

#2 Looking for Mates

3 7 #1 Magic rainbows and the Rambo cat ridi...

Games

B4	Wed 22:00	B5	Fri 17:00	B3	B1	Sun 09:00	B10	B7	Sun 16:00	B9	Sun 15:00	B8	Sun 17:15	B2	Sun 19:30	B6	Sun 20:00		
fhunfi	0	Matt365	0	chessnerdbird	0F	perham	%	fulmarsky	0F	LouisBuckland	1	SlowChess73	1	SrinivasBharathNK	0	lopxil	0		
ikalel	1	BobAnderson52	1	zagoldy	1X	LuzhinAcademy	%	rodgammon	1X	EthanSmall	0	dy_lan10	0	Constant1n	1	bufferunderrun	%	sideshow_bob	1

HJuZ6zHS

zsGz6eSS

p5ujnNbg

KrtFt2K

F1xWUpCL

o2zQ6pac

nJ53sZcd

x01VQhcB

B11 Caro-Kann Defense: Two

Knights Attack, Middlegame Variation, Retreat Line

D01 Rappart-Java System

D10 Slav Defense

A22 English Opening: King's

English Variation, Two Knights Variation, Smyslov System

B12 Caro-Kann Defense:

Advance Variation, Bonnici-Carls Defense

B13 Caro-Kann Defense:

Exchange Variation

C12 French Defense:

MacCutcheon Variation, Lasker Variation

D11 Slav Defense: Modern Line

Story



Stats

Team

Looking for Mates

Magic rainbows and the Rambo cat riding a flame-breathing unicorn or the story of how I tried to learn the Caro-Kann

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Looking for Mates	3	2	4	2	0	2	0	7h 12m 49s	38.7	3.7%	2.7%	6%
Magic rainbows and the Rambo cat riding a flame-breathing unicorn or the story of how I tried to learn the Caro-Kann	7	4	2	2	2	0	0	7h 2m 21s	34.6	7.6%	1.7%	5%

#5 808s & Checkmate 3½ 6½ #4 Aagaard's Army

Games

B6	Thu 00:00	B9	Sat 14:00	B7	Sat 14:00	B1	Sat 15:00	B2	Sat 16:00	B4	Sat 18:00	B10	Sat 21:00	B5	Sun 08:00	B8	Sun 15:30	B3
mfeeney88	0	TastyOs	1	jojoschessadventure	0	Fearlessking64	0	GravellyPoint	%	prawnsbro	0	osumarko	0	Hindemith	1	zbebe	0	latinevickz
avtoast2	1	Pifisch	0	StoppedClock	1	BuckDuck	1	DJ-Logan	%	Narski	1	prostidude	1	AlexMorgenthau	0	atbeatty	1	kanakaishou

A24 English Opening: King's English Variation, Two Knights Variation, Franchetto Line

B90 Sicilian Defense: Najdorf Variation, English Attack

A08 King's Indian Attack: French Variation

C02 French Defense: Advance Variation, Milner-Barry Gambit

B78 Sicilian Defense: Dragon Variation, Yugoslav Attack, Old Line

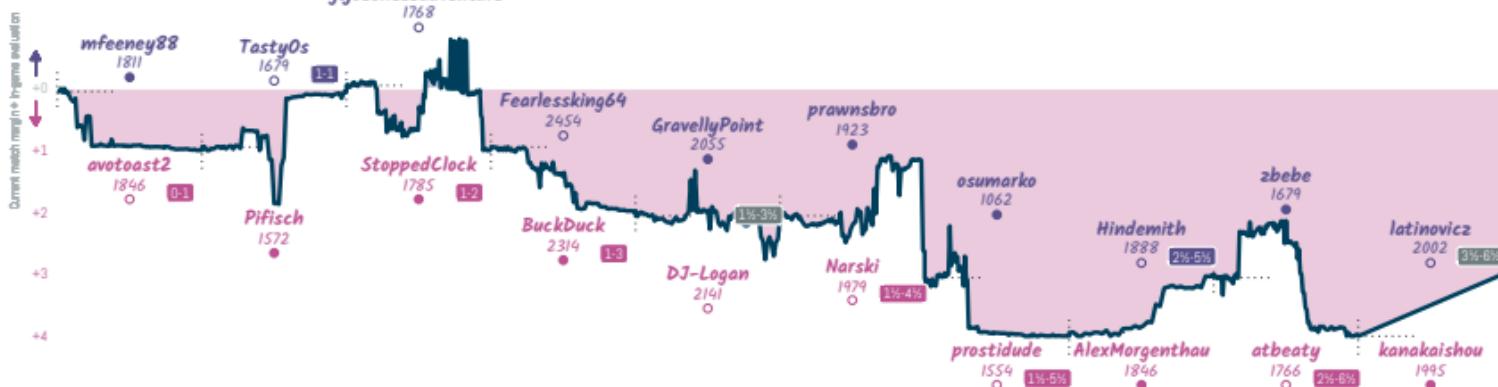
B41 Sicilian Defense: Kan Variation, Mark'stzky Bind, R&B's Variation

B07 Czech Defense

B63 Sicilian Defense: Richter-Rauzer Variation, Classical Variation, Kantacher Line

C77 Ruy Lopez: Morphy Defense, Anderssen Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
808s & Checkmate	3%	2	6	1	1	0	0	6h 50m 38s	57.8	4.6%	4.4%	8.2%
Aagaard's Army	6%	6	2	1	0	1	0	7h 48m 7s	49.1	5.6%	2.8%	6.7%

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/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 15 March 2022.

#3 **Adult Decliners** 5½ 4½ #6 Sponsored by glbert.com

Games

BB	Thu 19:30	B5	Thu 21:00	B4	Fri 19:00	B2	Sat 06:00	B1	Sat 17:00	B6	Sat 17:00	B10	Sun 08:00	B7	Sun 15:00	B9	Sun 18:00	B3	Sun 20:00
KirkD	1	Abolizer	1	scarff	1	timothyha	5	Kjar	0	Rollihhaha	0	Samuelglats	1	Jputterg	0	jurica_c	0	izzie26	
Boomer34	0	topspin15	0	gibert	0	mroneomore	5	FlokiTheCat	1	rostik	1	laskontti	0	PharmacistGambit	1	SICKOne	1	sgis	

All English Opening Caro-Kann Defensive System

A13 English Opening Soviet Defense

A20 English Opening English Variation

C77 Ruy Lopez: Morphy Defense, Anderssen Variation

3 Tarrasch Defense: Sicilian Variation

Russian Game: Cozio

Indian Defense

King's Indian Attack

Queen's Pawn Game: Sokolsky Variation

Queen's Pawn Game: nontrivial Variation, endo-Catalan

Story



Stats

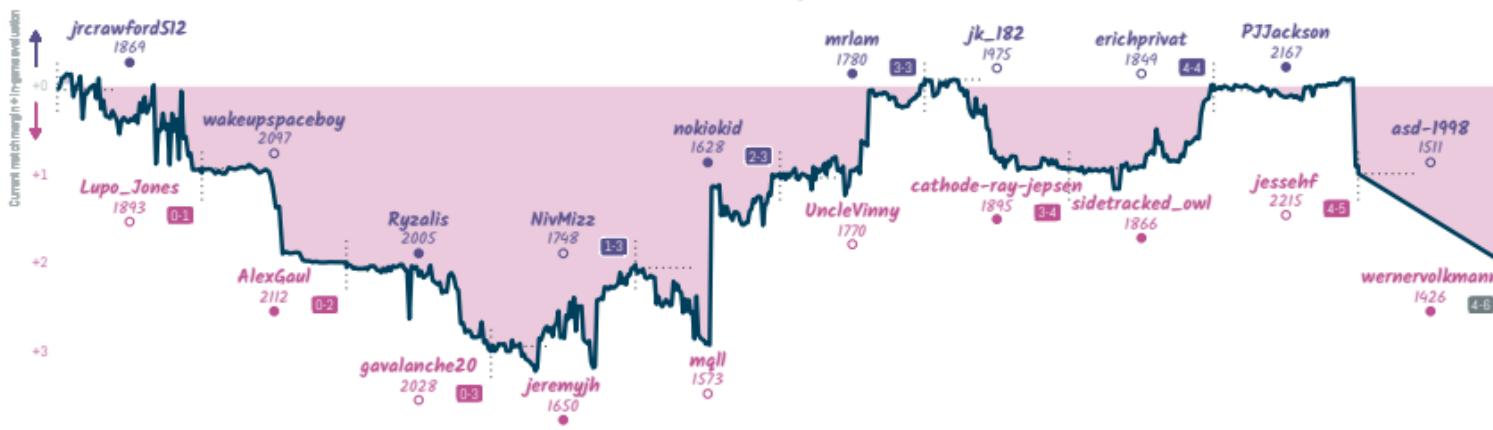
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Adult Decliners	5½	5	4	1	0	0	0	9h 33m 55s	45.9	8%	5%	5.8%
Sponsored by elbert.com	4½	4	5	1	0	0	0	10h 2m 4s	42.4	8.8%	4.5%	4.8%

#8 Isolated Sextupled f-Pawns 4 6 Maybe the Real Treasure Was the FENs ...

