can be improved.

When lots of action happened on A long, I rotated quickly. But playing long with an MP9 was questionable - due to its recoil and range.



I wasted a few seconds while attempting to control A long as they were no need.

There could have been a lurker on A long or short that could have traded me - but thankfully not.

Staying near spawn was a better option, but thankfully the bomb carrier didn't trade me before I got him.

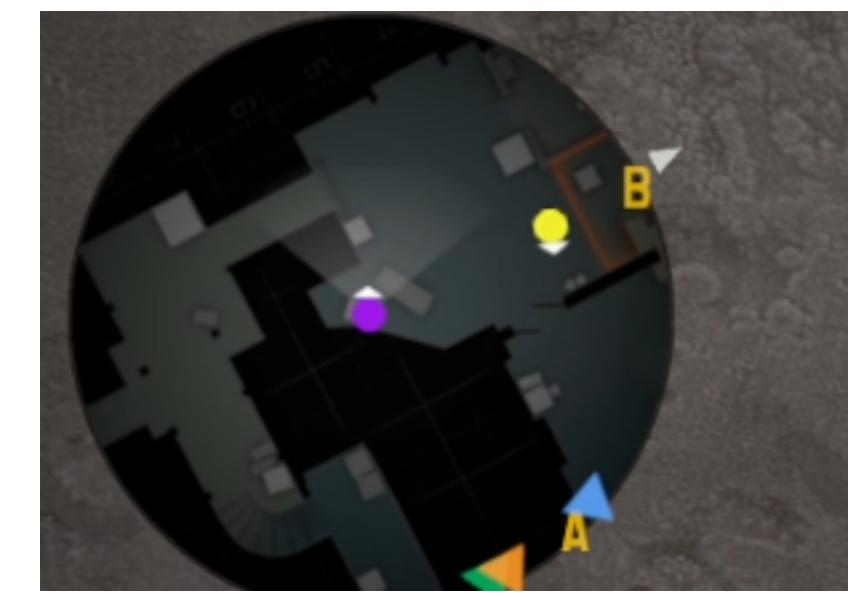


My position would have made this trade easier, as less moving and running would have happened if I stayed in a correct position.

## Round 20

Round 20 could have went better if played more slowly and carefully.

After 1:33 on the clock, the call to move a player away from B was made



Shortly afterwards, footsteps were heard entering B.

Yellows rotation outside B was an mistake due to him being late for any form of trade. My recoil and aim was at fault too.



## Round 21

Round 21 started with B tunnels aggression



After getting a man advantage, we still lost - this is csgo in a nutshell.



This could have been a 3v1, if I focused more on Goose then jumping with an awp to find information



In a blink of an eye - we lost a 5 man advantage, it also didn't help with 2 shotguns.



## Round 22

Round 22 started with B tunnels aggression yet again - but found no one was B. This is good intel for us.

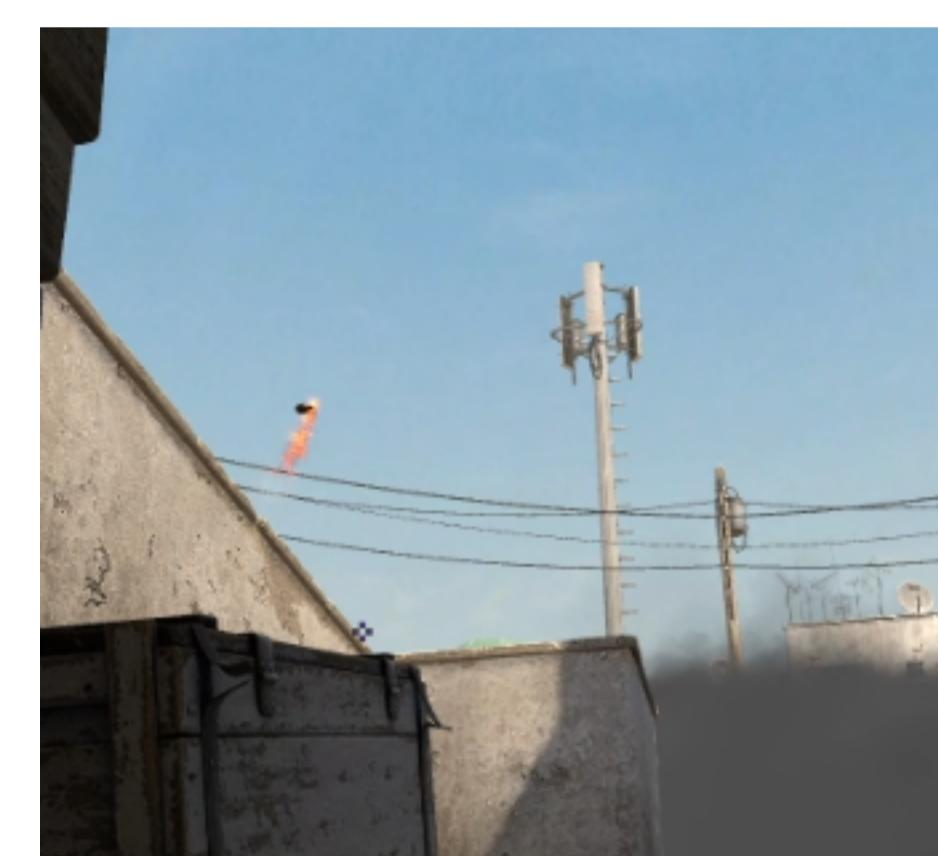
True, that they may have gotten to B through mid, but no information was given that they were mid.

