THE DISCIPLINED JUNGLER SERIES

BORING WINS

The Discipline of Closing

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ABOUT THIS BOOK

The Objective Jungler taught you how to take things. This book teaches you how to stop taking things and go win.

That sounds like a small skill. It's the rarest one in the game. Every rank below Challenger is full of players who can build a 10,000 team gold lead and have no idea what to do with it. Then they throw it.

The lead wasn't the problem. Read this guide to know what to do with the lead once you have it.

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PART I. THE LEAD

1

A WON GAME IS NOT A WIN, YET

Start with a game you've had a hundred times. It's 22 minutes. Your team is 6,000 gold up, two Dragons up, every enemy outer tower down, and the Tab screen is looking beautiful from top to bottom. Ask anyone in that lobby who's winning, and they'll say that you are. Now ask the harder question. Is the game over?

No. Obviously not.

A winning scoreboard doesn't mean much. Continue playing it out. A victory is what you truly need, with the Nexus exploding and the screen reading "Victory". The game will happily let you sit on a winning scoreboard for twenty more minutes while you hand back the game one coinflip at a time.

What's the losing team doing during those twenty minutes? If they're good, waiting. They aren't trying to outplay your micro; they can't, they're behind everywhere. They plan to survive and clear waves until you make a mistake big enough to flip the game. A fight you forced for no reason, a Baron started blind, a

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fed carry wandering past a ward into five people. That's all they can do and all that they play for.

Do not make it easy for them to come back.

CORE RULE

From the moment the lead is real, the enemy team is no longer the main threat. You are the main threat to yourself.

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2

GET THE LEAD THE BORING WAY

A short chapter on where leads come from, because it shapes how you play them.

Leads aren't built out of outplays. They're built out of repetition. Full clears that end on time, resets that buy the item spike before the fight instead of after it, Dragons taken because you were there thirty seconds early and the enemy team wasn't yet prepared. What is any one of those actions worth? Almost nothing. Two hundred of them stacked up equals a won game.

This matters for closing because a lead built on repetition feels calm and a lead built on a highlight reel feels like adrenaline. The player who got ahead by doing boring things correctly is already in the right state to close methodically. The player who got ahead off one 3-for-0 fight is vibing out, and players like those enjoy forcing the next fight because the last one went so well. They continue forcing until they throw, and I don't think you even need me to say this. You can take any example of any teammate throwing, and it's usually because they got rewarded for flipping the previous fight.

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If you take one thing from this chapter, take this. You did not get lucky. You ran a system, and the system doesn't stop running just because the gold graph looks nice. The same clear timing, the same reset rules, the same objective setups.

CORE RULE

The habits that built the lead are the habits that close it. Winning isn't permission to change your play.

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3
SPEND IT OR LOSE IT

Gold in League has a property most players never think about: it decays. Not the number itself. The number sits in the corner looking healthy. What decays is what the number can buy.

A 3,000 gold lead at 14 minutes is enormous. And the same 3,000 at 40 minutes? Three pairs of boots, because both teams are near full build and the bounty system has been taxing you the entire time. Bounties are the game's comeback mechanic doing exactly what it was designed to do. Every kill your fed players give back is worth double at minimum, and objectives hand out catch-up gold on top. The game is actively trying to refund your lead to the other team. It does this on a schedule.

Which means a lead isn't a trophy you hold. It's a coupon with an expiry date. Kills get you the coupon; towers, Dragons, Barons, and vision are what you spend it on. A team that takes a 3-for-0 fight and then recalls to admire their items has converted nothing. A team that takes the same fight and walks into two towers and a Dragon spent it before the price went up on the prized item.

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After every won fight, one question: what does this buy? Count the enemy death timers, look at the map, and buy the biggest thing available on your screen. A tower, a Dragon, a Baron. If the answer is only a wave and a scuttle, fine; just buy the wave and the scuttle. Small purchases still beat letting it expire in your pocket, though it happens less often than people think. There's almost always a tower or plating available as well.