Games

B6	Tue 18:00	B2	Wed 20:00	B3	Fri 05:00	B8	Sat 02:00	B9	Sat 15:00	B7	Sat 17:00	B4	Sat 21:00	B6	Sun 14:30	B1	Sun 17:00	B10	
jrcrawford512	0	wakeupspaceboy	0	Ryzalis	0	NivMizz	1	nokiokid	1	mrlam	1	jk_182	0	erichprivat	1	PJJackson	0	asd-1998	0F
Lupo_Jones	1	AlexGaul	1	gavalanche20	1	jeremyjh	0	mgll	0	UncleVinny	0	cathode-ray-je...	1	sidetracked_owl	0	jessehf	1	wernervolkmann	1X
EPSbJ9Gn		cVa1Y5vV		GgzFETJu		PQK1p3gp		cYVuN7sY		SlQpJX1D		xnKg8Zdz		SwyfFc4a		nc9At8fn			
C34 King's Gambit Accepted: Fischer Defense		D37 Queen's Gambit Declined: Hanwitz Attack, Main Line		C81 Ruy Lopez: Open, Howell Attack		B44 Sicilian Defense: Taimanov Variation		AB5 Dutch Defense: Queen's Knight Variation		A28 English Opening: King's English Variation, Four Knights Variation		E00 Indian Defense: Devin Gambit		D02 Queen's Pawn Game: Symmetrical Variation		078 Neo-Güntherfeld Defense: Classical Variation, Original Defense			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Isolated Sextupled f-Pawns	4	4	5	0	0	1	0	7h 12m 43s	55.7	10.5%	4.1%	6.5%
Maybe the Real Treasure Was the FENs We Made Along the Way	6	5	4	0	1	0	0	7h 39m 48s	52.7	10.2%	5.4%	3.7%

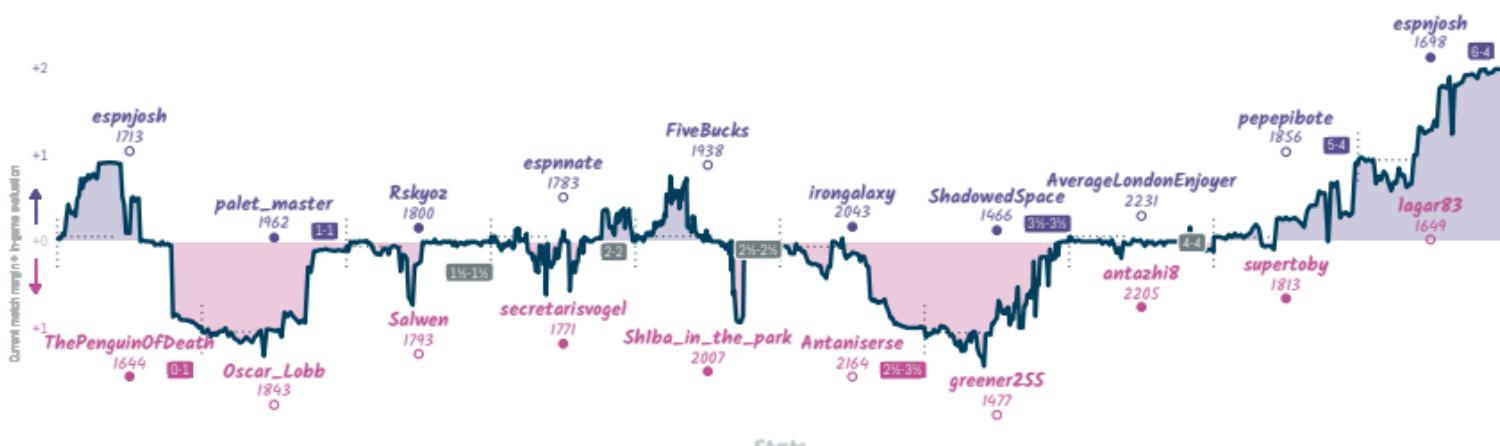
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d4 d5 Bf4 +- The rest is a matter of ... 6 4 #7 Damaged pawn structure Inc.

Games

B9	Fri 17:00	B4	Sat 07:00	B6	Sat 10:00	B7	Sat 15:00	B3	Sat 17:00	B2	Sat 17:15	B10	Sat 19:00	B1	Sat 22:00	B6	Sun 18:00	B8	Sun 19:30
espnjosh	0	palet_master	1	Rskyoz	5%	espnname	5%	FiveBucks	5%	irongalaxy	0	ShadowedSpace	1	AverageLondonEn...	5%	pepepibote	1	espnjosh	1
ThePenguinOfDeath	1	Oscar_Lobb	0	Salwen	5%	secretarisvogel	5%	Shiba_in_the_park	5%	Antaniserve	1	greener255	0	antazhi8	5%	supertoby	0	lagar83	0
v8Er0PRR		8KmRn41D		vAr0Ta3K		TfRjpEWZ		BbIupJMx		LPrIKHig		DElxZTtg		Uw19wUTb		Ojgbnqex		P4LbA1J1	
C42 Russian Game: Stafford Gambit		E87 King's Indian Defense: Fianchetto Variation, Debraca Defense		B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation		C00 French Defense: Wing Gambit		D10 Slav Defense: Exchange Variation		E73 King's Indian Defense: Semi-Averbakh System		B13 Caro-Kann Defense: Exchange Variation		A45 Indian Defense		E17 Queen's Indian Defense: Fianchetto Variation, Kramnik Variation		D65 Ruy Lopez: Berlin Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
d4 d5 Bf4 +- The rest is a matter of technique	6	4	2	4	0	0	0	9h 24m 36s	35.7	5.2%	2.5%	4.5%
Damaged pawn structure Inc.	4	2	4	4	0	0	0	7h 57m	41.3	9.8%	3%	5.2%

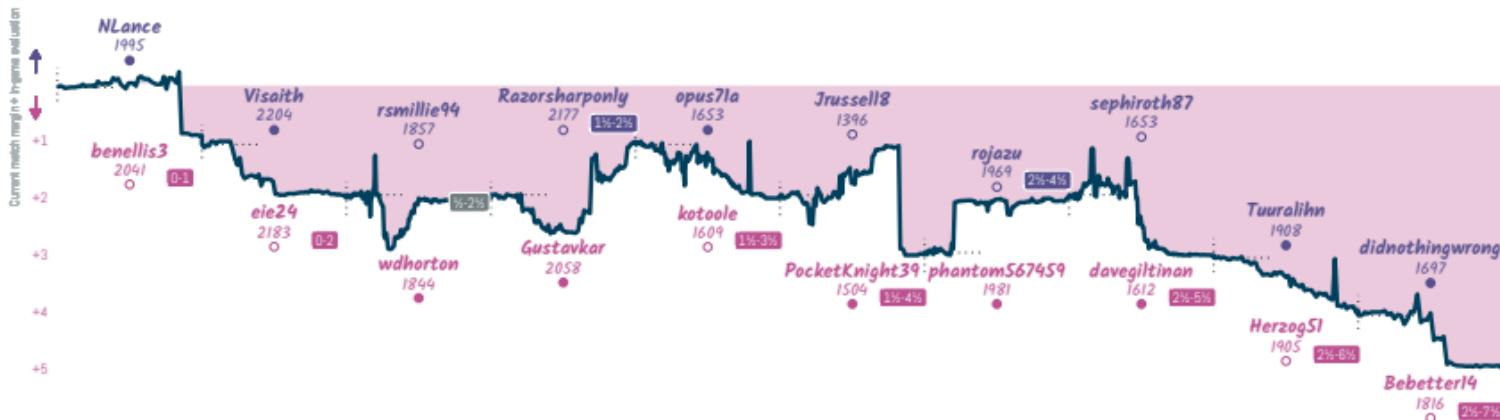
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Bongcloud 9 2½ 7½ #10 Svidler on the Roof

Games

B3	Wed 13:00	B1	Wed 19:00	B6	Wed 17:45	B2	Wed 19:15	B9	Thu 00:00	B10	Thu 01:30	B4	Thu 20:00	B8	Fri 00:30	B5	Fri 20:00	B7	Sat 15:00
NLance	0	Visaith	0	rsmillie94	½	Razorsharponly	1	opus7la	0	Jrussell8	0	rojazu	1	sephiroth87	0	Tuuraliin	0	didnothingwrong	0
benellis3	1	eie24	1	wdhorton	½	Gustavkar	0	kotoole	1	PocketKnight39	1	phantom567459	0	davegilitinan	1	Herzog51	1	Bebetter14	1
bbpcNfch		zumDw7f1		N3NW6BdV		bIdui7YX		26Rs7oig		ZXD9IzDM		KZ0nEkyW		HuV0OduZ		ny98SeEV		6Q4Q1H1d	
C85 Ray Lopez: Berlin Defense		B12 Caro-Kann Defense: Maróczy Variation		E18 Queen's Indian Defense: Classical Variation; Traditional Variation		D37 Queen's Gambit Declined: Hanwitz Attack, Two Knights Defense; Blackade Line		B82 Alekhine Defense: Scandinavian Variation		B56 Sicilian Defense: Classical Variation		A15 English Opening: Anglo-Indian Defense		E11 Bogo-Indian Defense: Exchange Variation		A20 English Opening: King's English Variation		D09 Queen's Pawn Game: Smeits Counter gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bongcloud 9	2½	2	7	1	0	0	0	8h 1m 21s	45.5	7.3%	3.3%	4.7%
Svidler on the Roof	7½	7	2	1	0	0	0	8h 44m 14s	36.8	7.1%	2.7%	3.6%

