

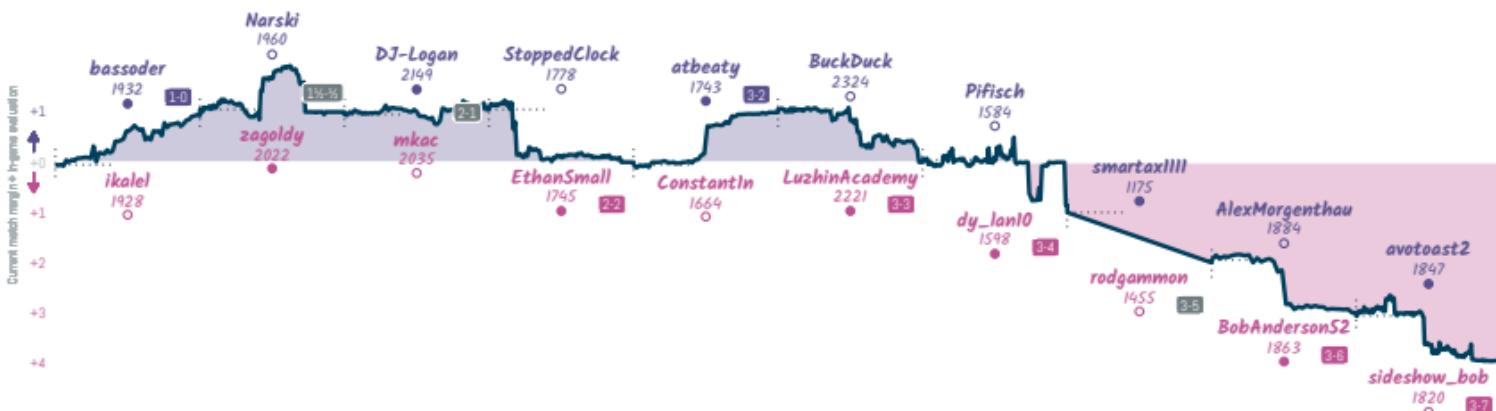
#1 Aagaard's Army 3 7 #2 Magic rainbows and the Rambo cat ridi...

Games

B4	Tue 18:00	B3	Tue 18:00	B2	Wed 08:00	B7	Wed 18:00	B8	Thu 15:00	B1	Fri 15:00	B9	Sat 14:00	B10	B5	Sun 17:30	B6	Sun 16:00
bassoder	1	Narski	%	DJ-Logan	%	StoppedClock	0	atbteaty	1	BuckDuck	0	Pifisch	0	smartax1111	0F	AlexMorgenthau	0	avtoast2
ikslel	0	zagoldy	%	mksc	%	EthanSmall	1	ConstantIn	0	LuzhinAcademy	1	dy_lan10	1	radgammon	1X	BobAnderson52	1	sideshow_bob

B23 Sicilian Defense: Grand Prix Attack B41 Sicilian Defense: Kan Variation, Maróczy Bind, Réti Variation B22 Sicilian Defense: Alapin Variation B01 Scandinavian Defense: Marshall Variation B12 Karo-Kann Defense: Advance Variation, Van der Wiel Attack D45 Semi-Slav Defense: Main Line B23 Sicilian Defense: Grand Prix Attack B07 Lion Defense: Anti-Philidor, Lion's Cave D01 Ruy López: System

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Aagaard's Army	3	2	5	2	0	1	0	8h 10m 58s	37.1	4.7%	22%	3.3%
Magic rainbows and the Rambo cat riding a flame-breathing unicorn or the story of how I tried to learn the Carn-Kann	7	5	2	2	1	0	0	7h 38m 55s	30.4	5.8%	3%	1.1%

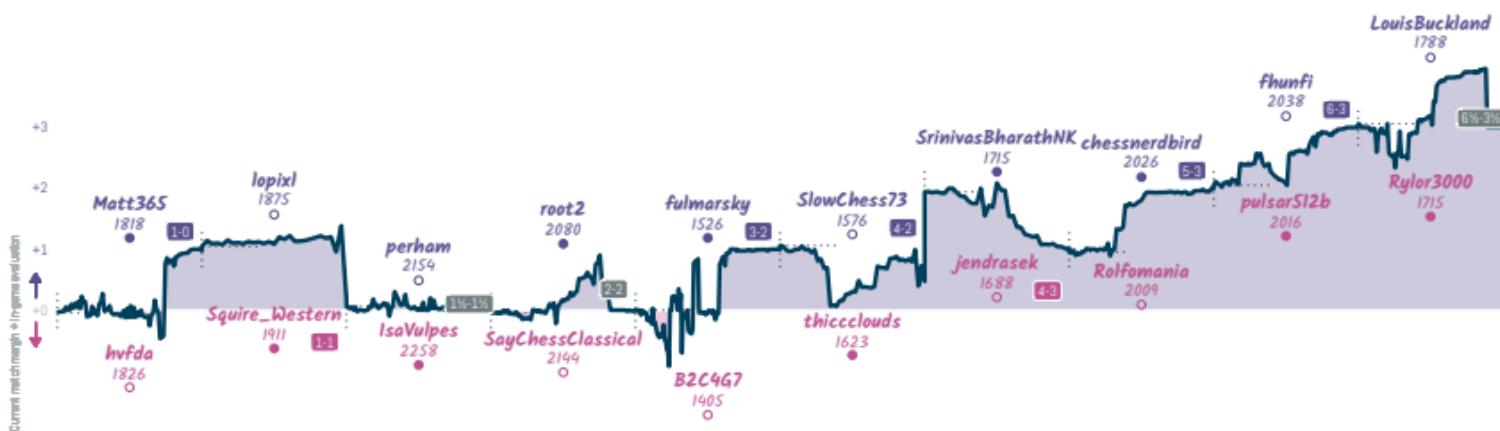
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game ID's; the day/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move. (Unplayed) games are then assigned a place by their original scheduled time, and pings/without a scheduled time are shown last. 'Stats': (F)W/D/L, (forfeit) wins/losses/draws; Clock: total clock time used; ACP: team average centipawn loss (adjusted for moves); Inaccuracy (in Mistakes/Blunders): % moves of each type err. Also ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks; ranks not shown for Round 1). This plot was compiled on 1 March 2022.

#3 Looking for Mates 6½ 3½ #7 Ten Terrible Timemanagers

Games

B6	Wed 13:00	B5	Wed 15:15	B1	Wed 18:00	B2	Thu 19:30	B10	Thu 20:00	B9	Fri 17:00	B8	Sat 15:30	B4	Sat 20:30	B3	Sun 02:30	B7	Sun 19:15
Matt365	1	lopixl	0	perham	½	root2	½	fulmarsky	1	SlowChess73	1	SrinivasBharathNK	0	chessnerdbird	1	fhunfi	1	LouisBuckland	½
hvfda	0	Squire_Western	1	IsaVulpes	½	SayChessClassical	½	B2C4G7	0	thiccclouds	0	jendrasek	1	Rolfomania	0	pulsar512b	0	Rylor3000	½
GUB83Did		5rwSJ77Y		ta2KnY2u		bl6W7aDz		q20Z1M59		Ceztr0Mj		bGGbnURW		MfcU34ZJ		Gc3xNaxJ		jv1J1QBN	
C29 Vienna Game: Vienna Gambit, Main Line		ABB Dutch Defense: Leningrad Variation, Warsaw Variation		002 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		D46 Semi-Slav Defense: Bogoljubov Variation		A01 Nimzo-Larson Attack: Modern Variation		001 Rapport-Java System		D37 Queen's Gambit Declined: Hanwitz Attack		A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		B10 Caro-Kann Defense		A45 Trompowsky Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Looking for Mates	6½	5	2	3	0	0	0	8h 47m 8s	40.5	8%	3.6%	4.1%
Ten Terrible Timemanagers	3½	2	5	3	0	0	0	8h 23m 33s	45.4	8%	4.4%	5%

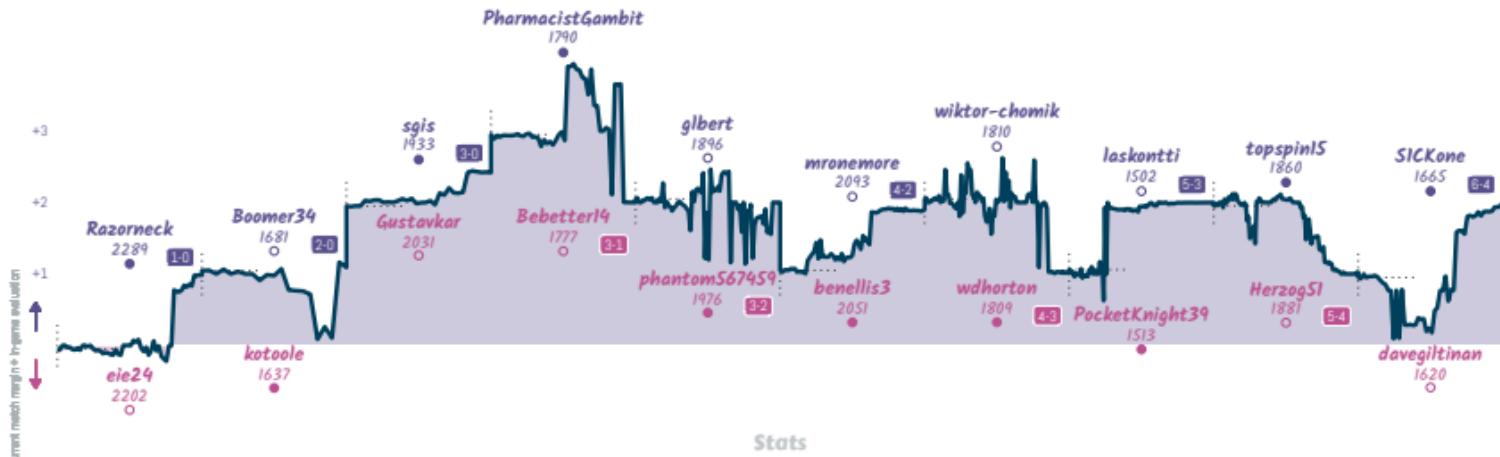
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