Do not ignore the lane tower plating just because you are a Jungler.

CORE RULE

After every won fight, you get a coupon. Ask yourself what the coupon can buy, and buy it immediately. An unspent lead is being actively refunded to the enemy.

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4

TOWERS ARE THE ONLY SCOREBOARD

Kills do not end games.

You can win every fight for 30 minutes and lose. You can even take all eleven of their turrets and still lose, technically. The Nexus is the thing that the game actually ends on. Towers are the progress bar that points at it, which makes them the only scoreboard worth reading before the last one. Everything else on the Tab screen, the KDA, the damage chart, is a means to tower taking.

A tower is also just a good purchase with your winning fight coupon on its own. Global gold to all five players, a chunk of local plate gold before 14 minutes, and map control through land. Land just means part of the map you can walk through without dying to enemy towers. Every outer tower that falls converts a slice of the enemy jungle into your jungle. Their raptors become contestable. Their pixel brush becomes your pixel brush. Deep wards live longer because the escape routes are yours now. Tower by tower, the map where they're allowed

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to exist gets smaller, until the enemy five players are living inside one screen of vision and calling it a base defense.

That shrinking is the real product. The gold is nice; the land is the win condition. Why do Challenger games end at 25 minutes while yours go to 45? High elo players treat each tower as a land purchase. Low elo players treat towers as a thing you do when there are no kills available.

The minions agree with me, for what that's worth. Minions have never once chased a greedy kill. They walk at structures until the game ends, and they win every game that gets won. It's worth thinking about who has the better macro, you or the wave.

Let’s get into how objectives play into this concept.

CORE RULE

Count what each won fight actually got you, and treat a won fight that bought nothing, no structures, no objectives as a misplay.

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5
THE ORDER OF OPERATIONS

There's an order to taking a map apart, the same way there's an order to taking apart anything you want to go smoothly. The short version: take the whole outer ring before you go deep anywhere.

Make sure to take all three tier one towers before any tier two tower. Players hate doing this one thing. They took mid tier one, the wave is pushing, and the tier two is right there. Surely depth is more progress, no?

It isn't. This isn't to say, if one is truly free, as in five enemies dead and a perfect wave for you to take the tower comes crashing into it that you refuse the free tower. So if the enemy team has gifted you the mid tier two or the top tier two after your first tier one push, you don't need to decline this.

Push one lane deep while the other two outers stand, and you've pushed a deep finger into their half of the map with enemy territory on both sides of it. That's how 8,000 gold leads die. They do not die in a fair fight. They die in a collapse you never saw coming from their side of the jungle.

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Take the outer tower ring first and the picture inverts. Three fallen outers mean the enemy jungle has openings on every side. Your supports can ward it like it's your own. Their mid laner can't leave side lane without walking through your vision, and now every deep tower you siege comes with flanks that belong to you. The tier twos get cheaper because you bought the land around them first.

The order inside the ring barely matters. Just take whichever outer the objective schedule walks you past. Dragon spawning in 90 seconds says top outer. Herald spawning in 90 seconds means you siege bot. Then you will have bottom lane or top lane pushed out so that enemy team will be forced to rotate for them before the opposite objective spawns, forcing a 4v5 situation in your favor.

CORE RULE

All three towers in order of Top, Bot, and Mid. Continue in order until Nexus broken. Do not move deeper into enemy territory until the outer and inner ring are yours.

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6
BEWARE THE MIDDLE TIER TWO

One tower on the map deserves its own chapter, because it has ended more won games than Baron has. The middle tier two tower.

Where does it sit? Shortest walk from their fountain, covered by both of their jungle quadrants, with brushes and two ramps of fog around it. It's the single most defensible point on the map, and the defending team knows it. Behind by 6,000, they'll still take that fight, because it's the only fight the map still offers them for free. Flanks arrive from both sides in under five seconds.

