Description of Columns in Professional League of Legends Matches

General Columns

- **Phase:** Indicates the stage of the tournament where the match took place, such as the Group Stage, Quarterfinals, Semifinals, or Finals.

- **Blue:** The name of the team playing on the blue side of the map. The blue team has the first pick and ban.

- **Red:** The name of the team playing on the red side of the map.

- **Score:** The final match score, indicating which team won.

- **Patch:** The specific version of the game on which the match was played. Game patches often include changes to champions, items, and gameplay mechanics, which can influence the pick and ban strategy.

Champion Select Phase

The remaining columns detail the Champion Select phase, where each team bans and picks champions.

- **B:** Ban
- **P:** Pick
- **R:** Red Team
- **B:** Blue Team

The numbers indicate the order.

Ban Phase 1

- **RB1, RB2, RB3:** First three champions banned by the Red Team.
- **BB1, BB2, BB3:** First three champions banned by the Blue Team.

Pick Phase 1

- **BP1:** First champion picked by the Blue Team.
- **RP1–2:** First and second champions picked by the Red Team.
- **BP2–3:** Second and third champions picked by the Blue Team.
- **RP3:** Third champion picked by the Red Team.

Ban Phase 2

- **RB4, RB5:** Fourth and fifth champions banned by the Red Team.
- **BB4, BB5:** Fourth and fifth champions banned by the Blue Team.

Pick Phase 2

- **RP4:** Fourth champion picked by the Red Team.
- **BP4–5:** Fourth and fifth champions picked by the Blue Team.
- **RP5:** Fifth and final champion picked by the Red Team.

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Champion Statistics Columns

- **Champion:** The name of the playable character.
- **Games Played:** The total number of games in which the champion was picked during the tournament.
- **Pick/Ban Percentage:** The percentage of games where the champion was either picked by a team or banned by a team during the champion selection phase.
- **Bans:** The total number of times the champion was banned.
- **Picks:** The total number of times the champion was picked.
- **Wins:** The total number of games won when the champion was picked.
- **Losses:** The total number of games lost when the champion was picked.
- **Win Rate:** The percentage of games won out of the total games played with that champion (W/P).
- **KDA (Kill, Death, Assist Ratio):** Calculated as $(Kills+Assists)/Deaths$. A common metric for player performance.
- **CS (Creep Score):** The average number of minions and neutral monsters killed by the champion per game.
- **CS/M (Creep Score per Minute):** The average number of CS per minute.
- **G/M (Gold per Minute):** Average gold earned by the champion per minute.
- **DMG (Damage to Champions):** The average amount of damage dealt to enemy champions per game.

- **DMG/M (Damage per Minute):** The average damage dealt to enemy champions per minute.

- **Kill Participation:** The percentage of the team's total kills that the champion was involved in (kill or assist).

- **Kill Share:** The percentage of the team's total kills secured by the champion.

- **Gold Share:** The percentage of the team's total gold earned by the champion.