#4 Sponsored by gilbert.com 6 4 #10 Svidler on the Roof

Games

B1	Wed 19:00	B8	Thu 02:00	B3	Thu 19:15	B7	Fri 01:00	B4	Fri 09:30	B2	Sat 13:00	B6	Sat 17:15	B10	Sun 04:30	B5	Sun 09:00	B9	Sun 19:00
Razorneck	1	Boomer34	1	sgis	1	PharmacistGambit	0	gilbert	0	mronemore	1	wiktor-chomik	0	laskontti	1	topspin15	0	SICKone	1
eie24	0	kotoole	0	Gustavkar	0	Bebetter14	1	phantom567459	1	benellis3	0	wdhorton	1	PocketKnight39	0	Herzog51	1	davegiltinan	0
zdMTbeRa		XY15FCdT		9D1WP3LK		MSxdsVBA		rKhaiG3w		Ys2ie3rE		vtcfC9X1		ZbhUmuZ1		jduzATj9		ljdvBc2f	
B96 Sicilian Defense: Najdorf Variation		A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System		C00 French Defense: Schlechter Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		B90 Sicilian Defense: Najdorf Variation, Lipnitsky Attack		C77 Ruy Lopez: Morphy Defense, Anderssen Variation		B67 Sicilian Defense: Richter-Razor Variation, Neo-Modern Variation		D00 Queen's Pawn Game: Staniwall Attack		A20 English Opening: King's English Variation		B22 Sicilian Defense: Alapin Variation, Baranov Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sponsored by gilbert.com	6	6	4	0	0	0	0	8h 18m 8s	62.6	5%	2.9%	9.4%
Svidler on the Roof	4	4	6	0	0	0	0	8h 21m 52s	65.6	6.2%	3.8%	8.5%

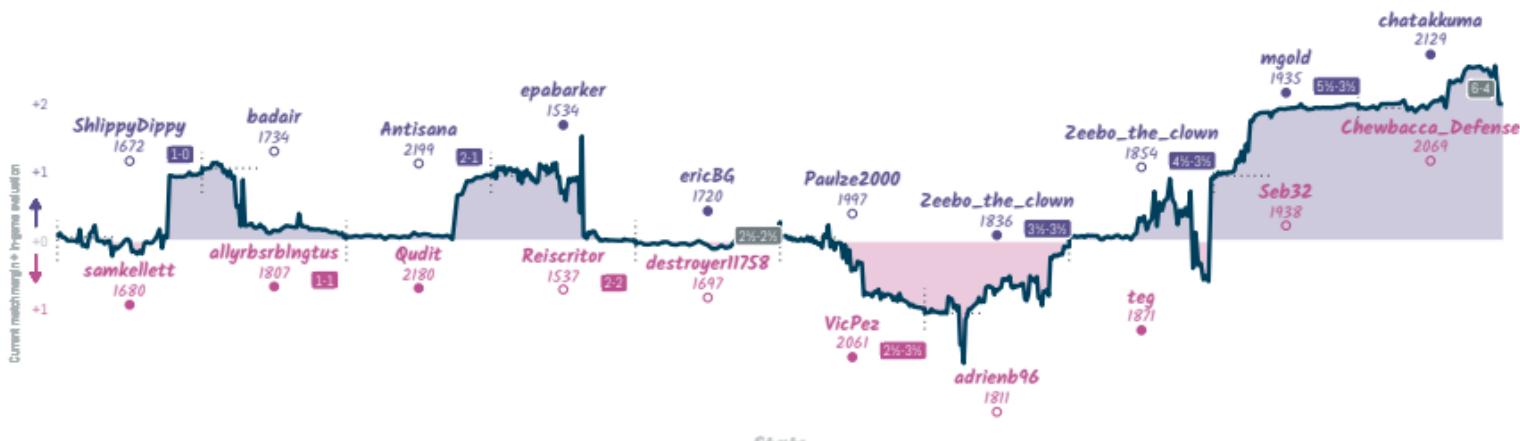
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

#5 Nimzo 2000 6 4 You Brought a Bishop to a Knight Fight

Games

B9	Mon 20:00	B7	Tue 18:00	B1	Wed 22:00	B10	Thu 19:30	B8	Sat 17:00	B3	Sat 16:00	B6	Sat 17:30	B5	Sun 08:00	B4	Sun 17:15	B2	Sun 22:00
ShlippyDippy	1	badair	0	Antisana	1	epabarker	0	ericBG	%	Paulze2000	0	Zeebo_the_clown	1	mgold	1	chatakkuma	%		
samkellett	0	allyrbsrbngtus	1	Qudit	0	Reiscritor	1	destroyer11758	%	VicPez	1	adrienb96	0	teg	0	Seb32	0	Chewbacca_DefenseS	
VKuBg10k		mary5MIq		MLP7o6WY		Yt6IH6VS		sUKzQ21B		AcW7NFus		22AetYUT		RuXvfAJq		atHNGhPP		8jngnxDA	
B10 Caro-Kann Defense		E70 King's Indian Defense: Normal Variation		D52 Queen's Gambit Declined: Cambridge Springs Defense, Bogoljubow Variation		B02 Alkhnine Defense: MaK'cyy Variation		C53 Italian Game: Classical Variation, Giuoco Pianissimo		A36 English Opening: Symmetrical Variation, Botvinnik System		E06 Catalan Opening: Closed		D27 Queen's Gambit Accepted: Classical Defense, Rubinstein Variation		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		D10 Slav Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nimzo 2000	6	5	3	2	0	0	0	7h 28m 42s	45.5	6.6%	5%	4.6%
You Brought a Bishop to a Knight Fight	4	3	5	2	0	0	0	6h 39m 58s	51.4	9.9%	4%	4.3%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/(D/L) (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

#6 Bongcloud 9 6 4 Wuthering Knights

Games

B6	Wed 20:00	B3	Thu 14:00	B2	Fri 02:00	B8	Fri 03:00	B4	Fri 18:00	B9	Fri 21:00	B7	Sun 09:00	B10	Sun 14:00	B1	Sun 19:00	B6	Sun 20:30
Tuuraliin	%	NLance	%	Razorsharponly	1	sephiroth87	0	rojazu	1	opus71a	0	didnothingwrong	%	Jrussell8	%	Visaith	1	rsmillie94	1
Gokuba	%	Geigenzaehler	%	WarGoblin	0	mojomoe	1	dkol	0	ruip	1	iljazbru	%	mumblecoredumb...	%	Brundd	0	fesklo	0
wM4W1rd2		W05BvRlf		19K6KMo		DYGFr6IT		KrAsbz9q		DhA0dub		MyhdUvwj		7QMz10GD		ohrmu09B		qVqFzXQh	
D02 Queen's Pawn Game: Symmetrical Variation		C02 French Defense: Advance Variation, Paulsen Attack		D37 Queen's Gambit Declined: Three Knights Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		A10 English Opening: Anglo-Dutch Defense		B04 Alkhanov Defense: Modern Variation, Albut Variation		B10 Caro-Kann Defense: Breyer Variation		D02 Queen's Pawn Game: London System		B11 Caro-Kann Defense: Two Knights Attack, Minden Variation, Exchange Line		B01 Scandinavian Defense: Portuguese Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bongcloud 9	6	4	2	4	0	0	0	7h 3m 55s	43.0	10.4%	2.4%	3.7%
Wuthering Knights	4	2	4	4	0	0	0	8h 51m 43s	47.3	7.5%	1.9%	4.5%

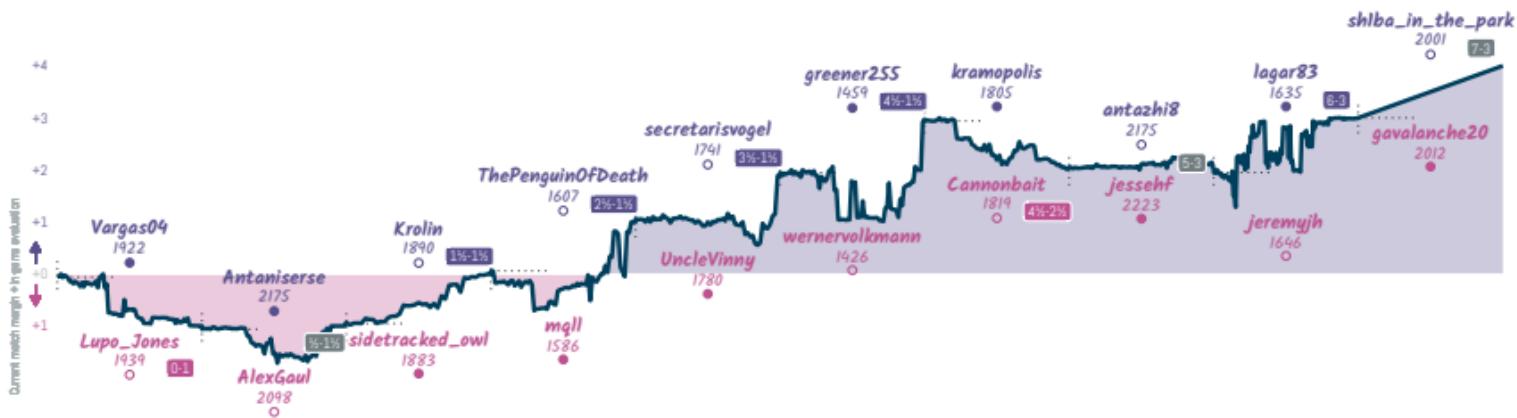
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

#9 **Damaged pawn structure Inc.** 7 3 Maybe the Real Treasure Was the FENs ...