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#9 Nimzo 2000 4 6 Pawns Across The World

Games

B9	Tue 19:30	B7	Tue 21:30	B6	Thu 01:00	B8	Thu 17:00	B1	Thu 19:00	B5	Fri 17:00	B4	Sat 18:00	B3	Sat 17:00	B2	Sat 23:00	B10	Sun 19:00
ericBG	0	ShlippyDippy	0	dcamp	1	badair	0	bukitmar	1	Zeebo_the_clown	1	Paulze2000	0	mgold	1	chatakkuma	0	riellyb	0
Dolphin1000	1	theBunglet	1	ImustLose10000Games	0	gorgol	1	tutunuz	0	STCLion	0	HeartOfStone	1	JoseOMG	0	gearx	1	anttkiller	1
KEekzQoE		GYNdVSpJ		qaQ2Nqak		XlrBWqM9		1F5Fefmv		y1gHunAC		VAtW2oI7		zGnu7Y1K		qdJ6UY1S		bQL6t6TU	
E81 King's Indian Defense		D51 Queen's Gambit Declined Modern Variation, Knight Defense		D31 Queen's Gambit Declined Charousek Variation		C53 Italian Game Classical Variation		D85 Grünfeld Defense: Exchange Variation, Modern Exchange Variation		E10 Indian Defense: Anti-Nimzo-Indian		E47 Nimzo-Indian Defense: Normal Variation, Bishop Attack		C95 Ruy Lopez: Morphy Defense, Breyer Defense, Zaitsev Hybrid		B33 Sicilian Defense: Lasker-Pelikan Variation		B32 Sicilian Defense: Open	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nimzo 2000	4	4	6	0	0	0	0	8h 3m 21s	58.5	10.2%	3.7%	6.2%
Pawns Across The World	6	6	4	0	0	0	0	6h 46m 41s	55.4	10.5%	5.4%	5.4%

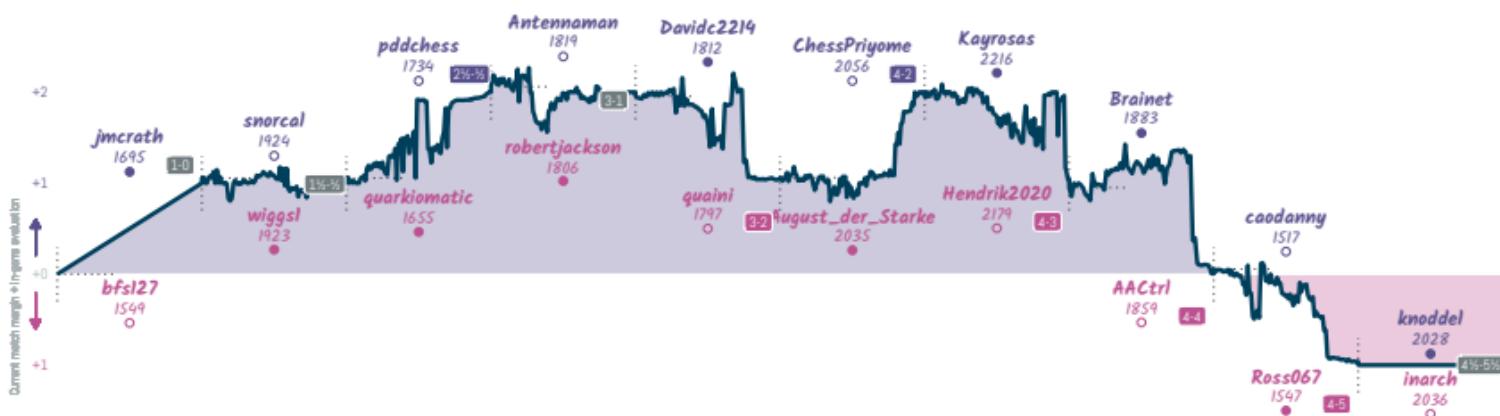
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Chairmen of the Board 4½ 5½ The Judge Mentalists

Games

B9	B4	Mon 17:00	B8	Tue 15:00	B6	Wed 17:00	B7	Thu 20:00	B2	Sun 14:00	B1	Sun 18:00	B5	Sun 19:30	B10	Sun 20:15	B3
jmcraht	1X snorcal	% pddchess	1 Antennaman	% quarkiomatic	0 robertjackson	% quaini	0 Davidc2214	0 ChessPriyome	1	1 Kayrosas	0 Brainet	0 caodanny	0 knoddel				%Z
bfs127	0F wiggsl	%	%	%	%	%	%	1 August_der_Starke	0	Hendrik2020	1 AACtrl	1 Ross067	1 inarch				%Z
	59dBeqsk	Fc85jGje	xEFMzW4X	y1FuK7pe	810EusJd	1Q11DrKQ	0s0I0agc	toYB1KYD									
	B32 Sicilian Defense: Accelerated Dragon	B32 Sicilian Defense: Alapin Variation	A40 English Defense	A36 English Opening: Symmetrical Variation, Botvinnik System	E15 Queen's Indian Defense: Fianchetto Variation, Rubinstein Variation	A05 Zukertort Opening: Nimzo-Larsen Variation	A04 Zukertort Opening: Pirc Invitation	C01 French Defense: Exchange Variation									

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chairmen of the Board	4%	2	4	2	1	0	1	8h 26m 13s	36.3	6.8%	3.8%	3.5%
The Judge Mentalists	5%	4	2	2	0	1	1	8h 41m 37s	32.0	7.9%	2.5%	3.5%

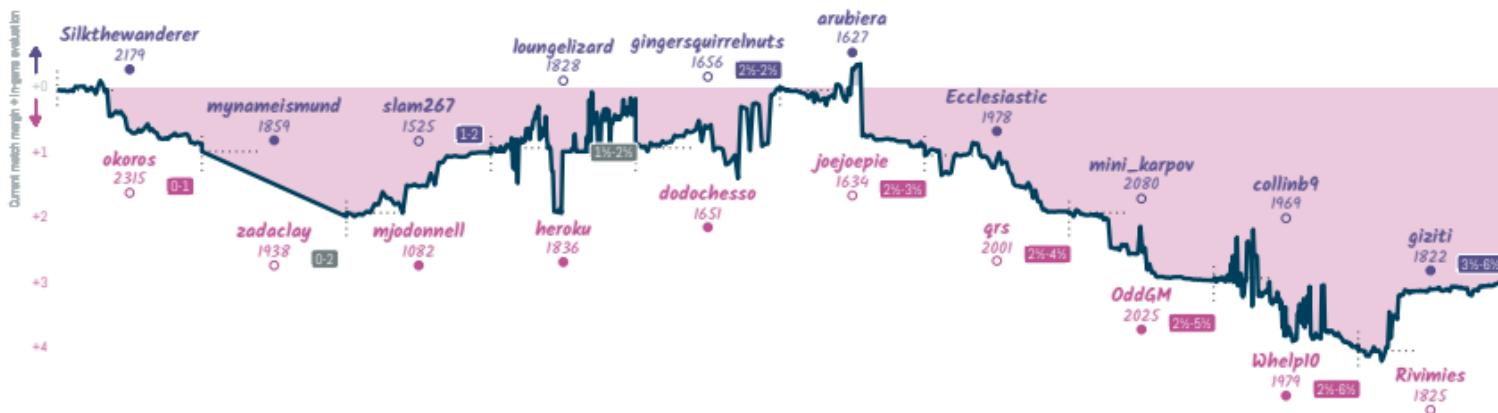
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Lichess bans keyboa 3½ 6½ Puzzled Rushers

Games

B1	Tue 20:00	B5	B10	Wed 11:30	B6	Wed 17:00	B8	Sat 09:30	B9	Sat 12:00	B3	Sun 05:00	B2	Sun 11:30	B4	Sun 12:00	B7	Sun 18:00	
Silkthewanderer	0	mynameismund	0F	slam267	1	loungelizard	%	gingersquirrel...	1	anubiera	0	Ecclesiastic	0	mini_karpov	0	collinb9	0	giziti	1
okoros	1	zadaclay	1X	mjodonnell	0	heroku	%	dodochesso	0	joejoepie	1	qrs	1	OddGM	1	Whelp10	1	Rivimies	0
nPhrZ2Ed		FsPGg4Su		NtaB0jXB		MhzG5VcN		1f9byeu1		z36abg2D		I92PZ9o2		7pQIrKGx		MV9Ag741			
D43 Semi-Slav Defense		A45 Indian Defense		C11 French Defense: Steinlitz Variation; Boleslavsky Variation		B12 Caro-Kann Defense: MacFerlcy Variation		C87 Ruy Lopez: Closed, Averbakh Variation		D01 Rapport-Jobava System		A45 Indian Defense: Tartakower Attack		B90 Sicilian Defense: Najdorf Variation, Adams Attack		E70 King's Indian Defense: Kramer Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Lichess bans keyboa	3%	3	5	1	0	1	0	8h 6m 54s	58.2	7.3%	1.7%	9.8%
Puzzled Rushers	6%	5	3	1	1	0	0	8h 57m 58s	57.5	8.1%	3.7%	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/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 15 March 2022.