3 Kills Retake breakdown:

Open retake kill started with a kill of a T on Car



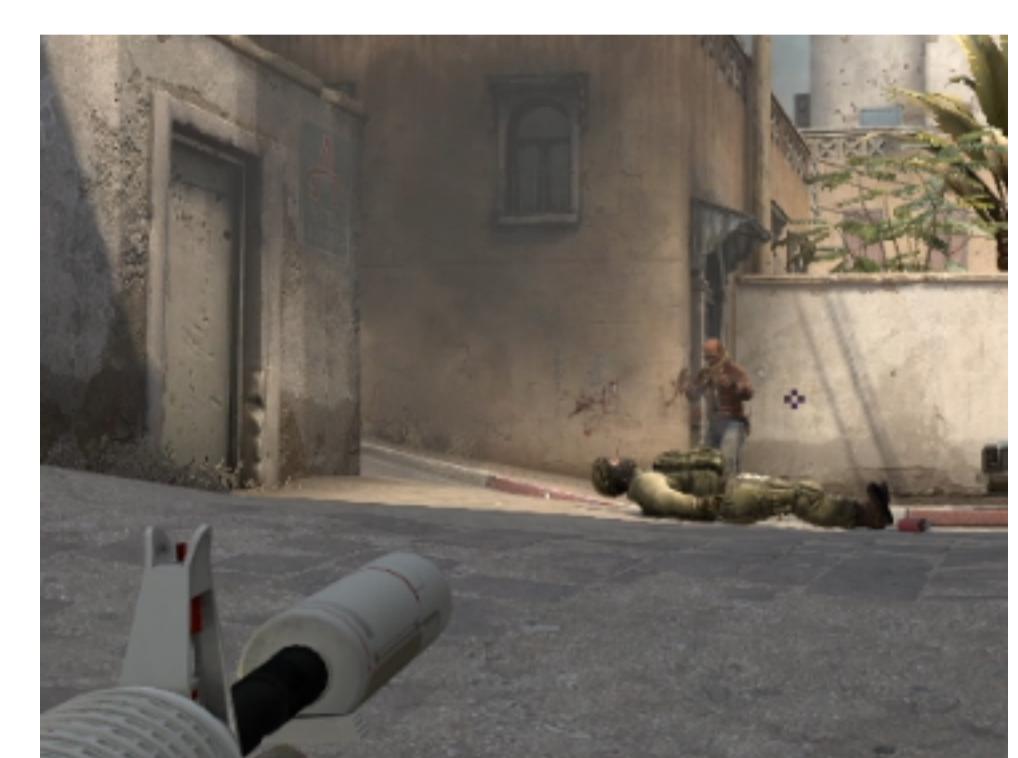
Intel 1: Position based on Molotov throw projection



Due to the Molotov's project being low and close by, we know a player is at least along that side of the arch.