Games

B4	Mon 17:30	B2	Wed 17:00	B5	Fri 04:30	B9	Sat 15:00	B7	Sat 17:00	B10	Sat 17:00	B6	Sun 14:45	B1	Sun 17:15	B8	Sun 19:30	B3
VargasD4	D	Antanisarise	%	Krolin	1	ThePenguinOfDeath	1	secretarisvogel	1	greener255	1	kramopolis	0	antazhi8	%	lagar83	1	shiba_in_the_parkIX
Lupo_Jones	I	AlexGaul	%	sidetracked_owl	0	mqll	0	UncleVinny	0	wemervolkmann	0	Cannonbait	1	jessehf	%	jeremyjh	0	avalanche20
wS4cxk70	MCwJiqJ1	q3STxZQI	ncA7qDkF	18mIfUhM	9ulrimP	5rZtIlnT	GGqYDvuw	aFlf7l2K										
A45 Trompowsky Attack	E01	Catalan Opening: Closed	C61	Ruy Lopez: Bird Variation	200	Blackmar-Diemer Gambit: Tartakower Variation	E11	Bogo-Indian Defense: Wade-Smyslov Variation	B13	Caro-Kann Defense: Panov Attack	D97	Réti Defense: Russian Variation, Laverfish Variation	E06	Catalan Opening: Closed	E93	Sicilian Defense: Accelerated Dragon, Maróczy Bind, Breyer Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Damaged pawn structure Inc.	7	5	2	2	1	0	0	8h 5m 23s	49.8	8.2%	3.9%	4.8%
Maybe the Real Treasure Was the FENs We Made Along the Way	3	2	5	2	0	1	0	8h 45m 46s	57.6	8.2%	4.2%	6.3%

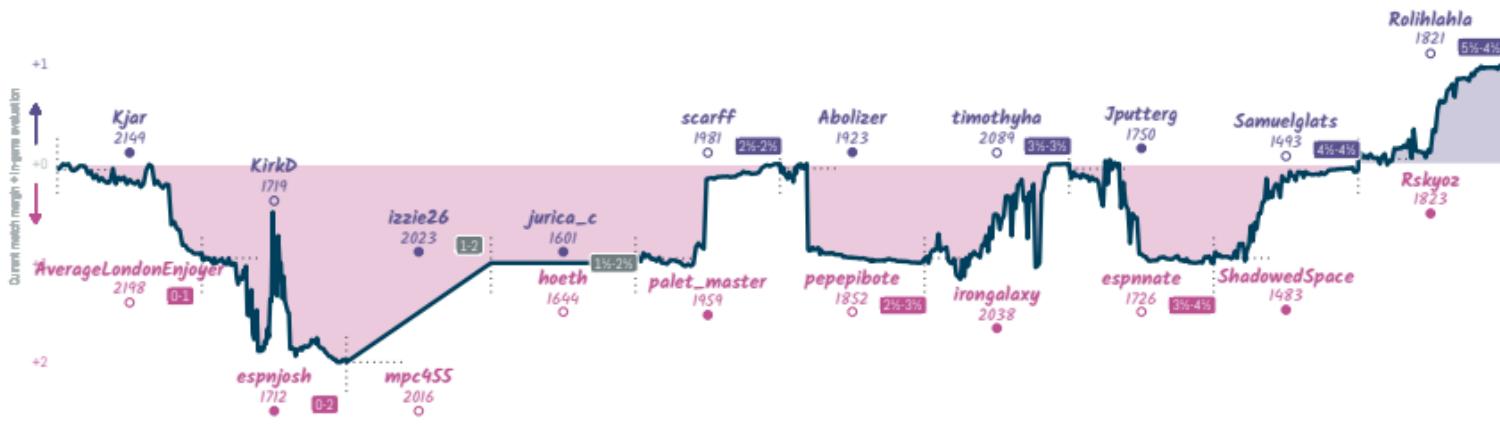
NOTES 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the day/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the x-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pausing without a scheduled time are shown last). 'Stats': (FW/L/L-ferret) wins/losses/draws; Clock: total clock time used; ACPL: team average clock/pawn time (adjusted for moves); Inaccuracy/Mistakes/Blunders: # moves of each type only. Also ranks only shown for the top 10 teams at the start of the round (sprung/fabrics; ranks not shown for Round 1). This plot was compiled on 1 March 2022.

#8 Adult Decliners 5½ 4½ d4 d5 Bf4 +- The rest is a matter of ...

Games

B1	Tue 01:30	B8	Thu 19:00	B3	B9	B4	Sat 09:00	B5	Sat 18:30	B2	Sat 19:00	B7	Sun 13:00	B10	Sun 14:00	B6	Sun 20:30	
Kjar	0	KirkD	0	izzie26	1X	jurica_c	½	scarff	1	Abolizer	0	timothyha	1	Jputterg	0	Samuelglatz	1	Rolihlahla
AverageLondonE...	1	espnjosh	1	mpc455	0F	hoeth	½	palet_master	0	pepepibote	1	irongalaxy	0	espninate	1	ShadowedSpace	0	Rskyoz
aBb80lJ		SLTQLahf				Ktlw37A4		ul61ipZN		Vo8GaLPW		wmvkFzdt		KyV5exsR		bHowpv0a		
A40 Horwitz Defense		C58 Italian Game: Two Knights Defense, Polerio Defense, Bishop Check Line				A18 English Opening: Anglo-Indian Defense, Queen's Knight Variation		A42 Modern Defense: Averbakh System		B22 Sicilian Defense: Alapin Variation		B07 Pirc Defense: Byrne Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		B12 Caro-Kann Defense: Advance Variation, Tall Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Adult Decliners	5½	4	4	0	1	0	1	8h 3m 17s	43.1	6.6%	2.7%	4.7%
d4 d5 Bf4 +- The rest is a matter of technique	4½	4	4	0	0	1	1	8h 15m	42.6	7.6%	6%	2.7%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (W/L/D) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

808s & Checkmate 6 4 Lichess bans keyboa

Games

B6	Fri 02:00	B10	Fri 23:00	B9	Fri 23:00	B7	Sat 15:00	B2	Sat 16:00	B8	Sun 10:00	B6	Sun 17:00	B4	Sun 20:00	B3	Sun 20:00	B1	
nvasquez	1	osumarko	0	TastyOs	1	jojoschessadve...	%	GravellyPoint	%	zbebe	0	mfeeney88	1	prawnsbro	1	Latinovicz	%	fearlessking64	%
mynameismund	0	slam267	1	jcarmody	0	loungelizard	%	Sesquipedalism	%	gingersquirrel...	1	ekopp2000	0	Wo_Cheng_Si_Le	0	Ecclesiastic	%	silkthewanderer	%
HBkTbs2J		R310fMCV		jcldp6JH		VmEjLyZQ		lp5MAME6		petwomgt		IXvxrL8p		cWRu4MxL		qNcyYyx			
DB5 Grünfeld Defense: Exchange Variation		AMQ Modern Defense		C46 Three Knights Opening		B09 Pirc Defense: Austrian Attack		B23 Sicilian Defense: Closed, Traditional		C16 French Defense: Winawer Variation, Advance Variation		A13 English Opening: Agincourt Defense		B23 Sicilian Defense: Closed, Traditional		B62 Sicilian Defense: Richter-Rauzer Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
808s & Checkmate	6	4	2	3	0	0	1	8h 11m 19s	48.8	6.4%	3.7%	4.9%
Lichess bans keyboa	4	2	4	3	0	0	1	9h 57m 35s	50.9	7.9%	2.7%	4.4%

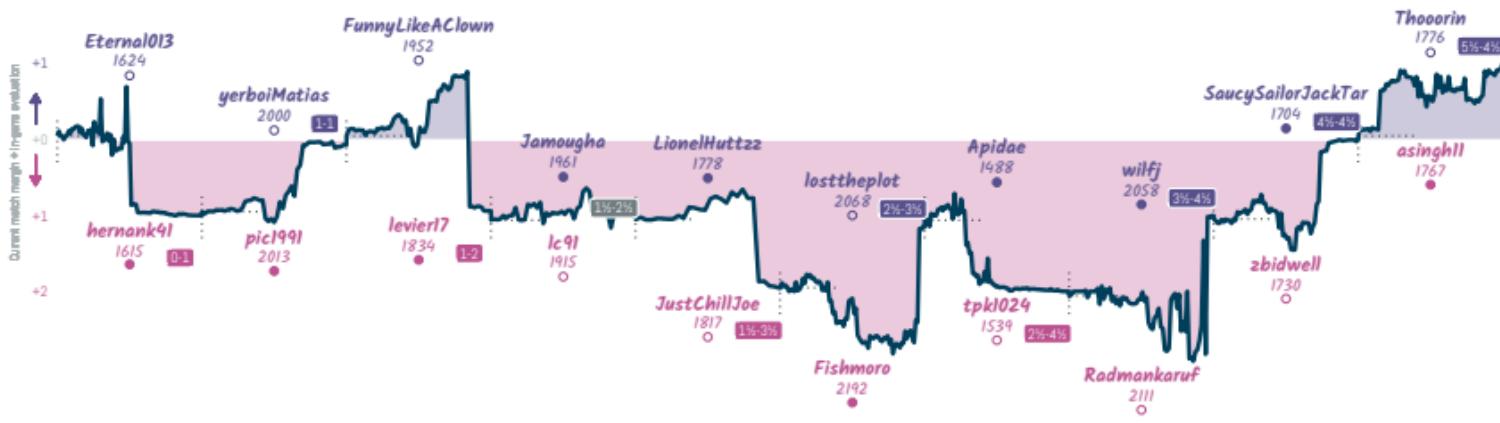
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/L' (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Good Bishop Hunting 5½ 4½ rnbqkbnr/pppplppp/8/4p3/4P3/8/PPPKPPP...