Good Bishop Hunting 3½ 6½ You Brought a Bishop to a Knight Fight

Games

B9	Mon 20:00	B6	Tue 19:00	B5	Wed 12:00	B8	Sat 16:00	B2	Sat 15:00	B1	Sat 20:00	B3	Sun 13:00	B10	Sun 16:00	B4	Sun 16:00	B7	
Eternal013	1	Thooorin	0	FunnyLikeAClown	0	SaucySailorJac...	0	LeoYee	%	losttheplot	0	yerboiMatias	1	bornacavrag	0	Jamougha	1	lionelhutzz	0F
samkellett	0	allyrbsrbngtus	1	teg	1	destroyer11758	1	VicPez	%	Qudit	1	Chewbacca_Defense	0	Reiscritor	1	Seb32	0	adrienb96	1X
cHNz9kLH		bdVKnKQU		EdrDuV15		hav7UQBQ		yTYTKXlkj		RpLX0Pv		BM2Kolwa		d9gBo2gn		DvBGepea			
B10 Caro-Kann Defense: Two Knights Attack		B12 Caro-Kann Defense: Mar深切 Variation		000 Queen's Pawn Game: Steinitz Countergambit		A50 Queen's Indian Accelerated		A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line		B94 Sicilian Defense: Najdorf Variation		C06 French Defense: Tarrasch Variation, Closed Variation, Main Line		B10 Caro-Kann Defense: Breyer Variation		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Good Bishop Hunting	3%	3	5	1	0	1	0	6h 56m 10s	43.3	7.3%	3.1%	4.8%
You Brought a Bishop to a Knight Fight	6%	5	3	1	1	0	0	6h 55m 45s	37.7	7%	1.7%	4.8%

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 of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 15 March 2022.

Pick smth better this time pls 4 6 Wuthering Knights

Games

B10	Wed 02:30	B2	Thu 08:00	B4	Thu 18:00	B1	Thu 19:00	B6	Thu 20:30	B9	Sat 15:30	B8	Sun 15:30	B7	Sun 15:45	B6	Sun 19:00	B3	Sun 20:00
dama_x_rey	0	AdultImprover	0	Wealth_And_Taste	5%	TheGameHen	0	imikacic	0	NickR98	1	NickR98	1	Bamabeeblebrox	1	doughorn	0	zeus_conquers9	5%
mumblecoredumb...	1	WarGoblin	1	dkol	5%	Brundd	1	feskslo	1	ruip	0	mojomoe	0	chetmanley	0	Gokuba	1	Geigenzaehler	5%

DTUJE2TN	ru5dZqqW	8BcX102M	PpcmLloE	I1SvP40N	7uJ6cDVU	KN0MdNpZ	6NfHmYJz	HJE8JThm	E9oZuEvr
B30 Sicilian Defense: Old Sicilian	C87 Ruy Lopez: Berlin Defense, (Hermet Variation, Berlin Wall Defense)	A84 Dutch Defense: Classical Variation	B06 Modern Defense: Standard Defense	B01 Scandinavian Defense	B03 Alekhine Defense	D33 Tarrasch Defense: Wagner Variation	B21 Sicilian Defense: Smith-Morra Gambit Declined: Scandinavian Formation	E82 King's Indian Defense: Fianchetto Variation, Larsen Defense	B10 Caro-Kann Defense: Two Knights Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pick smth better this time pls	4	3	5	2	0	0	6h 52m 44s	41.7	10.6%	2.7%	4.1%
Wuthering Knights	6	5	3	2	0	0	7h 51m 50s	36.6	8.4%	1.9%	4.1%

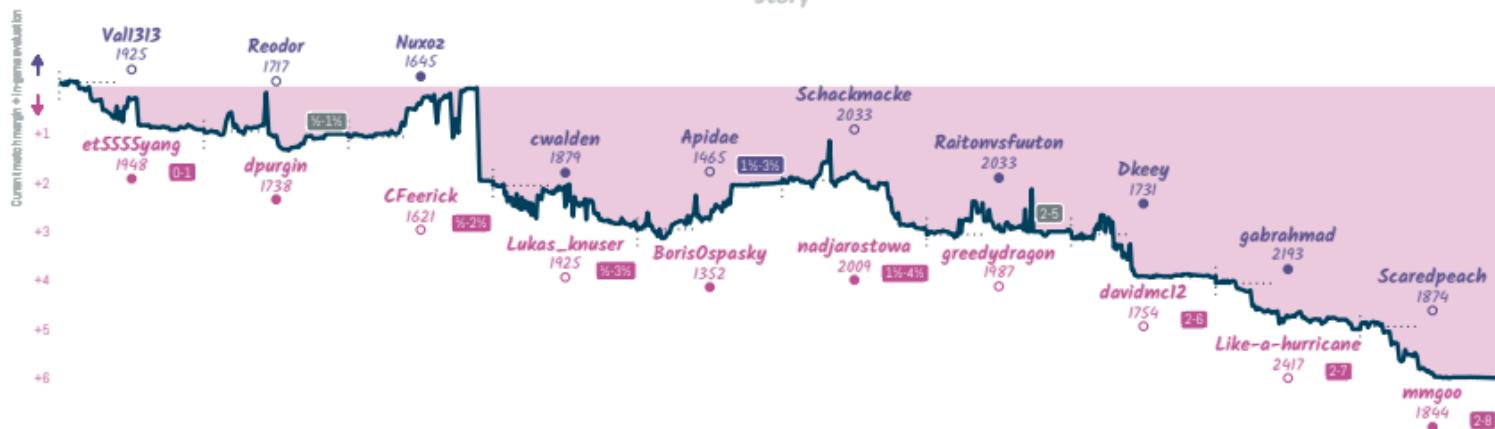
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 15 March 2022.

Confused shuffling 2 8 Sac now, think later

Games

B4	Tue 12:00	B8	Tue 17:00	B9	Wed 17:00	B5	Thu 16:00	B10	Fri 09:00	B2	Sat 10:00	B3	Sat 15:15	B7	Sat 17:00	B1	Sat 20:15	B6	Sun 19:00
Val1313	0	Reodor	%	Nuxoz	0	cwalden	0	Apidae	1	Schackmacke	0	Raitonvsfuton	%	Dkeey	0	gabrahmad	0	Scaredpeach	0
et5555yang	1	dpurgin	%	CFeirick	1	Lukas_knuser	1	BorisOspasky	0	nadjarostowa	1	greedydragon	%	davidmc12	1	Like-a-hurricane	1	mmgoo	1
XkGaKzrG		BAv0tdMn		qXBpuPhA		NscCKe1H		rWQcdnYM		EIBcWgF1		8NVJ1f3Q		VJ3q00r5		v6Z0vV8R		wS7rkusR	
A45 Trompowsky Attack: Raptor Variation		C55 Italian Game: Scotch Gambit		B90 Sicilian Defense: Najdorf Variation, Liphitsky Attack		C77 Ruy Lopez: Morphy Defense, Anderssen Variation		D02 Queen's Pawn Game: Chigorin Variation		B31 Sicilian Defense: Nyizsneki/Novi Rossolimo Attack, Fianchetto Variation		D00 Queen's Pawn Game: Mason Variation		B08 Modern Defense: Pseudo-Austrian Attack		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B08 Modern Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Confused shuffling	2	1	7	2	0	0	0	8h 37m 27s	54.0	7.3%	6%	5.5%
Sac now, think later	8	7	1	2	0	0	0	8h 1m 46s	41.3	7.3%	4.8%	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/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 15 March 2022.

Mates Are Better Than Friends 5½ 4½ We will only play with Alireza

Games

B3	Wed 20:00	B5	Thu 17:00	B1	Fri 18:00	B7	Sat 14:00	B6	Sat 18:00	B4	Sat 18:00	B2	Sat 19:30	B10	Sun 15:30	B8	BB	B9
rossd	1	Moccy	0	Mehzinho	1	King_killer27	0	ishallwoopyoass	1	Ehmeed	1	HumanStragedy	0	Kobra09	1	callzumen	0	thescreamingsky0
M0rl	0	Spiteknight	1	Supermaths	0	Slamchops	1	thepaul1	0	ascolloloko	0	gborges0727	1	splixer	0	fellchaos	1	uga40
qQE0BMDg		ZJQCB6P		HFCJO1f		qzhSUScu		VX00sCXB		15PiE1xC		Y1jza1U		G1NVXVEQ				
C55 Italian Game: Two Knights Defense, Modern Bishop's Opening		B01 Scandinavian Defense: Meesa-Korac Variation		D87 Grünfeld Defense: Exchange Variation, Spassky Variation		D02 Queen's Pawn Game: Anti-Tarrasch		C17 French Defense: Winawer Variation, Advance Variation		C02 French Defense: Advance Variation, Milner-Barry Gambit		D01 Ruy Lopez: Jobava System		C45 Scotch Game: Potter Variation				

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Mates Are Better Than Friends	5%	5	3	0	0	1	1	4h 41m 39s	42.1	7.4%	2.7%	4.3%
We will only play with Alireza	4%	3	5	0	1	0	1	5h 33m 10s	50.2	7.4%	2.7%	6.6%

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: teams 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 15 March 2022.