Now, who sieges it? Winning teams, every time, because mid tier two is the straightest line to the Nexus. The wave stacks, five players stand in a lane with fog on both shoulders.

Someone gets clipped by a hook or a flank, and the fight is 4v5 at their strongest position. The throw doesn't feel like greed while it's happening; it feels like pushing mid. That's what makes it the best throw factory in the game.

It disguises itself as the correct play.

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The fix is boring, which by now should tell you it's right. When mid tier two is the only thing left in a lane, just leave it. Go break the side tier twos first. They sit in open land you already own because you followed Chapter Five, and each one you take adds another way to break into the middle. Come back to mid tier two when it isn't a fortress anymore, ideally with a Baron wave doing the standing-in-the-lane part for you. Chapter Seven will be about that.

I want to be precise here, because I watch players over-learn this rule: the tower isn't cursed. It falls fine when the enemy team is dead. What's cursed is five healthy enemies, full fog, and you sieging it with your fed members that have bounties attached to their names.

CORE RULE

Never siege mid tier two into five healthy defenders. Break the side tier twos first and come back with Baron or death timers.

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7
BARON BUYS BUILDINGS

Baron is the most misread buff in the game, so let me say plainly what it's for. Baron does not buy fights. It buys structures.

The Baron buff itself, like the stats on your champion, is mainly there for decoration. It’s placebo. You still have to play the fights extremely well. The main Baron buff is what it does to your minions.

Empowered waves are tanky enough that a defending team must spend cooldowns and bodies on them, which means every lane with a Baron wave in it is a lane the enemy has to answer with real resources. Add the empowered recall and your team can push two lanes at once and still arrive together for the fight if one starts. For three minutes you're playing with six players, and the enemy team are playing with a fire brigade, five people running lane to lane putting out minion fires.

What actually happens in most games though?

Your team takes Baron, and they immediately go hunt the enemy team in their territory. The buff timer burning the whole time, waves pushing nowhere in particular. They're using a

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siege engine as a dueling glove. Sometimes they even win the fight and take, on average, about one tower for their trouble, because they spent the setup time chasing enemies down instead of stacking waves. Then the buff expires, and Tab still shows eight standing structures leftover.

The procedure instead: Recall on the empowered timer immediately after Baron, buy, and split the map. Stack the wave in one side lane, put your strongest sieger with it, group the other four one lane over.

In plain words, imagine this concept. 0-5-0 is code for five players go mid, and zero players go towards the other lanes. Now, with Baron buff, you can choose these variations as follows listed down below.

> 0-4-1 (No Inhibitors taken yet)
> 1-4-0 (No Inhibitors taken yet)
> 4-1-0 (No Inhibitors taken yet)
> 0-1-4 (No Inhibitors taken yet)
> 1-0-4 (Mid Lane Inhibitor already broken)
> 4-0-1 (Mid Lane Inhibitor already broken)
> 0-0-5 (Top Lane Inhibitor already broken)
> 5-0-0 (Bottom Lane Inhibitor already broken)
> 0-1-4 (Top Lane Inhibitor already broken)
> 4-1-0 (Bottom Lane Inhibitor already broken)

Solo laners mid or top lane will be the “1” in this example. This example is best for the majority of cases in the majority of games.

The tower siege somewhat depends on your champions.

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One caution, carried in from the last book. Baron is earned by the state of the map, never found late at night in the pit. Winning teams still coinflip it blind and hand the game back. Take it when they can't contest. Skip it when the timers say you can just walk to the Nexus instead. That decision gets its own chapter.

CORE RULE

Baron buff is a siege engine. Use Empowered recall, then split the map, and then measure the Baron usage by how many structures you were able to take.

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8

HOW WON GAMES GET LOST

These throws aren't creative. The same four accidents happen over and over, so you may as well know their names.