Games

B9	Tue 20:00	B3	Thu 22:30	B5	Fri 02:00	B4	Fri 19:00	B6	Sat 14:00	B1	Sat 19:00	B10	Sun 10:00	B2	Sun 10:00	B8	Sun 20:00	B7	Sun 21:00
Eternal013	0	yerboiMatias	1	FunnyLikeAClown	0	Jamougha	½	LionelHuttzz	0	losttheplot	1	Apidae	0	wilfj	1	SaucySailorJac...	1	Thoorin	1
hemrank41	1	pic1991	0	levier17	1	lc91	½	JustChillJoe	1	Fishmoro	0	tpk1024	1	Radmankaruf	0	zbidwell	0	asingh11	0
FpNJMHdq		oN1tcjgv		SancAQUK		cP4qMkPh		x8H06ZS3		XSNJhCQU		kVIjbi7M		Gfuz9XfB		ausD5GOS		tqrqjHn7o	
B10 Caro-Kann Defense: Two Knights Attack		C88 Ruy Lopez: Closed, Anti-Marshall		D02 Queen's Pawn Game: Chigorin Variation		D39 Queen's Gambit Declined: Ragozin Defense, Vienna Variation		C53 Italian Game: Classical Variation, Center Attack		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		A56 Benoni Defense		A45 Trompowsky Attack		A10 English Opening		B01 Scandinavian Defense: Mieses-Konoc Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Good Bishop Hunting	5%	5	4	1	0	0	0	8h 42m 13s	51.8	9.5%	5.3%	3.6%
mbqkbnr/pppplppp/8/4p3/4P3/8/PPPKPPP/RNBQ1BNR b qk - 12	4%	4	5	1	0	0	0	8h 34m 18s	52.2	13%	2.7%	4.4%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Perpetual check out this blunder 4½ 5½ The Judge Mentalists

Games

B6	Mon 14:30	B8	Tue 15:00	B7	Wed 17:00	B4	Wed 17:00	B5	Wed 18:45	B9	Wed 19:30	B2	Fri 18:30	B3	Sat 19:00	B1	Sat 19:30	B10	Sun 18:00	
rsandzimier	0	TowerOfSolitude	½	mcqknight	0	kajoM	0	izcmso2	1	Jkerman7553	1	pie314271	0	itisfeathers	1	Groger12	1	UpGoerFive	0	
robertjackson	1	quarkiomatic	½	quaini	1	wiggsl	1	AACtrl	0	Ross067	0	j3084	1	davidthepawn	0	Hendrik2020	0	BFS127	1	
		WkXffFJa1		91GUwUWlj		Fbcyg771		TJdkFFdV		EsrQcZYj		J1KHjeeF		75mqf8A8		FdZ340X5		k4sLAW3N		CfWaaxSW
ADS Zukertort Opening: Quiet System		B01 Scandinavian Defense: Main Line		B10 Caro-Kann Defense: Two Knights Attack		A42 Modern Defense: Kotov Variation		E80 King's Indian Defense: Sämisch Variation		D30 Queen's Gambit Declined: Traditional Variation		B40 Sicilian Defense: French Variation		B15 Caro-Kann Defense: Tartakower Variation		B96 Sicilian Defense: Najdorf Variation, Polugaevsky Variation		B40 Sicilian Defense: French Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Perpetual check out this blunder	4½	4	5	1	0	0	0	8h 51m 44s	55.2	9.9%	3.6%	6.1%
The Judge Mentalists	5½	5	4	1	0	0	0	9h 41m 49s	53.8	9.2%	3.3%	4.6%

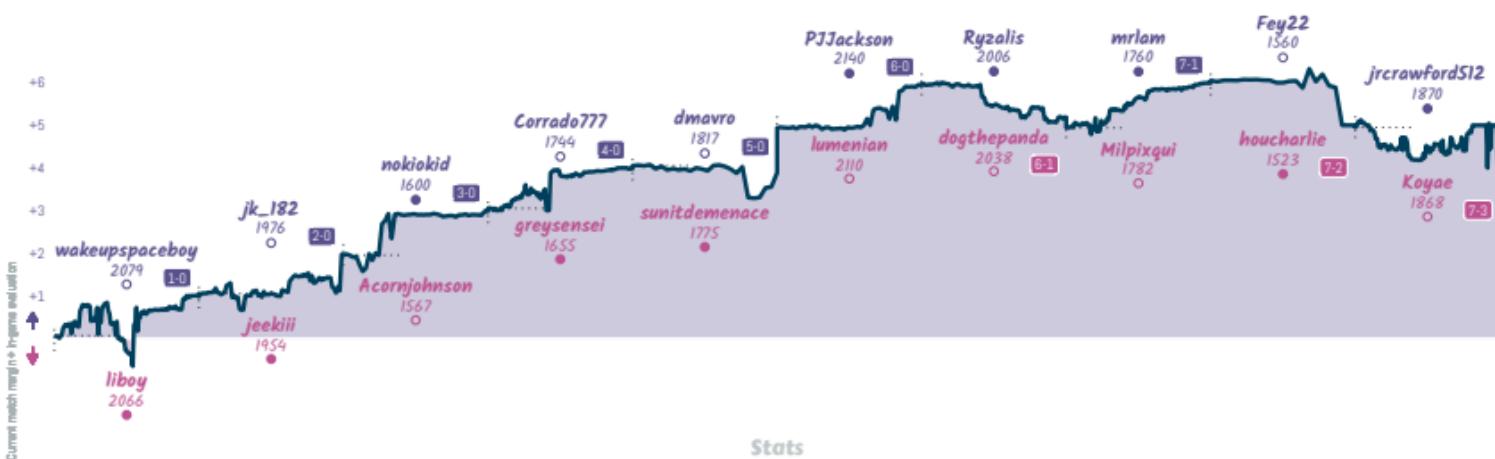
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Isolated Sextupled f-Pawns 7 3 Keep Kann and Caro On

Games

B2	Wed 02:00	B4	Wed 19:00	B9	Fri 19:30	B8	Fri 21:00	B6	Sat 08:15	B1	Sat 16:00	B3	Sat 18:00	B7	Sun 00:00	B10	Sun 16:00	B5	Sun 14:45
wakeupspaceboy	1	jk_182	1	nokiokid	1	Corrado777	1	dmavro	1	PJJackson	1	Ryzalis	0	mrlam	1	Fey22	0	jrcrawford512	0
liboy	0	jeekill	0	Acornjohnson	0	greysensei	0	sunitdemenace	0	lumenian	0	dogthepanda	1	Milpixqui	0	houcharlie	1	Koyae	1
o8kstAnK		sxKSKEak		EsLCLxBd		SEqFfjtZ		ruicyDhA		8M15VjPG		bXQfhGR4V		yFGsd5k0		hM884E4R		BNX67Nm5	
E10 Indian Defense: Anti-Nimzo-Indian		C70 Ruy Lopez: Morphy Defense, Braz Variation		C42 Russian Game: Stafford Gambit		C02 French Defense: Advance Variation, Milner-Barry Gambit		B23 Sicilian Defense: Closed, Traditional		D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation		C58 Italian Game: Two Knights Defense, Polaria Defense, Bishop Check Line		E24 Nimzo-Indian Defense: Sämisch Variation, Accelerated		C78 Ruy Lopez: Morphy Defense, Neo-Arkhangelsk Variation		C35 King's Gambit Accepted: Cunningham Defense	

Story



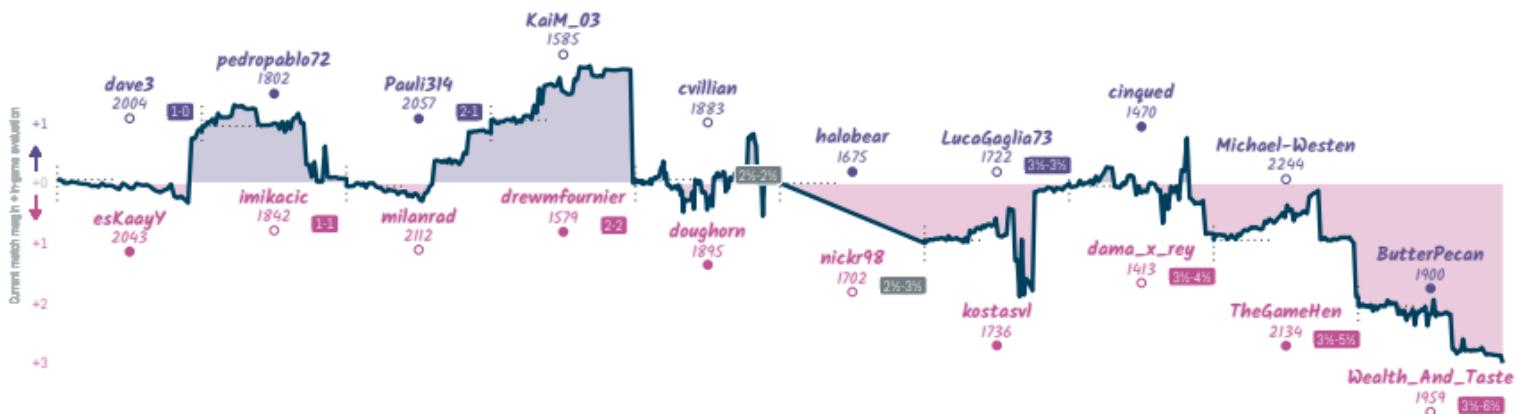
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/(forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks; ranks not shown for Round 1). This plot was compiled on 1 March 2022.