Sac Theory 4 5 Teclaf's Chairleaders

Games

B5	Wed 17:15	B6	Fri 09:00	B8	Fri 17:00	B4	Sat 18:00	B9	Sat 19:00	B7	Sun 09:00	B1	Sun 19:00	B3	B2	Sun 20:15	B10	
charliehorse55	0	chesshavoc	1	TSMHansen1	5%	Krolin	0	Ferchosalgado	1	restausverkauf	5%	osrswoodcutting	0	mackjalek97	0F	Toonerer	1	fernandoarg
wizzywop	1	Haspelknecht	0	BarbarAusBiele...	5%	Potnes	1	WolfInCheapClo...	0	Sgic	5%	BudSpenser	1	superfighter	1X	01189998819991...	0	chessvondoom

58eqLn0h

NLYfb7Yq

tlhUNrI9

nPOv9Xek

t94zFxe1

16WfMG1d

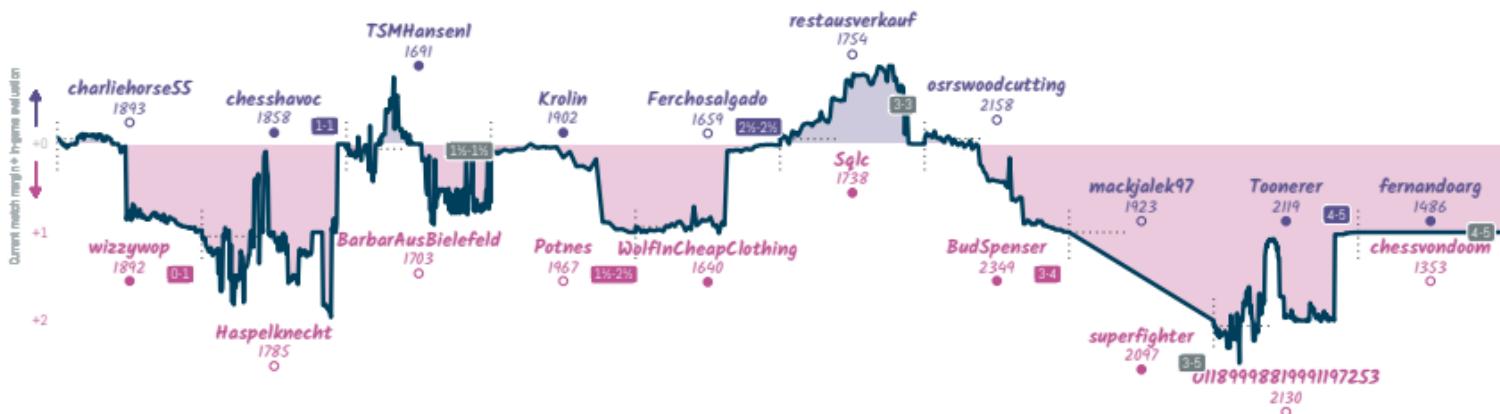
3VhsHFJP

ZAw4erPb

B23 Sicilian Defense: Closed

A10 English Opening
B38 Sicilian Defense:
Accelerated Dragon,
Maróczy BindB13 Caro-Kann Defense:
Exchange VariationD00 Queen's Pawn Game:
Scheinitz Counter gambitB12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseA85 Dutch Defense: Queen's
Knight VariationA70 Benoni Defense:
Classical Variation, New
York Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sac Theory	4	3	3	2	0	1	0	7h 54m 4s	51.6	7.6%	4.5%	5%
Teclaf's Chairleaders	5	3	3	2	1	0	0	8h 24m 46s	50.1	5.7%	3.3%	7.1%

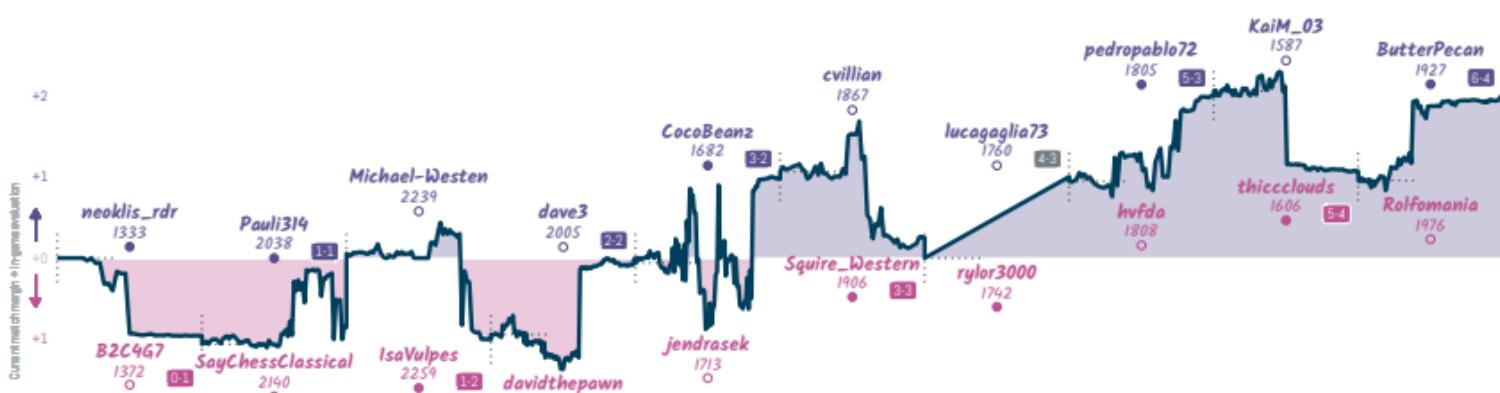
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All Knight Long 6 4 Ten Terrible Timemanagers

Games

B10	Tue 15:45	B2	Tue 19:00	B1	Thu 18:00	B3	Sat 13:00	B8	Sat 20:00	B5	Sun 00:00	B7	B6	Sun 15:15	B9	Sun 18:00	B4	Sun 19:00	
neoklis_rdr	0	Pauli314	1	Michael-Westen	0	dave3	1	CocoBeanz	1	cvillian	0	lucagaglia73	1X	pedropablo72	1	KaiM_03	0	ButterPecan	1
B2C4G7	1	SayChessClassical	0	IsaVulpes	1	davidthepawn	0	jendrasek	0	Squire_Western	1	rylor3000	0F	hvfida	0	thiccclouds	1	Rolfomania	0
rK2421iX		Td8Bixjq2		12ijkV9y		1HN4RxXR		pP1f0wSK		SuEegDsp				nSnaRsqj		e1060y02		Y3qJ1JE4	
AD1 Nimzo-Larsen Attack: Modern Variation		AD5 Indian Defense: London System		C74 Ruy Lopez: Morphy Defense, Modern Steinitz Defense		016 Slav Defense: Smyslov Variation		A45 Indian Defense		AB4 Dutch Defense: Normal Variation				823 Sicilian Defense: Closed		834 Sicilian Defense: Accelerated Dragon, Modern Variation		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	6	5	4	0	1	0	0	8h 9m	51.4	5.2%	4.6%	7.4%
Ten Terrible Timemanagers	4	4	5	0	0	1	0	9h 19m 2s	52.9	8%	2.1%	7.1%

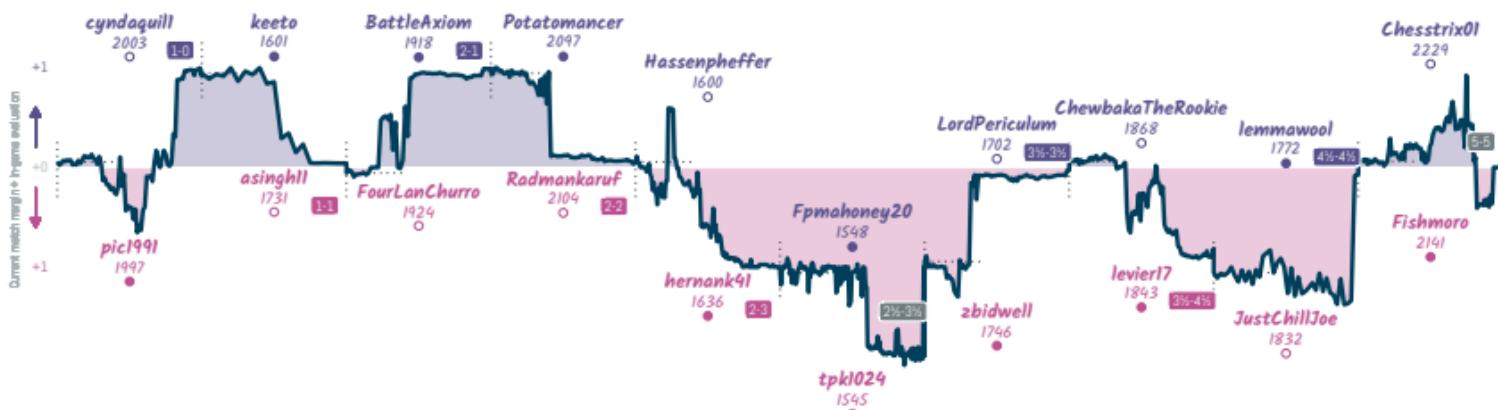
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/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 15 March 2022.

Nepo's Bishop: No Way Home 5 5 rnbqkbnr/ppplppp/8/4p3/4P3/8/PPPPKPP...