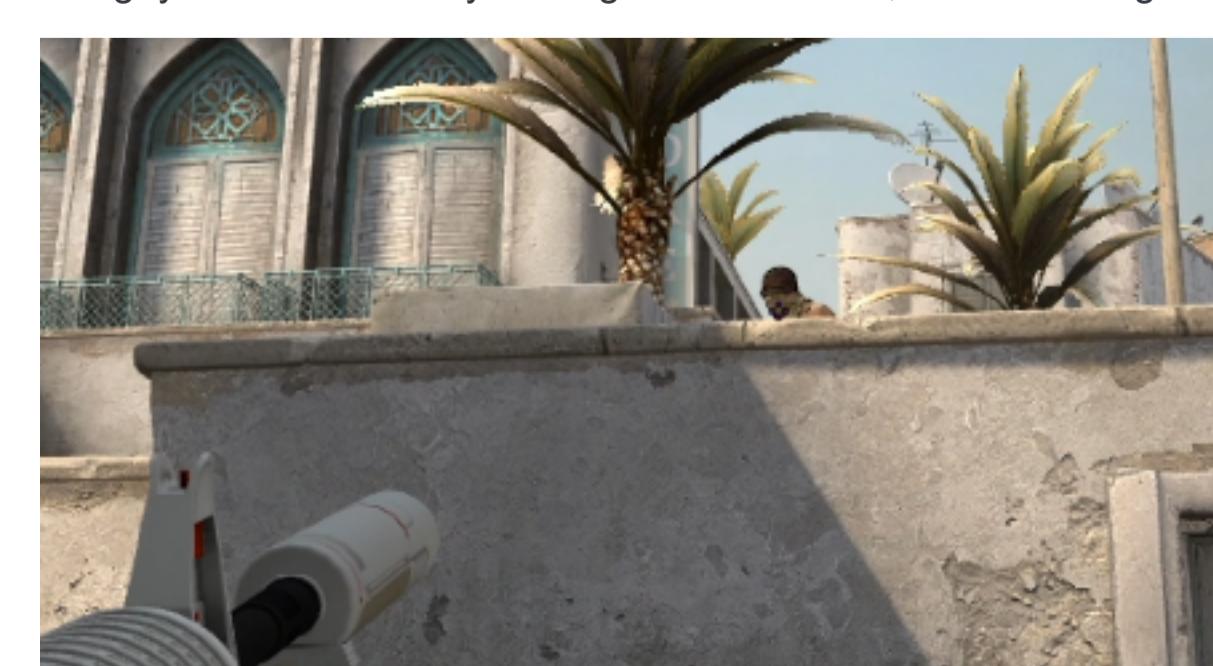


Thankfully that information helped to somewhat guess the guy was on ramp



His swing almost got me but thankfully I flicked and got him.

last guy - don't know why - thought he can trade, he was wrong to do so.

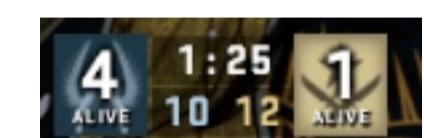
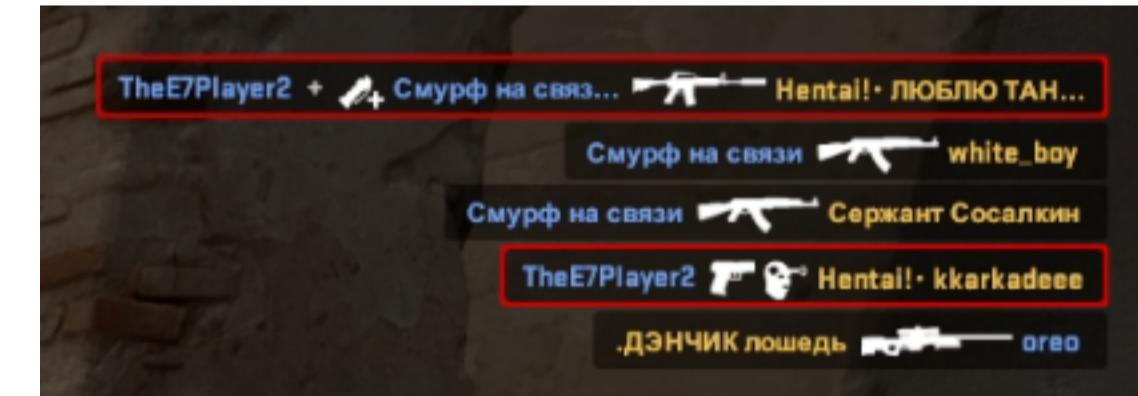


## Round 23

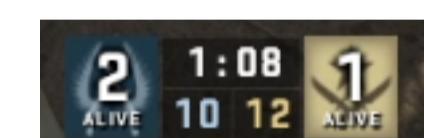
Round 23 was another B tunnels aggression push (with a good flash setup!)