All Knight Long 3½ 6½ Pick smth better this time pls

Games

B3	Tue 17:30	B6	Tue 20:30	B2	Thu 17:00	B9	Thu 22:00	B5	Fri 00:00	B8	B7	Sat 20:00	B10	Sun 12:00	B1	Sun 20:30	B4	Mon 00:00
dave3	1	pedropablo72	0	Pauli314	1	KaiM_03	0	civilian	%	halobear	0F	LucaGaglia73	1	cinqued	0	Michael-Westen	0	ButterPecan
esKaaY	0	imikacic	1	milanrad	0	drewmfournier	1	doughorn	%	nickr98	1X	kostasvl	0	dama_x_rey	1	TheGameHen	1	Wealth_And_Taste
g8Qc9k3		UnvChuxe		7ZOadU7G		SW1kyYik		jbGwdXTU				auZPXYDK		7o6r6Rg4		SsHrXgrz		TfRy4Bwx
000 Queen's Pawn Game: Mason Variation		B20 Sicilian Defense: Mongarini Variation		C11 French Defense: Steinitz Variation, Boleslavsky Variation		B6 Sicilian Defense: Richter-Rauzer Variation, Classical Variation		A48 London System				C88 Ruy Lopez: Closed, Anti-Marshall		002 Queen's Pawn Game: Symmetrical Variation		E90 King's Indian Defense: Normal Variation, Rare Defenses		A34 English Opening: Symmetrical Variation, Rubinstein Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
All Knight Long	3%	3	5	1	0	1	0	6h 37m 53s	56.9	5.1%	4.7%	6.8%
Pick smth better this time pls	6%	5	3	1	1	0	0	5h 42m 9s	51.7	8.8%	3.7%	5.8%

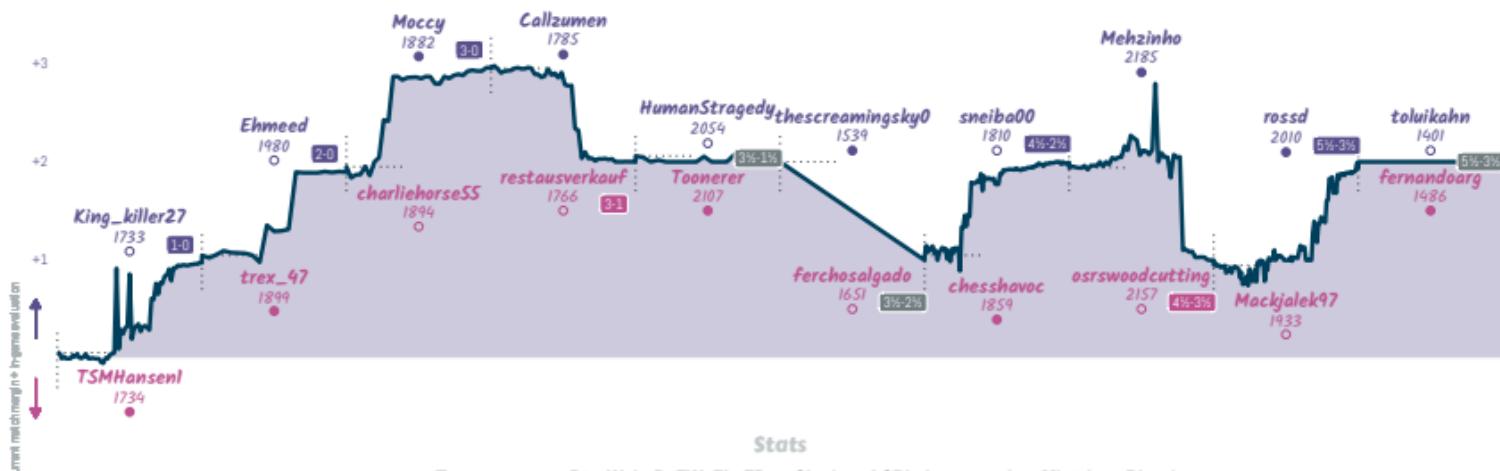
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Mates Are Better Than Friends 5½ 3½ Sac Theory

Games

BB	Wed 18:00	B4	Thu 18:00	B5	Thu 18:00	B7	Thu 18:00	B2	Thu 19:30	B9	B6	Sun 13:00	B1	Sun 16:30	B3	Sun 15:00	B10	OF	
King_killer27	1	Ehmeed	1	Moccy	1	Callzumen	0	HumanStragedy	%	thescreamingsky0	0F	sneiba00	1	Mehzinho	0	rossd	1	toluikahn	
TSMHansen1	0	trex_47	0	charliehorse55	0	restausverkauf	1	Toonerer	%	ferchosalgado	1X	chesshavoc	0	osrswoodcutting	1	Mackjalek97	0	fernandoarg	
Sz365Kxp		q7q3SQGY		shH6UDsA		MrrGc7zX		boohVLJI		10o19un4		JUZoTaHs		woKd3j7r					OF
000 Queen's Pawn Game: Steinitz Counter-gambit		C42 Russian Game		B01 Scandinavian Defense: Mieses-Kotov Variation		C42 Russian Game: Nimzowitsch Attack		A45 Indian Defense		C41 Philidor Defense: Lion Variation		D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation		C74 Ruy Lopez: Morphy Defense, Modern Steinitz Defense					

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Mates Are Better Than Friends	5%	5	2	1	0	1	0	3h 47m 39s	36.6	7.8%	1.8%	2.3%
Sac Theory	3%	2	5	1	1	0	0	4h 37m 23s	47.1	9.2%	2.3%	4.6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Sac now, think later 6 4 Teclaf's Chairleaders

Games

B8	Tue 16:00	B6	Tue 20:00	B9	Wed 13:30	B5	Wed 17:30	B4	Sat 17:00	B2	Sat 19:00	B10	Sat 20:00	B7	Sun 02:00	B1	Sun 03	Sun 17:00	
dpurgin	1	mmgoo	1	CFeerick	1	JeremylsFishing	1	FourLanChurro	0	nadjarostowa	0	BorisOspasky	0	davidmcl2	1	mathijshuis	1X	greedydragon	0
BarbarAusBielef...	0	SadFrenchFry	0	WolfInCheapClo...	0	wizywop	0	Potnes	1	01189998819991197253	1	prostidude	1	Sg1c	0	lolser9	0	Superfighter	1

Rq3980DXY

ChBdQjsu

LArrKVHD

ZJjEFuev

TVRmrxiR

X0uxmjRq

xNxgvHjI

EjmUKs44

EB9fDrh2

B14 Caro-Kann Defense: Panov Attack, Main Line

A42 Modern Defense: Averbakh System

B07 Pirc Defense

B12 Caro-Kann Defense: Modern Variation

B13 Caro-Kann Defense: Exchange Variation; Rubinstein Variation

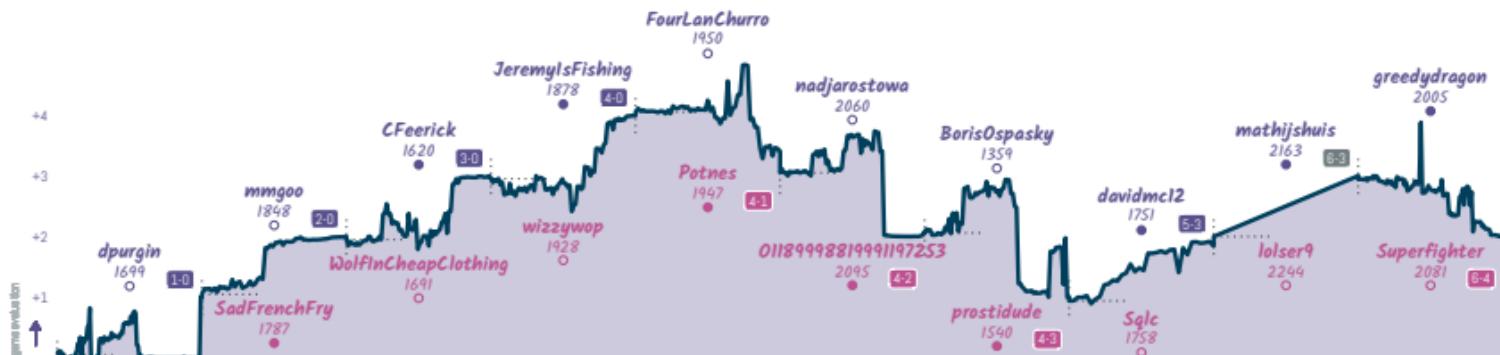
B11 Caro-Kann Defense: Two Knights Attack, Mihailov Variation, Exchange Line

A80 Dutch Defense

D00 Queen's Pawn Game

D87 Grünfeld Defense: Exchange Variation, Sevilla Variation

Story



Current match margin + 1 game evaluation

Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sac now, think later	6	5	4	0	1	0	0	7h 35m 52s	51.4	7.3%	3.5%	6.1%
Teclaf's Chairleaders	4	4	5	0	0	1	0	8h 35m 42s	54.6	10.2%	3.5%	6.1%

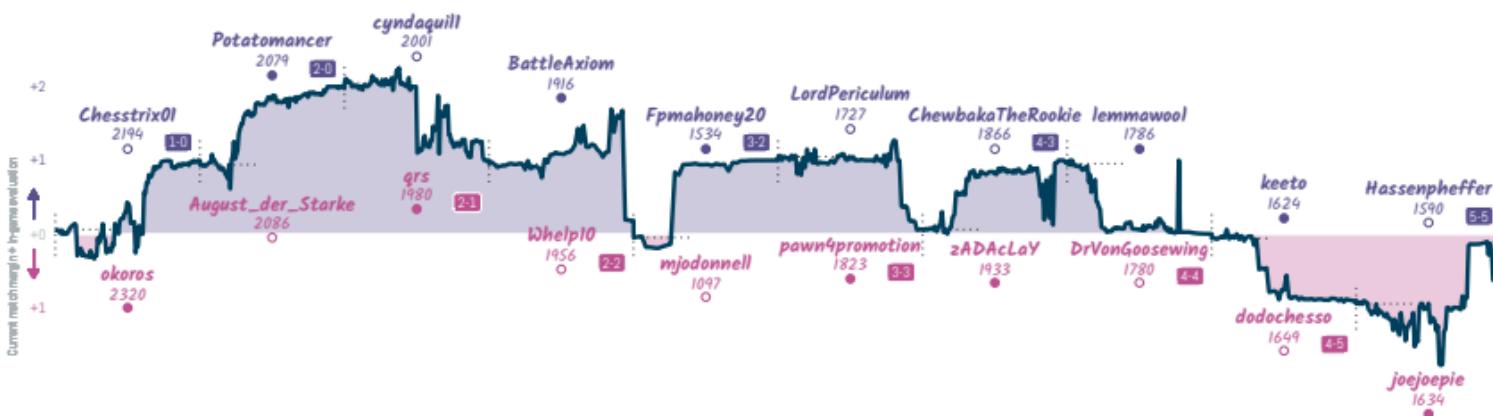
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/(forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Nepo's Bishop: No Way Home 5 5 Puzzled Rushers