The victory lap. The team is 10,000 gold up and starts playing for the highlight reel. What does that look like? The fountain dive, the flash-forward under tier three, the 1v3 outplay attempt for content. Understand the trade you're offering. Your fed carry is worth a bounty of 700 or more and an objective the moment he dies. Their tilted, behind player is worth a couple hundred at most, the 50 gold bounty floor at worst. Every coinflip you take while ahead is you wagering your entire lead against their pocket change. The math doesn't care how confident you feel; this is the most common ego-driven throw imaginable. Stop overchasing.

The invisible enemy. Five players missing on the map while your team starts Baron, sieges a tower, or splits into three parts randomly. Fog while ahead should be read as a loaded weapon. If you can't see them, they're doing the one thing their coach

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would tell them to do, which is setting up the miracle fight. Vision first, always, and if the map is dark, back off a bit and light it up together as a team before touching anything expensive with your coupon. Stop autopiloting.

The schedule abandonment. Somewhere around the 25 minute mark, winning teams stop doing the things from chapter two. Jungle clears get skipped, team reset timers drift apart, and Dragons spawn unattended because everyone is busy standing mid doing nothing in a group, which feels safe but is actually just decaying the lead on a timer. The ape wants to celebrate early. Ignore your inner ape. Stop ignoring objectives.

The desperation gift. The losing team gets one real move: the desperation Baron or the flank onto your backline from a pink-warded brush. They could only have gotten that play from a previous mistake, someone forgot to push a wave to keep the enemies under their towers. Stop ignoring wave states.

None of these are mechanical failures. All four are emotional and very human plays. Excitement, impatience, boredom are all human emotions that come into play when the game looks uneventful and resolved.

CORE RULE

While ahead, take zero coinflips. If a play can potentially hand back the game on one bad roll of the dice, it's banned. Ping your team back and regroup correctly.

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9
THE TWO INHIBITOR RULE

Deep in the enemy base is the most dangerous real estate in the game, so this chapter is just one rule to keep in mind.

Take two inhibitors maximum with your Baron buff, then leave to reset.

This is also more so about overall team tempo, but we can get into that another time. This rule is for basics into this concept.

The reasoning isn't complicated. Two broken inhibitors mean two lanes of super minions on a renewable lease, and super minions are the perfect teammates. They arrive on schedule, they focus structures, they don't get impatient, and they have never once flashed onto a fountain.

When an inhibitor grows back, break it again; the second demolition is always easier than the first. Meanwhile the defending team has to spend two players' worth of attention on those waves at nearly all times, which tilts every fight left on the map toward your numbers before it starts.

You've hired staff. Let the staff work.

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What actually happens instead?

The team breaks the second inhibitor, sees the Nexus towers sitting there, and decides to finish. Your team is half health and half resources with ultimate cooldowns and there are now five respawned enemy teammates that have spent all their gold freshly in their base come out to fight you at the easiest, most defendable point of their game. They end up acing you and taking your bounties.

Now they have two inhibitors of fresh minion food to fuel them on their comeback arc while your team blames each other for what happened at the fight at enemy Nexus. The gold swing is massive and the catchup EXP is a real issue for your team now. The next Baron isn't for another three whole minutes and you are going to be heavily contested on your next Dragon as well.

So: two inhibitors at most (sometimes one), then walk out. Reset, spend the gold, take the next Dragon or set the next Baron, and let the supers grind the base while you hold the rest of the map and steal their jungle camps. Most of the time you never siege again (with the same Baron buff). The third lane opens on its own, or they finally force a desperate fight into your full-health, full-vision team around Dragon Soul and the game ends the correct way.

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Which is to say, boringly.

CORE RULE

Two inhibitors at most, then leave the base, unless the end math from chapter eleven says finish. Reset and let the super minions do the sieging; you only go back in to end with full resources and a reason to do so.

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10
DEATH TIMERS ARE THE CLOCK

The first move after any late game kill is checking the death timer.