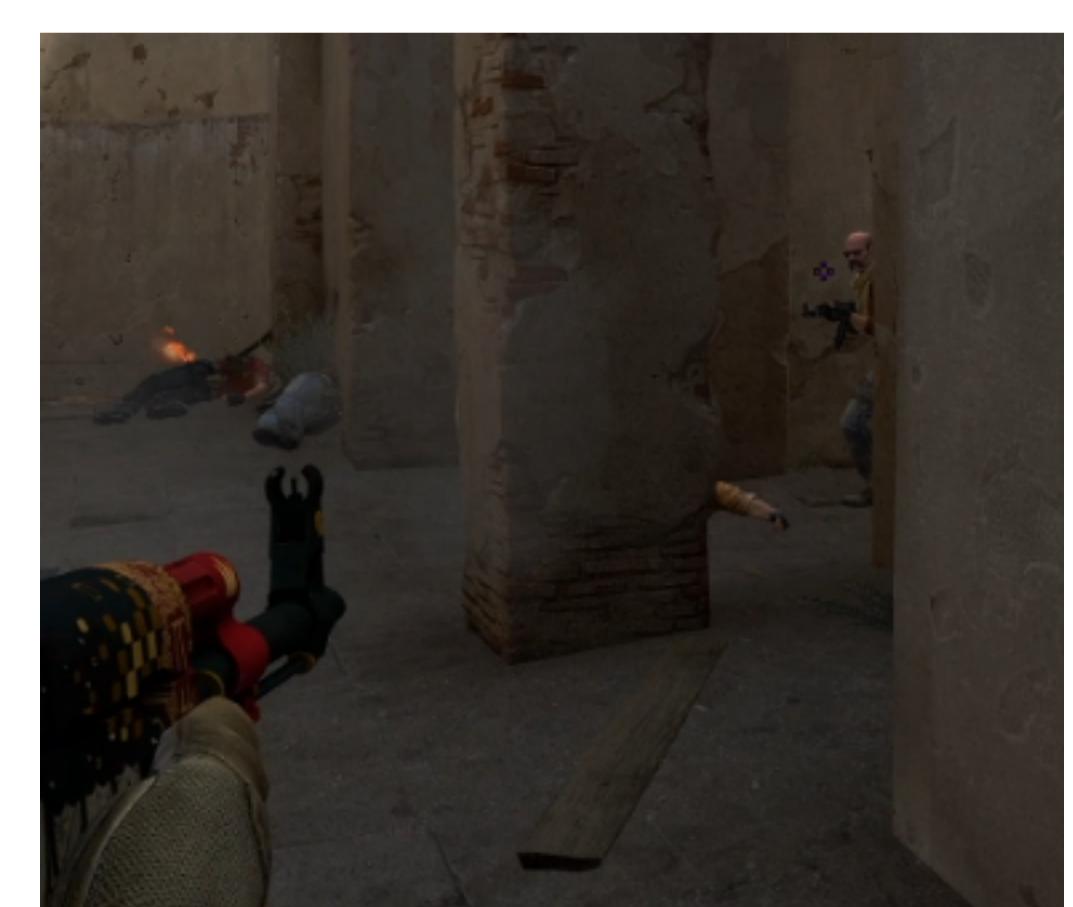
Thankfully due to my safe positioning (not really) and trade-kills from my teammate, we got 4 kills on B which is more than a round win.



But of course, as this is unranked we started to lose one, by one by unnecessary peeks



Despite a good intel hold, I lost the duel fight - thankfully my teammate who lurked to T spawn got the trade back.



## Round 24

A big mistake on round 24 was not using the rader to fix a mistake.

When bomb was planted, I somehow decided it was fine to push to get the kill on the bomb planter.

I died to long.



A boost to A site would have been valid as well, but the possibility of a fake plant was possible.

Thankfully, he put himself into a dilemma to fail as he positioned himself back waaay in pit.



Also, buy a defuse kit if you can (or state where you died so the next player can fetch it!)

## Round 25

Round 25 could have been our round, if I was better at recoil transfer



Sadly I messed up my aim for the next guy which cost us the round.

## Round 26

Round 26 could have been our round again, at also a shot of another 4k.



With 2 kills onto B, I decided to fight tunnels while being on a man advantage - which cost me my life, and the round.