Games

B1	Tue 15:30	B2	Wed 05:00	B3	Thu 05:00	B4	Thu 23:00	B10	Fri 20:30	B7	Fri 20:00	B5	Sat 17:00	B6	Sat 22:00	B8	Sun 09:30	B9	Sun 17:00
Chesstrix01	1	Potatomancer	1	cyndaquill	0	BattleAxiom	0	Fpmahoney20	1	LordPericulum	0	ChewbakaTheRookie	1	Iemma wool	0	keeto	0	Hassenpheffer	1
okoros	0	August_der_Starke	0	qrs	1	Whelp10	1	mjodonnell	0	pawn4promotion	1	zADACaLy	0	DrVonGoosewing	1	dodochesso	1	joejoepie	0
GGxD9nPX		nwnollWSU		SdH1G1Gw		ecPgKsF		XdLGmpbZ		Ikx5aDjV		BuzkyEia		vQpCzxZB		dU09BExD		KVikvynL	
E32 Nimzo-Indian Defense: Classical Variation		D16 Slav Defense: SoutinBaltic Variation		B13 Caro-Kann Defense: Panov Attack, Modern Defense		C42 Russian Game: Nimzwitsch Attack		A04 Zukertort Opening: Queen's Gambit Invitation		B22 Sicilian Defense: Alapin Variation, Benoni Defense		D15 Slav Defense: Chameleon Variation		A22 English Opening: Carlis-Bremen System		D010 Slav Defense		B23 Sicilian Defense: Closed, Traditional	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nepo's Bishop: No Way Home	5	5	5	0	0	0	0	8h 32m 41s	47.7	7.3%	3.9%	3.6%
Puzzled Rushers	5	5	5	0	0	0	0	8h 23m 49s	49.3	10%	4.3%	2.9%

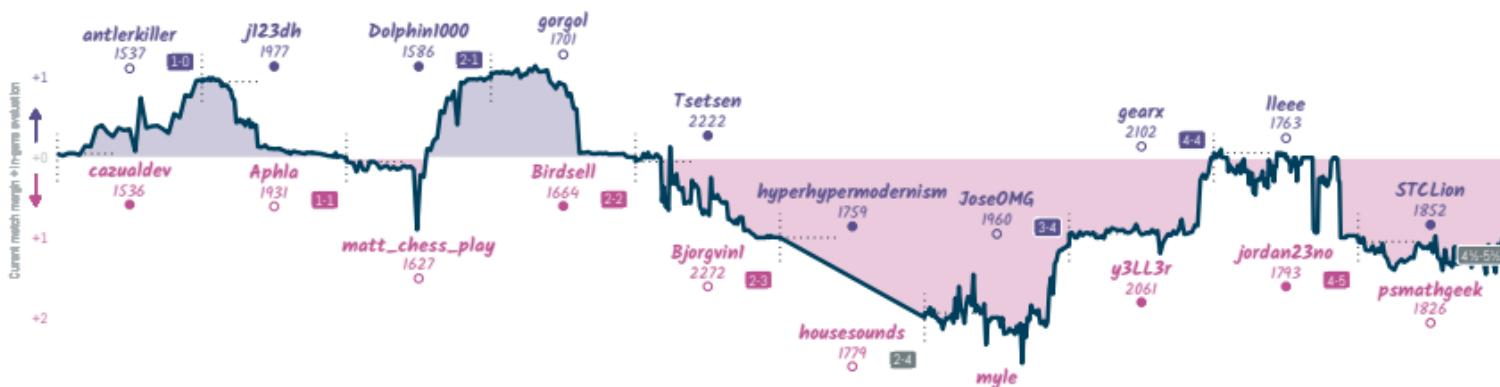
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Pawns Across The World 4½ 5½ Seasoned Blunderers

Games

B10	Thu 19:00	B3	Thu 18:00	B9	Thu 19:00	B8	Fri 20:00	B1	Sat 08:00	B7	B4	Sat 21:00	B2	Sun 13:00	B6	Sun 19:30	B5	Mon 01:00	
antlerkiller	1	j123dh	0	Dolphin1000	1	gorgol	0	Tsetsen	0	hyperhypermodernis...	0F	JoseOMG	1	gearx	1	STCLion	0	%	
cazualdev	0	Aphla	1	matt_chess_play	0	Birdsell	1	Bjorgvin1	1	housesounds	1X	myle	0	y3LL3r	0	jordan23no	1	psmathgeek	%
qVOORBl2		ddeysWkf		B6Mf5JxL		WmQFcDCR		7GSPM6I4				R5MynFIY		GGSuQfcB		CkejapAK		mCsIT4GH	
C46 Three Knights Opening		C50 Italian Game: Giuoco Pianissimo, Italian Four Knights Variation		B03 Alekhine Defense: Exchange Variation		031 Queen's Gambit Declined: Charousek Variation		C29 Vienna Game: Vienna Gambit, Bandeben Variation				A50 Mexican Defense		B99 Sicilian Defense: Najdorf Variation, Main Line		D00 Queen's Pawn Game: Mason Variation		B27 Sicilian Defense: Katalinov Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawns Across The World	4½	4	4	1	0	1	0	6h 29m 18s	42.4	10.7%	4.7%	3.4%
Seasoned Blunderers	5½	4	4	1	1	0	0	6h 43m 16s	41.4	6.9%	3.8%	6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Back, Sac and Attack 3½ 6½ Chairmen of the Board

Games

B7	Tue 02:00	B10	Thu 15:15	B6	Sat 11:15	B5	Sun 05:00	B1	Sun 11:00	B3	Sun 14:00	B8	Sun 18:00	B2	Sun 17:00	B4	B9
jackaardvark	0	electricfalcon	0	apdent42	1	aloo_bhaloo	0	Pendru	0	Roofies	0	chiasmata	%	fookh	%	aloo_bhaloo	1X
Antennaman	1	caodanny	1	Davidc2214	0	Brainet	1	Keyrosas	1	ChessPriyome	1	pddchess	%	Knoddel	%	helloplaychess	OF
70LnQ3JP		MWvhaXFS		CqlDRZV1		npgQ16ue		UIFSeowy		hc6da8Bb		rSZTMvBS		1PGZkDUR		nairwolf	%Z
B07 Lion Defense: Anti-Philidor		C45 Scotch Game: Classical Variation		C44 Scotch Game: Scotch Gambit, Advance Variation		B03 Alkhanine Defense: Balogh Variation		CB4 Ruy Lopez: Closed, Martinez Variation		ABD Dutch Defense: Hoptan Attack		B11 Caro-Kann Defense: Two Knights Attack, Middane Variation, Retreat Line		A71 Benoni Defense: Classical Variation, Averbakh-Girvin Attack		jmcrauth	%Z

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Back, Sac and Attack	3%	1	5	2	1	0	1	7h 19m 25s	40.8	7.8%	2.1%	3.9%
Chairmen of the Board	6%	5	1	2	0	1	1	7h 28m 26s	27.3	5.7%	2.1%	2.8%

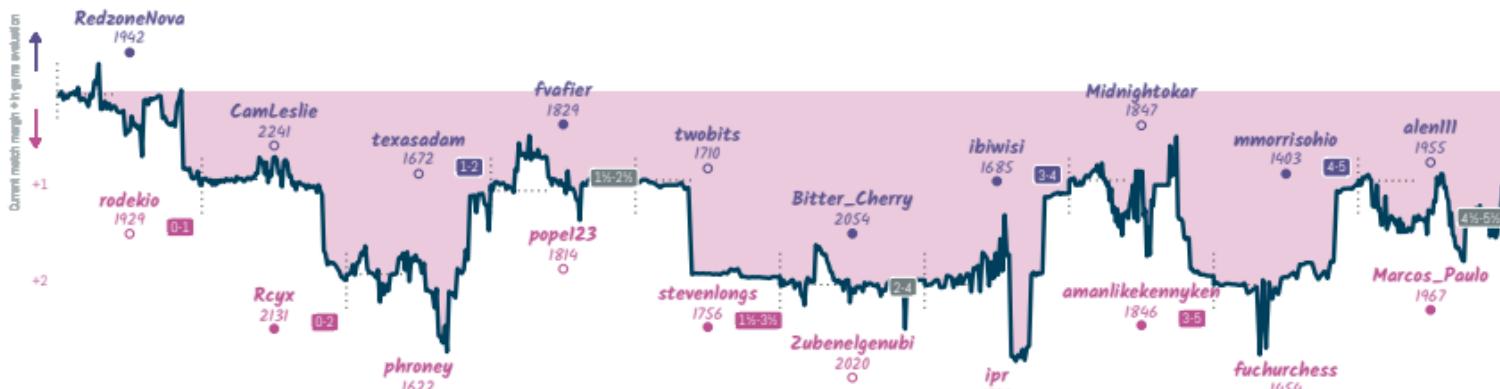
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings with a scheduled time are shown last). 'Stats': -(P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

I. e4 e6 Kiss 4½ 5½ Chesster Utd

Games

B4	Wed 00:00	B1	Wed 18:00	B9	Fri 01:30	B6	Fri 16:00	B7	Sat 15:00	B2	Sat 16:30	B8	Sat 20:30	B5	Sun 08:00	B10	Sun 16:00	B3	Sun 17:30
RedzoneNova	0	CamLeslie	0	texasadam	1	fvafler	%	twobits	0	Bitter_Cherry	%	ibiwisi	1	Midnightokar	0	mmorrisohio	1	alen111	%
rodekio	1	Rcyx	1	phrony	0	popel23	%	stevenlongs	1	Zubenelgenubi	%	ipr	0	amanlikekennyken	1	fuchurchess	0	Marcos_Paulo	%
UWXhEoAF		GKCU4S0		BzOLDfw1		U4foElry		GKQQN1N		nFKChEDA		2DP9ep3X		AS1CURkf		0IrNsXuU		RQZPHOUy	
A16 English Opening: Anglo-Indian Defense, Queen's Knight Variation		D45 Semi-Slav Defense: Normal Variation		D06 Queen's Gambit Declined: Marshall Defense		D01 Rapport-Johava System		C44 Scotch Game: Scotch Gambit, Advance Variation		B22 Sicilian Defense: Alapin Variation, Baranov Defense, Modern Line		C07 French Defense: Tarrasch Variation, Open System, Euwe-Keres Line		B23 Sicilian Defense: Closed, Traditional		C53 Italian Game: Classical Variation, Giuoco Pianissimo		A25 English Opening: King's English Variation, Reversed Closed Sicilian	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I. e4 e6 Kiss	4½	3	4	3	0	0	0	9h 27m 5s	50.1	9.8%	5.6%	6.1%
Chesster Utd	5½	4	3	3	0	0	0	10h 37m 42s	46.9	9%	5.3%	6.1%