Games

B3	Tue 02:00	B8	Fri 15:00	B4	Sat 00:15	B2	Sat 01:00	B9	Sat 17:00	B10	Sat 16:00	B7	Sat 21:30	B5	Sun 17:00	B6	Sun 23:00	B1	Mon 04:00	
cyndaquill	1	keeto	0	BattleAxiom	1	Potatomancer	0	Hassenpfeffer	0	Fpmahoney20	0	LordPericulum	1	ChewbakaTheRookie	0	lemmawool	1	Chesstrix01	0	%
pic1991	0	asingh11	1	FourLanChurro	0	Radmankaruf	1	hemrank41	1	tpk1024	%	zbidwell	0	levier17	1	JustChillJoe	0	Fishmoro	%	%
0pvtkXEk1		012VqWej		hq46ep7U		hpF3UWjB		Ffe1myDt		ILWYuJH4		x6fAZ1jd		SFhFxqvB		r2QazhZd		YtQZjXh8		
C77 Ruy Lopez: Morphy Defense, Anderssen Variation		B12 Caro-Kann Defense: MarKtczy Variation		C43 Russian Game: Modern Attack, Center Variation		B73 Sicilian Defense: Dragon Variation, Classical Variation, Battery Variation		B10 Caro-Kann Defense		A40 English Defense		B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense		D35 Queen's Gambit Declined: Exchange Variation, Positional Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Nepo's Bishop: No Way Home	5	4	4	2	0	0	0	7h 40m 54s	43.5	9.6%	3.4%	3.9%
rnbqkbnr/ppplppp/8/4p3/4P3/8/PPPPKPPP/RNBQ1BNR b kq - 12	5	4	4	2	0	0	0	8h 19s	43.5	7.4%	3.7%	3.4%

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 forfeits); ranks not shown for Round 1. This plot was compiled on 15 March 2022.

Back, Sac and Attack 7½ 2½ Legalize Caruana

Games

B1	Thu 18:00	B8	Sat 15:00	B6	Sat 15:00	B2	Sat 17:00	B5	Sat 20:00	B3	Sun 13:00	B4	Sun 18:45	B7	Sun 18:00	B9	Sun 20:45	B10
Second2Nunn	0	jackaardvark	%	apdent42	1	artel89	1	RageEight	1	Roofies	%	alo_ bhaloo	1	chiasmata	1	Nairwolf	1	electricfalcon
chessfish2	1	BoraBoy	%	Cannonbait	0	louiegunz	0	b4dger	0	danbcock	%	ColdTehran	0	breakfastchamp	0	mariann_chicu	0	ozengnr
NeoyN4fp		Ru5gmQ1M		mx5thI7g		YYEcdaQy		T13vbRac		tNXPzU9I		ILrqj6VG		DS4EaOod		2dFicIft		
011 Star Defense: Quiet Variation		C58 Italian Game: Two Knights Defense, Polario Defense, Bishop Check Line		A58 Benko Gambit Accepted: Fully Accepted Variation		A03 Bird Opening: Dutch Variation		E20 Nizzo-Indian Defense: Kneoch Variation		E11 Bogo-Indian Defense: Vitolina Variation		B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation		B27 Sicilian Defense: Hyperaccelerated Fianchetto		B09 Pic Defense: Austrian Attack, Weiss Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Back, Sac and Attack	7½	6	1	2	0	1	8h 2m 28s	47.3	6.2%	3.1%	4.3%
Legalize Caruana	2½	1	6	2	0	0	7h 27m 9s	58.2	6.8%	3.4%	7.7%

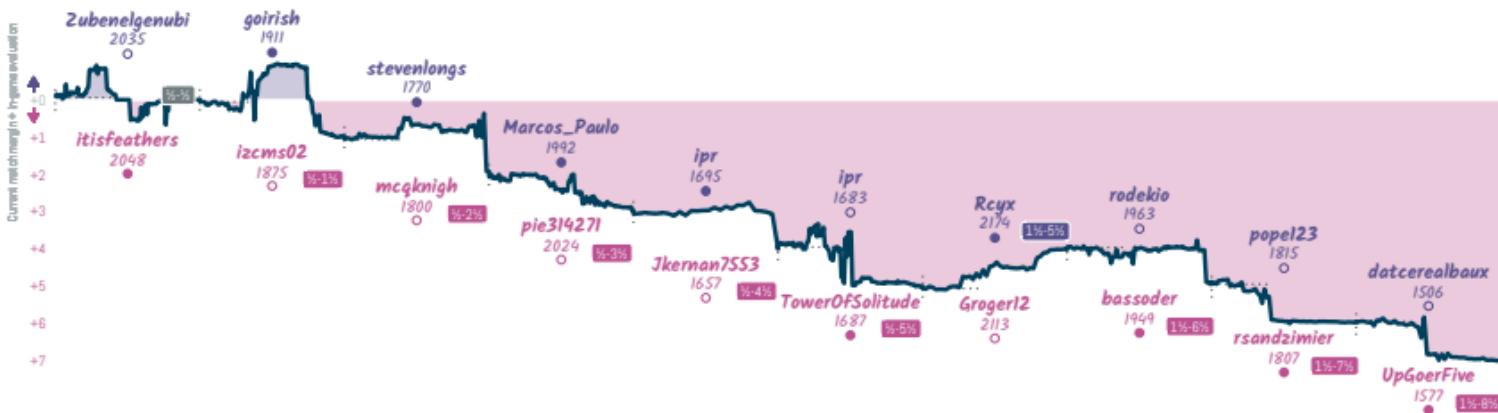
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Chesster Utd 1½ 8½ Perpetual check out this blunder

Games

B2	Wed 18:00	B5	Wed 20:00	B7	Wed 23:00	B3	Thu 21:15	B9	Fri 20:00	B8	Sat 10:30	B1	Sat 12:00	B4	Sat 14:00	B6	Sat 16:00	B10	Sat 17:00
Zubenelgenubi	% goirish	0 stevenlongs	0 Marcos_Paulo	0 ipr	0 ipr	0 Reyx	1 rodekio	0 pope123	0 datcerealbaux	0									
itisfeathers	% izcms02	1 mcqknight	1 pie314271	1 Jkeman7553	1 TowerOfSolitude	1 Groger12	0 bassoder	1 rsandzimier	1 UpGoerFive	1									
GoDBV3DQ	wuJmpDcM	tE3rAuUK	1V7WOpmb	qHuJUxvG	Hc9265NJ	sh704RPh	TnoKxm0N	kNcchnHN	CSLcyNN7										
B08 Pirc Defense: Classical Variation, Schlechter Variation	E81 King's Indian Defense: Sämisch Variation, Normal Defense	C51 Italian Game: Evans Gambit, Anderssen Variation, Cordell Line	B28 Sicilian Defense: O'Kelly Variation, Verona System	E60 King's Indian Defense: Normal Variation, King's Knight Variation	B01 Scandinavian Defense: Classical Variation	B44 Sicilian Defense: Taimanov Variation	A38 English Opening: Symmetrical Variation, Full Symmetry Line	A40 Queen's Pawn Game	D10 Slav Defense										

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chesster Utd	1½	1	8	1	0	0	0	10h 25m 17s	58.3	5.6%	4.3%	6.3%
Perpetual check out this blunder	8½	8	1	1	0	0	0	9h 34m 45s	42.6	7.8%	3%	4.6%

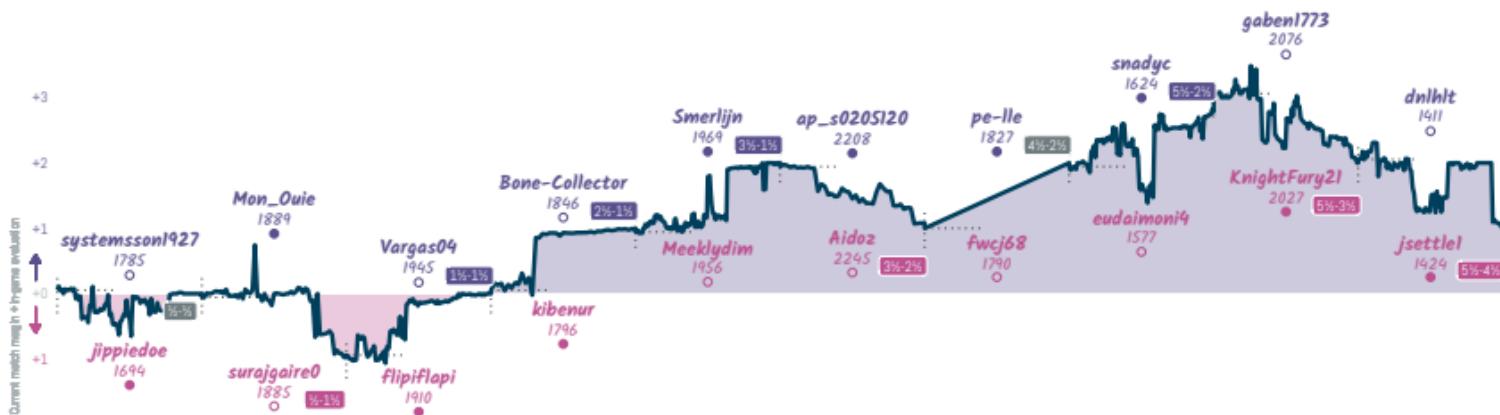
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/F) 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 15 March 2022.