This is because it decides what the enemy champion can get you: a single wave, a Baron, or the game. Around 20 minutes, a death already costs about 40 seconds. By 35 it's in the mid 50s, and past 40 you're over a minute, with the hard cap near 79 seconds if the game drags to 55 minutes.

Death timers scale as well.

This changes what a pick means. At 15 minutes, catching their support is a small trade. At 38 minutes, catching anyone means match point. You're now playing 5v4 for a full minute against a team that can't contest anything. The correct response to a late pick is to sprint to the biggest thing on the map. I've watched teams get the pick and then spend the minute resetting and shuffling around mid. The timer expired; the game returned to even. They had match point and used it to practice their recall animation.

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The clock cuts both ways, though, and this is the closer's real discipline. Your own timers are on the same schedule. Past 35 minutes, you aren't allowed to die for anything smaller than the game. No facechecking a dark quadrant to place one ward, no staying for one more wave in a side lane with no vision, no heroic smite attempt that leaves your body in the pit (unless incredibly behind).

Ask before every late game action: if this costs me my body for 55 seconds, what does my team lose? If the answer includes the word Nexus, the action is banned.

CORE RULE

Past 25 minutes, read every play through the death timers first. A pick means sprint to the biggest objective with your team.

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PART IV. THE END

11

END OR BARON

The enemy team just lost a fight. Three of them are dead for 50, and your team turns toward Baron out of pure habit. Wrong direction, sometimes. The question that should fire first, every time, is: can we just end?

How long are they dead? How much structure stands between you and the Nexus, and how fast does your comp kill it? A late game team with waves crashing and an inhibitor already down can usually go from mid tier two to Nexus in about 35 seconds. Through a full tier three and both Nexus towers it's closer to a minute, less with a big wave. If the dead time covers the walk plus the demolition with a few seconds of margin, Baron isn't a play anymore. Just take the game.

The Nexus doesn't have a respawn timer.

Baron is the answer when the math comes up short. Two dead instead of four, structures too healthy, your waves in the wrong half of the map. Then the buff is exactly the tool from chapter seven, and taking it during their death timers is the only free Baron in League. I watch teams win the fight of the game, get an ACE at 42 minutes with everyone dead for 60, and walk to the

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pit to spend 20 of those seconds hitting a purple worm they no longer need. Half of them then dance around in the jungle while the death timers run out. They had the game won and chose a souvenir instead. The worm was delicious, though, I'm sure.

One override before the order sets. If Elder is up, Elder outranks Baron. The execute from Elder Dragon ends fights before they finish happening. Win one fight with Elder and the game ends itself. Get the pick, take Elder, walk mid. If Elder is heavily contested or just not up, and Baron is standing there free, take the free one; a real Baron beats an imaginary Elder Dragon.

So, this is the order that you take objectives in full.

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1) End the game
2) Elder Dragon
3) Dragon Soul
4) Baron Nashor
5) Ordinary Dragon
6) Rift Herald
7) Void Grubs
8) Towers
9) Minion Waves
10) Enemy Jungle Camps
11) Your Own Jungle Camps
12) Reset
13) Chase More Kills (If it’s actually securable and not a throw)

CORE RULE

After every won late game fight, check if you can straight up end the game first.

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12
THE CLOSING SEQUENCE

Everything in this book compresses into one script. It starts the moment your team wins something meaningful past 25 minutes, a fight, a pick, an Elder, and it runs to the Victory screen. I'll give it to you the way I run it in my own head.

First, count the dead on the enemy team. The number decides everything, and track how long they are dead for.

Second, end or Baron. Chapter eleven's math, ten seconds of thought, no habit allowed. If end: use your minion waves and walk together with your team, and kill buildings and structures.

Third, if Baron: take it clean, use empowered recall, then full buy. This is the only moment in the sequence where recalling is the correct aggressive move.

Fourth, split the map. Baron wave stacked in one side lane, four bodies one lane over, or as per chapter seven. Use the correct order.