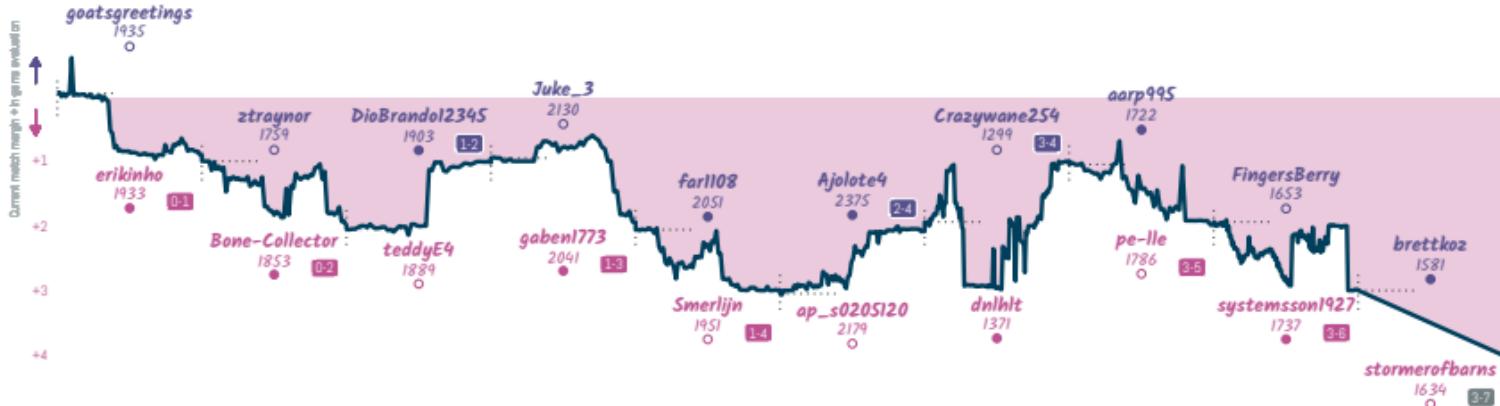
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': -(P)/(W/D/L) (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

110. e4 3 7 Misunderstanding Chess Move by Move

Games

B4	Tue 19:00	B6	Wed 14:00	B5	Wed 18:00	B2	Wed 23:00	B3	Thu 19:00	B1	Fri 19:00	B10	Sat 18:00	B7	Sat 19:00	B8	Sun 15:00	B9	OF
goatsgreetings	0	ztraynor	0	DioBrandol2345	1	Juke_3	0	far1108	0	Ajolote4	1	Crazywane254	1	aarp995	0	FingersBerry	0	brettkoz	0F
erikinho	1	Bone-Collector	1	teddyE4	0	gaben1773	1	Smerlijn	1	ap_s0205120	0	dnihlt	0	pe-lle	1	systemsson1927	1	stormerofbarns	1X
	kGY753rY	2co6E7e		ZcNZv4jI		gJteuVMh		jIef2ksW		1Vb25pXV		pbLwxxyto		6gMVSnlv		M9gxy7v4			
B22 Sicilian Defense: Alapin Variation		A01 Nimzo-Larsen Attack: Modern Variation		C07 French Defense: Tarrasch Variation, Open System, Ewe-Keres Line		C11 French Defense: Classical Variation, Steinitz Variation		D00 Queen's Gambit Accepted: Old Variation		A09 R&B Opening: Reversed Blumenfeld Gambit		A46 Indian Defense: Knights Variation		C46 Three Knights Opening		D00 Queen's Pawn Game: Mason Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
110. e4	3	3	6	0	0	1	0	8h 41m 30s	60.7	10.5%	4.4%	5.8%
Misunderstanding Chess Move by Move	7	6	3	0	1	0	0	8h 17m 5s	52.2	8.2%	4.1%	5%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are sorted from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Confused shuffling 4½ 5½ Team Name Declined Variation

Games

B6	Thu 16:00	B8	Thu 19:00	B7	Fri 18:00	B6	Sat 19:00	B2	Sat 20:00	B4	Sun 10:00	B1	Sun 12:00	B3	Sun 15:00	B9	Sun 16:30	B10	Mon 00:00
cwalden	0	Dkeey	0	Reodor	0	Scaredpeach	1	Schackmacke	1	Val1313	0	gabrahmad	1	soldadofiel	5	Nuxoz	1	PureOhms	0
surajgaire0	1	jippiedoe	1	kibenur	1	fwcj68	0	KnightFury21	0	flipiflapi	1	Aidoz	0	Meeklydim	5	eudaimoni4	0	jsettel1	1
sHU7ykSa		Fra6PW9C		pm5K82BJ		9lo46qxC		1Y2sznq6		upBonb6s		QYfbSkXB		sP1dAdSr		SPgcfUJ2		aeUXou1L	
C53 Italian Game: Classical Variation, Closed Variation		D11 Slav Defense: Modern Line		A45 Indian Defense		C42 Russian Game: Cochrane Gambit		B42 Sicilian Defense: Kan Variation, Modern Variation		A45 Trompowsky Attack: Ragozin Variation		B51 Sicilian Defense: Meoway Variation		C77 Ruy Lopez: Morphy Defense, Womad Attack		E42 Nimzo-Indian Defense: Halberin Variation, Rubinstein Variation, Main Line		D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Confused shuffling	4½	4	5	1	0	0	0	8h 18m 24s	55.3	9.4%	2.5%	7.6%
Team Name Declined Variation	5½	5	4	1	0	0	0	10h 19m 30s	54.0	7.8%	3.2%	7.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

I've been through the season on a tea...

5 5 Legalize Caruana

Games

B9	Wed 11:00	B8	Wed 17:00	B1	Wed 19:15	B5	Fri 18:00	B2	Fri 21:15	B10	Sat 00:30	B7	Sat 13:00	B3	Sat 13:00	B4	Sun 14:00	B6	Sun 18:00
Zher0	0	LanArch	1	notzmv	1	plastic_pusher	0	KS_Legion_Legionowo	1	Heathcliffs	1	droidika	0	adandel	0	rodeo	1	Tranzoo	0
mariann_chicu	1	BoraBoy	0	chessfish2	0	b4dger	0	louiegunz	0	ozengnir	0	BioNoob	1	danbock	1	Jellel	0	breakfastchamp	1
gtARRTNZ		wQFSfao8		4XghFpUY		kZ4v1VOG		HqLUCigP		qsFqBzoK		aBH1onlf		We3TNZxr		6PDdBVo3		eqGtd6Z7	
ADB King's Indian Attack: Sicilian Variation		C50 Italian Game: Giuoco Pianissimo, Normal		B99 Sicilian Defense: Najdorf Variation, Main Line		019 Slav Defense: Czech Variation, Classical System, Main Line		AB5 Dutch Defense: Queen's Knight Variation		C55 Italian Game: Two Knights Defense, Modern Bishop's Opening		C42 Russian Game: Nizenzwitz Attack		B40 Sicilian Defense: Four Knights Variation		C10 French Defense: Rubinstein Variation, Blackburne Defense		B23 Sicilian Defense: Closed	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I've been through the season on a team with no name	5	5	5	0	0	0	0	7h 47m 53s	43.0	5.4%	4%	4.3%
Legalize Caruana	5	5	5	0	0	0	0	6h 18m 51s	39.4	6.7%	4.3%	3.8%

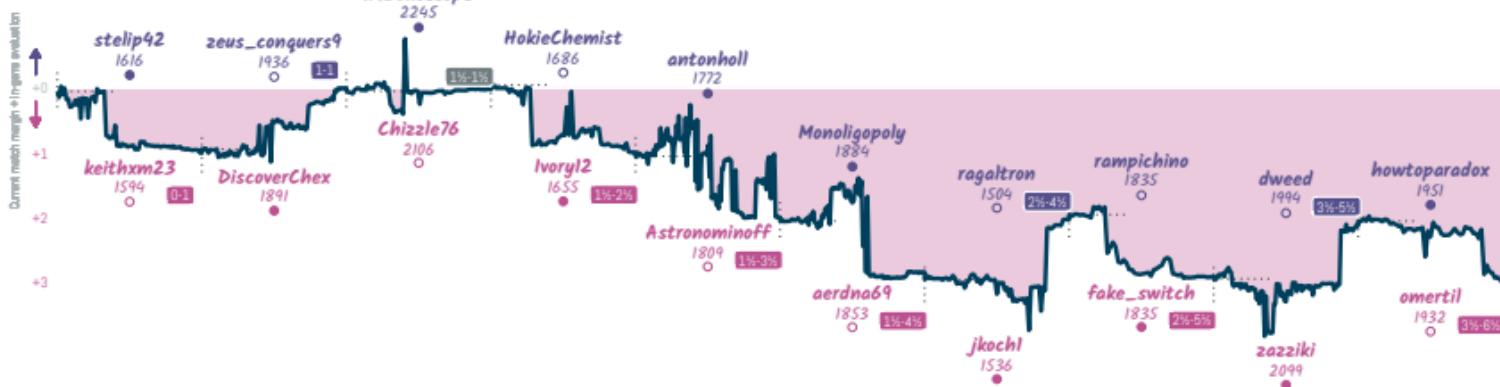
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (W/L/D) (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Blindfolded Bishops 3½ 6½ Panov! at the Disco