Misunderstanding Chess Move by Move 5½ 4½ Team Name Declined Variation

Games

B8	Tue 19:00	B5	Wed 18:00	B4	Thu 12:15	B6	Thu 23:00	B3	Sat 09:00	B1	Sat 12:00	B7	B9	Sat 18:00	B2	Sat 20:30	B10	Sun 18:00
systemsson1927	5%	Mon_Ouie	0	Vargas04	1	Bone-Collector	1	Smerlijn	1	ap_s0205120	0	pe-lle	1X	snadyc	1	gaben1773	0	dnihit
jippiedoe	5%	surajgaire0	1	filipflapi	0	kibenur	0	Meeklydim	0	Aidoz	1	fwcj68	0F	eudaimoni4	0	KnightFury21	1	jsettellel
SWm0nbVZ		ZdFe00TG		nxU8hntk		3h25ZWp		ZdKQoPfE		gUdbpWqv			ILzOKfjm		JLaIn0yK		KSmuKpus	
B11 Caro-Kann Defense: Two Knights Attack, Mindens Variation, Exchange Line		C00 French Defense: King's Indian Attack		D01 Rappap-Javaava System		B01 Scandinavian Defense: Mieses-Kotov Variation		C77 Ruy Lopez: Morphy Defense, Warmald Attack		C84 Ruy Lopez: Closed			B12 Caro-Kann Defense: Advance Variation, Van der Wiel Attack		D58 Queen's Gambit Declined: Tartakower Defense, Exchange Variation		B02 Alekhine Defense: Two Pawn Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Misunderstanding Chess Move by Move	5%	4	4	1	1	0	0	8h 23m 52s	41.7	7.2%	5.2%	4.9%
Team Name Declined Variation	4½	4	4	1	0	1	0	9h 46m 46s	41.4	6.2%	4.4%	4.7%

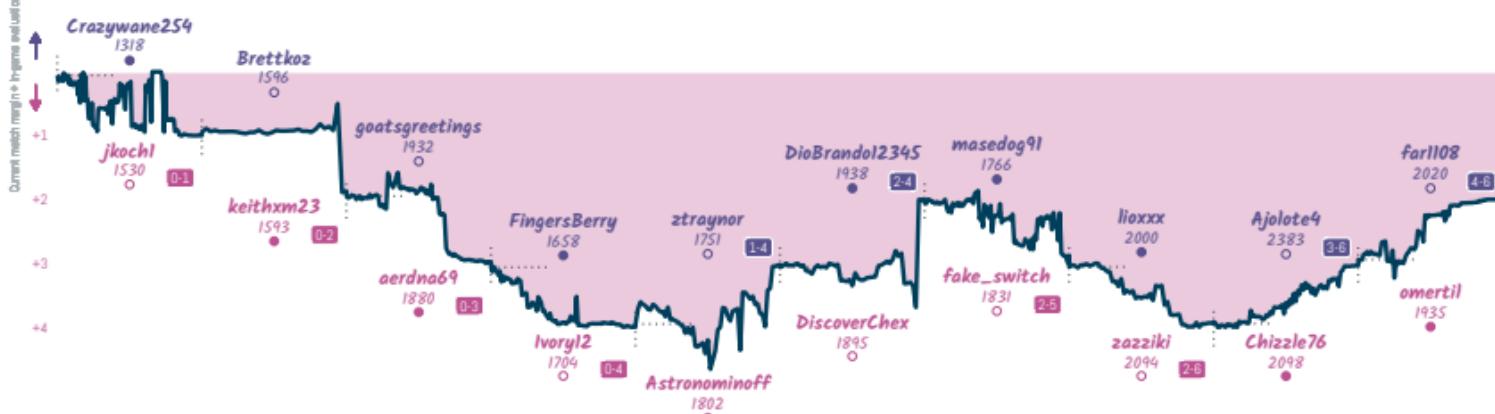
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (displayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (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 15 March 2022.

110. e4 4 6 Panov! at the Disco

Games

B10	Wed 23:00	B9	Thu 00:45	B5	Thu 18:00	B8	Thu 19:30	B7	Fri 16:00	B4	Sat 16:00	B6	Sat 17:00	B2	Sat 18:15	B1	Sat 19:00	B3	Sun 09:00
Crazywane254	0	Brettkoz	0	goatsgreetings	0	FingersBerry	0	ztraynor	1	DioBrando12345	1	masedog91	0	lioxxx	0	Ajolote4	1	far1108	1
jkoch1	1	keithxm23	1	aerDNA69	1	Ivory12	1	Astronominoff	0	DiscoverChex	0	false_switch	1	zazziki	1	Chizzle76	0	omertil	0
aKzo3g81		vHxRt8Xg		sVvCgaJb		To5o5dKB		6gV5T3eW		0G12wlzx		1c7TmHpY		s728Sjy3		PpLy51NB		YSH3Z0Wh	
B08 Pirc Defense: Classical Variation		B13 Caro-Kann Defense: Exchange Variation		C57 Ruy Lopez: Berlin Defense, Fiermet Variation, Berlin Wall Defense		A53 Old Indian Defense: Czech Variation		A04 Zukertort Opening: Herstrosa Gambit		A40 Horwitz Defense		B90 Sicilian Defense: Scheveningen Variation, English Attack		C45 Scotch Game: Mieses Variation		B53 Sicilian Defense: Chigorin Variation		A56 Benoni Defense: Hromádka System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
110. e4	4	4	6	0	0	0	0	10h 10m 16s	51.9	9%	3.4%	6.2%
Panov! at the Disco	6	6	4	0	0	0	0	10h 13m 18s	50.5	7.5%	3.6%	5.7%

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/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 15 March 2022.

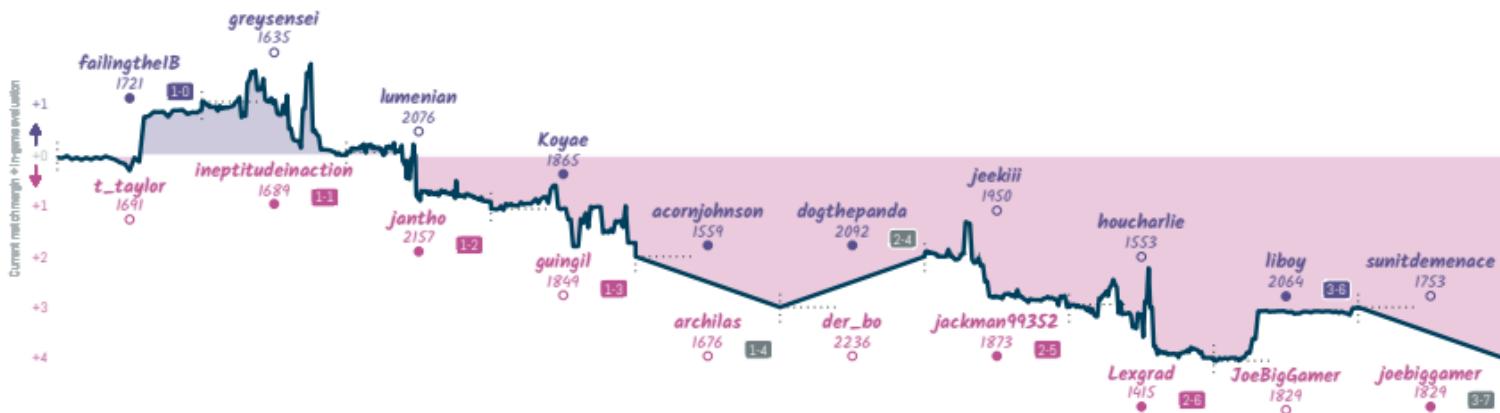
Keep Kann and Caro On 3 7 Saturday Knight Fever

Games

B7	Fri 13:00	B8	Sat 03:15	B2	Sat 09:00	B5	Sat 15:00	B9	B1	B4	Sat 19:00	B10	Sun 16:00	B3	Sun 23:30	B6	
failingthelB	1	greysensei	0	lumenian	0	Koyae	0	acomjohnson	0F	dogthepanda	1X	jeekiii	0	houcharlie	0	sunitdemeanace	0F
t_taylor	0	ineptitudeinac...	1	jantho	1	guingil	1	archilas	1X	der_bo	0F	jackman99352	1	Lexgrad	1	JoeBigGamer	0

4F4KjxHs	buvWWTsB	tQXYt02A	k5p6EDBB	7HP4DR1U	g6PTicIA	n1m0Udxy
A15 English Opening: Anglo-Indian Defense	B21 Sicilian Defense: Smith-Morra Gambit Accepted, Paulsen Formation	E71 King's Indian Defense: Makogonov Variation	E30 Queen's Gambit Declined	B14 Caro-Kann Defense: Panov Attack	C02 French Defense: Advance Variation, Paulsen Attack	B22 Sicilian Defense: Alapin Variation, Stoltz Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Keep Kann and Caro On	3	2	5	0	1	2	0	5h 59m 39s	62.2	5.7%	4.6%	7.3%
Saturday Knight Fever	7	5	2	0	2	1	0	5h 13m 47s	53.3	5.7%	3.1%	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 15 March 2022.