Fifth, two inhibitors and get out fast, per chapter nine. Reset, respend gold, and re-ward while the supers grind the enemy team down. Take whatever neutral objective spawns next. An

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Elder here mostly ends the game on the spot, since with the execute burning and two super waves pushing, their base has more problems than defenders.

Sixth, the last fight, if they're good enough to force one, or the quiet walk down the third lane with the inhibitor still up if they aren't. Either way you arrive with numbers, full resources, and super minion waves, which means it isn't really a fair fight. It's a formality at this point.

What does the script never ask you to do? It never asks you to outplay anyone mechanically. Closing, done correctly, is the least impressive-looking thing in League. Five players doing obvious things in the right order while the enemy waits for a mistake that never comes.

Just take the +30 LP.

CORE RULE

Won fight at late game, count the dead and the timers, end or Baron, split, two inhibitors, out, next objective, end. Run the script until the screen says Victory.

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APPENDIX. THE CLOSER'S RULES

Print this page. Tape it somewhere you'll see it while tilted.

1. From the moment the lead is real, you're the biggest threat to your own game.
2. Winning changes nothing about the procedure; keep clearing, keep resetting, keep the schedule.
3. After every won fight, ask what the coupon buys. Then buy it immediately.
4. Bounties are taxing you on a schedule.
5. Make sure to convert kills into tower leads.
6. A won fight that gets you nothing is a misplay.
7. Every outer tower converts enemy jungle into your jungle. You're getting land.
8. All three tier ones must be destroyed before any deep siege further.
9. Push only down the lane the objective schedule points at.
10. Never siege mid tier two into five healthy defenders.
11. Break the side tier twos first; return to mid with Baron or timers.

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12 Baron buys buildings, not fights.

13 Empowered recall, full buy, then split the map.

14 Measure every Baron by structures taken after it expires.

15 Baron is earned by the map state, never found blind in the pit.

16 While ahead, coinflips are banned. All of them.

17 Your fed carry is worth up to 700 bounty gold. Their tilted laner is worth nothing. Stop offering that trade.

18 Remove fog of war with wards before playing the situation.

19 The losing team has one move, the miracle fight.

20 Ignore your inner ape. It wants the fountain dive.

21 Two inhibitors maximum, then leave the enemy base, unless the chapter eleven math says the end is clean.

22 Super minions are staff you hired. Let them work.

23 Don't finish into five living defenders and a fountain. The Nexus at half health is bait.

24 Past 35 minutes, death timers decide the game.

25 A late pick is match point. Sprint to the biggest thing on the map.

26 Past 35, if you dying means you lose your Nexus, never do it.

27 After every won late game fight, look for the end angle.

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28 Baron with the game available is a souvenir, not a real play.

29 The closing script: count the dead, end or Baron, split, two inhibitors, out, next objective, end.

30 Closing looks boring when done right. Boring wins.

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CONCLUSION

There's a version of you that gets a lead and starts performing. This book is about finding that version of you and bringing it methodically forward.

Nothing in here needed mechanics. That's the strange, slightly unfair truth about closing. The skill that ends games at 27 minutes instead of 45 is available at every rank, on every champion, to anyone willing to do obvious things in the right order while bored.

Most players can't. They need the game to stay exciting, so they keep it close on purpose without ever admitting it, and then they call the loss a team throw. You know better now. Get the lead the boring way and make boring wins your signature move.

See you in the next one.

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Edition corrections

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Death-window correction

The minute-38 example does not guarantee a full minute of five-versus-four or an uncontestable objective. Read the actual timer, remaining defenders, waves and your team's resources before choosing a safe conversion. The historical minute-42 anecdote remains an anecdote, not a fixed timer schedule.

Edition scope

These dated notes qualify the original wording while retaining the original pages and page numbering. Read the corrected HTML edition at disciplinedjungler.com/read/boring-wins/. Other builds, champion details and priorities remain patch-sensitive coaching material.

Sources

Riot 26.1 notes

Current patch: Riot 26.20