Games

B9	Mon 22:00	B4	Mon 23:30	B1	Wed 22:00	B8	Thu 18:00	B7	Thu 18:00	B5	Thu 21:00	B10	Fri 01:00	B6	Sat 18:00	B2	Sat 20:00	B3	Sun 18:00
stelip42	0	zeus_conquers9	1	x420oscope	½	HokieChemist	0	antonholl	0	Monoligopoly	0	ragaltron	1	rampichino	0	dweed	1	howtoparadox	0
keithxm23	1	DiscoverChex	0	Chizzle76	½	Ivory12	1	Astronominoff	1	aerdna69	1	jkoch1	0	fake_switch	1	zazziki	0	omertil	1
XVtuvvU		MxFRTCjl		2YG94sJC		oz82d0G9		SkadatKE		ABMUxALZ		jssW5PEw		8S43835R		8OPYs4fX		Pe10XCWm	
B06 Modern Defense		E06 Catalan Opening: Closed		A30 English Opening: Symmetrical Variation		B30 Sicilian Defense: Old Sicilian		B94 Sicilian Defense: Najdorf Variation		B65 Ruy Lopez: Berlin Defense		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		C57 Italian Game: Two Knights Defense, Fried Liver Attack		E80 King's Indian Defense: Sämisch Variation		E05 King's Indian Attack: Symmetrical Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blindfolded Bishops	3½	3	6	1	0	0	0	7h 53m 41s	61.5	7.5%	2.7%	8.2%
Panov! at the Disco	6½	6	3	1	0	0	0	10h 28m 3s	55.0	7%	2.7%	7.7%

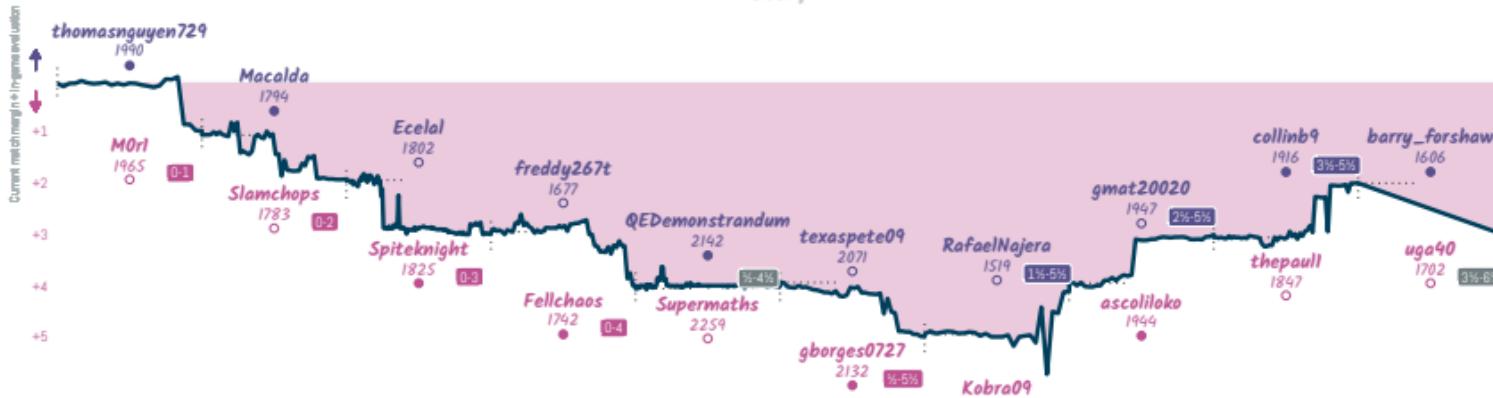
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Forking Legends 3½ 6½ We will only play with Alireza

Games

B3	Tue 19:00	B7	Wed 03:30	B6	Wed 08:30	B8	Sat 16:00	B1	Sat 19:00	B2	Sat 23:00	B10	Sun 17:00	B4	Sun 18:00	B6	Sun 17:00	B9	
thomasnguyen729	0	Macalda	0	Ecelal	0	freddy267t	0	QEDemonstrandum	%	texaspete09	0	RafaelNajera	1	gmat20020	1	collinb9	1	barry_forshaw	0F
MDr1	1	Slamchops	1	Spiteknight	1	Fellchaos	1	Supermaths	%	gborges0727	1	Kobra09	0	ascolloko	0	thepaul1	0	uga40	1X
kWFBx7hs		AHgC9GE2		cNJyp49G		bXndoJWj		F1EPBeUY		xqP4DMxf		od8Zyx8g		ZMn9wr7Q		komAcraE			
B10 Caro-Kann Defense: Two Knights Attack		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		E30 Nimzo-Indian Defense: Leningrad Variation		B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense		E32 Nimzo-Indian Defense: Classical Variation		D01 Richter-Vorosov Attack		B15 Caro-Kann Defense: Tartakower Variation		C00 French Defense: Two Knights Variation		D03 Queen's Gambit Declined Exchange Variation, Positional Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Forking Legends	3½	3	5	1	0	1	0	4h 53m 33s	41.5	5.1%	2.3%	4.5%
We will only play with Alireza	6½	5	3	1	1	0	0	5h 13m 33s	35.7	8%	1.6%	2.9%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

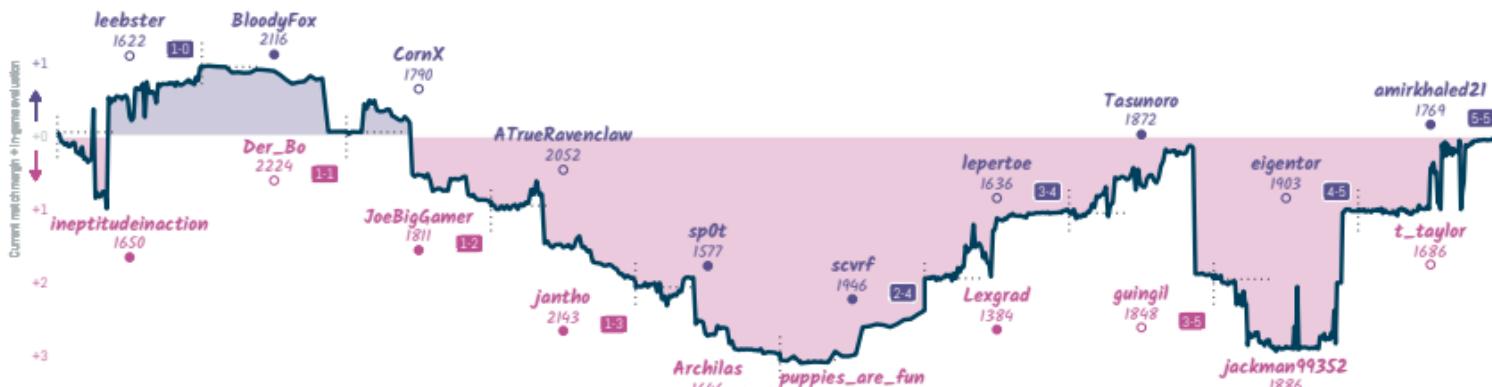
More Tal Kombat 5 5 Saturday Knight Fever

Games

B8	Thu 17:30	B1	Thu 18:15	B6	Sat 14:00	B2	Sat 18:15	B9	Sat 19:00	B3	Sun 02:00	B10	Sun 12:00	B5	Sun 15:00	B4	Sun 17:00	B7	Sun 20:15
leebster	1	BloodyFox	0	CornX	0	ATrueRavenclaw	0	sp0t	0	scvrf	1	lepertoe	1	Tasunoro	0	eigentor	1	amirkhaled21	1
ineptitudeinac...	0	Der_Bo	1	JoeBigGamer	1	jantho	1	Archilas	1	puppies_are_fun	0	Lexgrad	0	guingil	1	jackman99352	0	t_taylor	0

j40bnxYd	MhL3LunY	nasbMhQ3	z6BnysqD	HN70WEqT	Yd7EMbLj	zwaWUzuB	d4n6e0D8	PfRIKxaR	8us0mvvU
C34 King's Gambit Accepted: Schallopp Defense	E94 King's Indian Defense: Orthodox Variation, Donner Defense	D65 Ruy Lopez: Berlin Defense	B35 Sicilian Defense: Accelerated Dragon, Modern Bot Variation	E12 Queen's Indian Defense: Miles Variation	B44 Sicilian Defense: Taimanov Variation	B35 Queen's Gambit Declined: Exchange Variation, Positional Variation	B27 Sicilian Defense: Hyperaccelerated Fianchetto	B12 Caro-Kann Defense: Advance Variation, Van der Wiel Attack	AD1 Nimzo-Larsen Attack: Indian Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
More Tal Kombat	5	5	5	0	0	0	0	7h 50m 15s	54.6	7.7%	1.2%	5.6%
Saturday Knight Fever	5	5	5	0	0	0	0	7h 13m 3s	53.0	8.3%	1.5%	5.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a time by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 1 March 2022.

Hyper Accelerated Blunders 4½ 5½ Pollo Diablo para capitán

Games

B8	Wed 00:00	B3	Thu 19:00	B4	Fri 01:00	B5	Fri 12:00	B6	Sat 00:30	B1	Sat 14:00	B9	Sat 19:00	B7	Sat 18:00	B10	Sat 20:00	B2	Sun 19:00
ebisdikian	0	snorcal	0	bass15t	0	Hindemith	1	bcande01	0	NathanielW	1	ruhib	0	VicPyrrhic	1	burni28	1	Alegre_River	%
curtismcpeak	1	El_pollo_diablo	1	Random69	1	Felipekaox	0	Brandrok1D	1	drchessdad	0	snadyc	1	a2c4	0	Dawn4365	0	grahispieces	%
Dz88fIY4		kDat57oH		cOpWwWJq		p1rlmH1f		JJmrBUKf		JNS1jpTI		XkLg7t0I		GmAvEu0e		b4hj7KEW		4BsQ16fm	
001 Rapport-Johsawa System		C46 Three Knights Opening		B90 Sicilian Defense: Najdorf Variation, Lipnitsky Attack		002 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B80 Sicilian Defense: Old Sicilian		A45 Trompowsky Attack: Classical Defense, Big Center Variation		E32 Nimzo-Indian Defense: Classical Variation		A40 English Defense		C41 Philidor Defense		B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hyper Accelerated Blunders	4½	4	5	1	0	0	0	8h 50m 4s	67.7	7.5%	5.7%	6.2%
Pollo Diablo para capitán	5½	5	4	1	0	0	0	7h 19m 1s	65.8	8.1%	3.6%	6.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D/(forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 1 March 2022.