## Round 27

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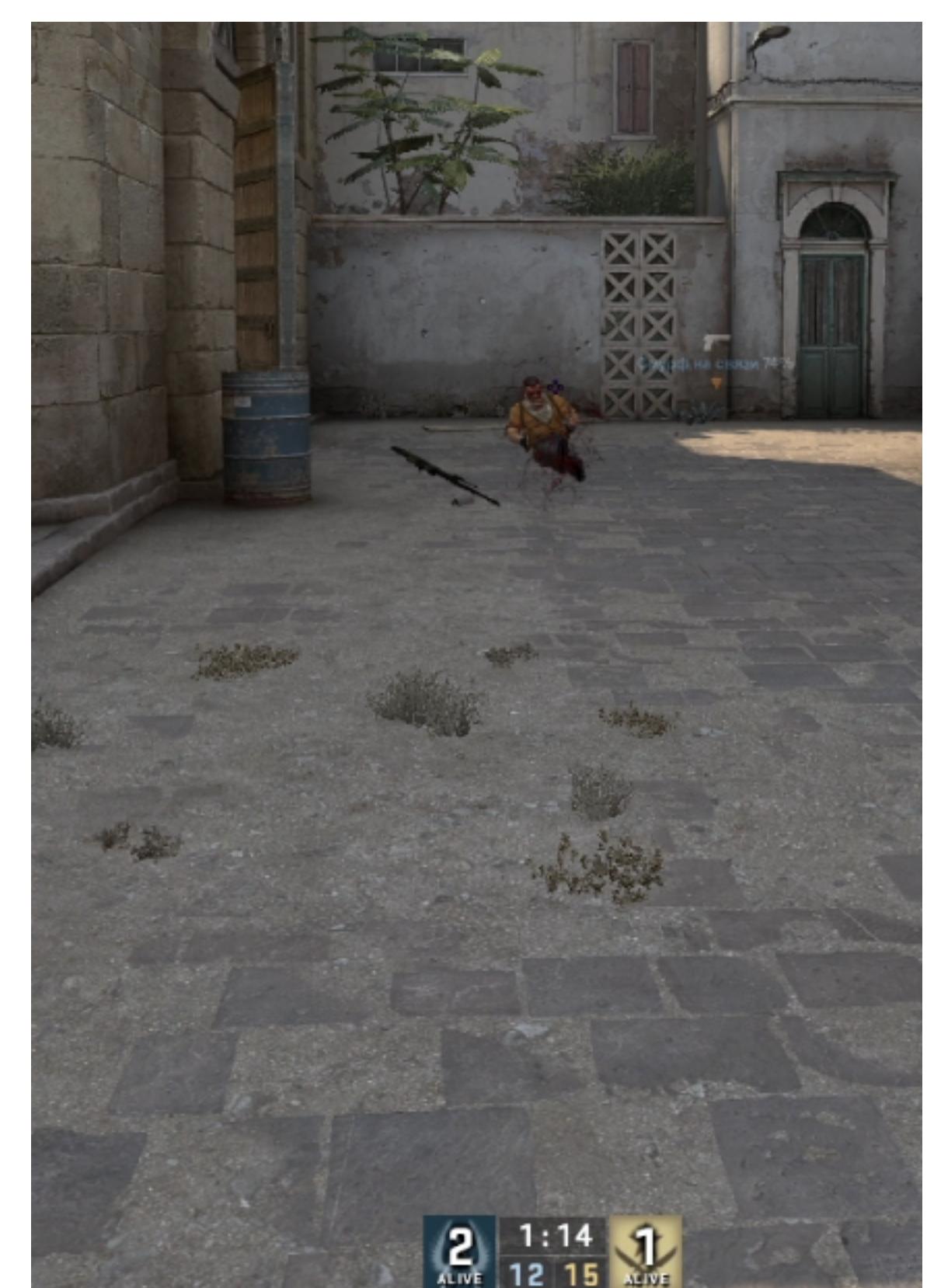


A failed but *very* close 3k cost us the round, if I played more controlled and stable that would have been a CT round.

Pushing an awp can be risky, depending on your angle or their position.

## Round 28

The last round near the end started with a man advantage of 2 v 1



But what cost us the game was me jumping with an awp:



This caused the inaccuracy of the gun to be high, which meant the AK would have killed me indefinitely.

From this image, notice the scope inaccuracy (invisible crosshair scope) and aim-punch from the AK forced the shot to miss:



Better movement and patience would have won that round - but its these moments that we cannot do anything about, it just has to happen.