I've been through the season on a team with no name 4½ 4½ Seasoned Blunderers

Games

B10	Tue 20:00	B7	B9	Thu 15:00	B6	Fri 19:00	B1	Fri 20:15	B4	Fri 21:00	B2	Sat 08:00	B3	Sat 14:00	B6	Sun 17:00	B8	Sun 20:00	
Heathcliffs	0	labradhur	0F	Zher0	0	Chesspatterswan	1	notzmv	1	adandel	0	KS_Legion_Legionowa	1	rodeo	½	Tranzoo	0	LaNArch	1
cazualdev	1	housesounds	0F	matt_chess_play	1	jordan23no	0	Bjorgvin1	0	myle	1	y3LL3r	0	Dtdeep	½	psmathgeek	1	Birdsell	0
xGzuqbew			b5r5ovjM		NEKDMRvv		9VKW412S		4RcT3zPk		tbgVXvP0		Cdimu8cY		a9oxBdgU		R75rgq8		
C53 Italian Game: Classical Variation, La Bourdonnais Variation			B20 Sicilian Defense		035 Queen's Gambit Declined: Exchange Variation, Positional Variation		853 Sicilian Defense: Chigorin Variation		820 Sicilian Defense: Snyder Variation		E19 Queen's Indian Defense: Classical Variation, Traditional Variation, Main Line		C78 Ruy Lopez: Morphy Defense		B23 Sicilian Defense: Closed, Traditional		B10 Caro-Kann Defense: Two Knights Attack		

Story



Stats

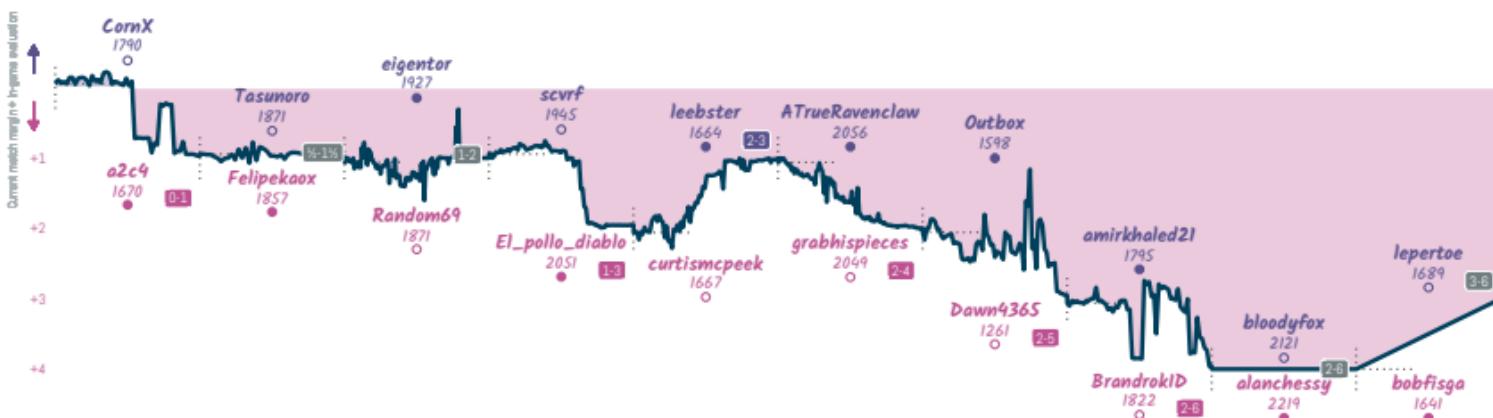
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I've been through the season on a team with no name	4½	4	4	1	0	0	0	8h 10m 38s	39.9	9.6%	3.2%	4.3%
Seasoned Blunderers	4½	4	4	1	0	0	0	7h 30m 46s	42.5	8.2%	2.9%	4.8%

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 (played 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 15 March 2022.

More Tal Kombat 3 6 Pollo Diablo para capitán

Games

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
More Tel Kombat	3	1	5	2	1	0	0	7h 14m 39s	55.1	8%	7.5%	6.1%
Pollo Diablo para caitián	6	5	1	2	0	1	0	6h 25m 19s	44.1	9.9%	3.5%	5.1%

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 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': F(W)/D(L) (forfeit) wins/losses/draws; Clock: total clock time used; ACPL team average clock/avg play 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; grouping/tiebreaks: ranks not shown for Round 1. This plot was compiled on 25 March 2022.

I. e4 e6 Kiss 5 5 Forking Legends

Games

B3	Tue 23:00	B4	Thu 18:15	B7	B5	Fri 18:00	B1	Sat 13:00	B8	Sat 14:00	B10	Sat 15:00	B9	Sat 16:15	B2	Sat 20:00	B6	Sun 09:00	
HarmlessChessNub	1	RedzoneNova	0	ibiwisi	1X	fvafler	0	CamLeslie	1	twobits	0	mmorrisohio	1	darubaru	0	Bitter_Cherry	0	Midnightokar	1
thomasnguyen729	0	gmat2020	1	macalda	OF	covton	1	QEDemonstrandum	0	freddy267t	1	RafaelNajera	0	Barry_Forshaw	1	texaspete09	1	Ecelal	0

rcM6dGoM

KFCo5jk0

CbZ2alc5

cf4y70Hp

Frm7H1GS

F4c1KrVc

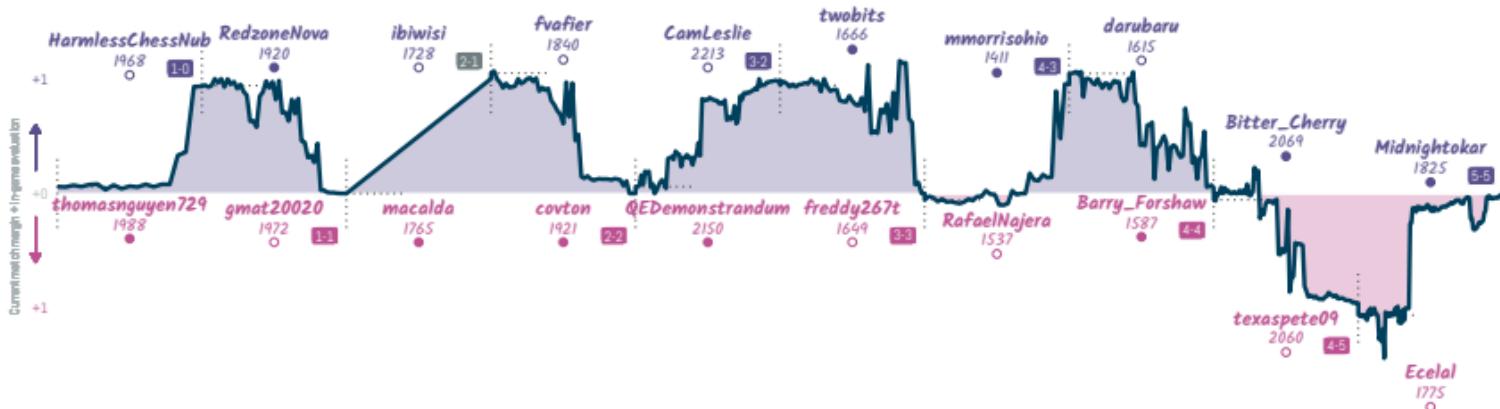
1E3fhIfx

HKzKEkBJ

VxGhgFmJ

D35 Queen's Gambit
Declined: Exchange
Variation, Positional
VariationD45 Semi-Slav Defense:
Normal VariationA08 Zukertort Opening: Old
Indian AttackD41 Queen's Gambit
Declined: Semi-Tarrasch
Defense, San Sebastian
VariationC65 Ruy Lopez: Berlin
DefenseC70 Ruy Lopez: Morphy
Defense, Caro-Kann
VariationA11 English Opening:
Caro-Kann Defensive
SystemB30 Sicilian Defense: Old
SicilianD15 Slav Defense:
Chameleon Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I. e4 e6 Kiss	5	4	5	0	1	0	0	6h 17m 36s	50.0	6.7%	3.7%	6.3%
Forking Legends	5	5	4	0	0	1	0	5h 2m 52s	45.5	7.4%	3.7%	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/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 15 March 2022.

Blindfolded Bishops 6½ 3½ Hyper Accelerated Blunders

Games

B9	Tue 07:00	B5	Fri 20:00	B3	Sat 02:00	B4	Sat 10:00	B10	Sun 18:00	B6	Sun 19:00	B8	Sun 20:00	B1	Sun 21:00	B2	B7
stelip42	0	Monoligopoly	1	asian42	1	KingSlayer78	1	ragaltron	0	burnhart	½	aarp995	1	x420oscope	1X	dweed	0F
burni28	1	ba551st	0	deathmetal11	0	SteveMcKinnon	0	Fey22	1	RunningInVienna	½	ebisdikian	0	nathanielw	0F	alegre_river	1X

1JJ3Z8VO

51DHwQOV

enjNs5FW

8bxmh4BW

k8NyGAvb

uE9w20LT

SZk1847h

C26 Vienna Game: Stanley Variation

A20 English Opening: King's English Variation

B34 Sicilian Defense: Accelerated Dragon, Modern Variation

B11 Slav Defense: Modern Line

B33 Sicilian Defense: Lasker-Pelikan Variation

C27 Vienna Game: Frankensteiner-Dracula Variation

D01 Rapport-Jobava System

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blindfolded Bishops	6½	4	2	1	2	1	0	4h 27m 42s	41.2	7.8%	2.1%	4.3%
Hyper Accelerated Blunders	3½	2	4	1	1	2	0	5h 52m 1s	47.6	9.3%	4.3%	3.2%

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