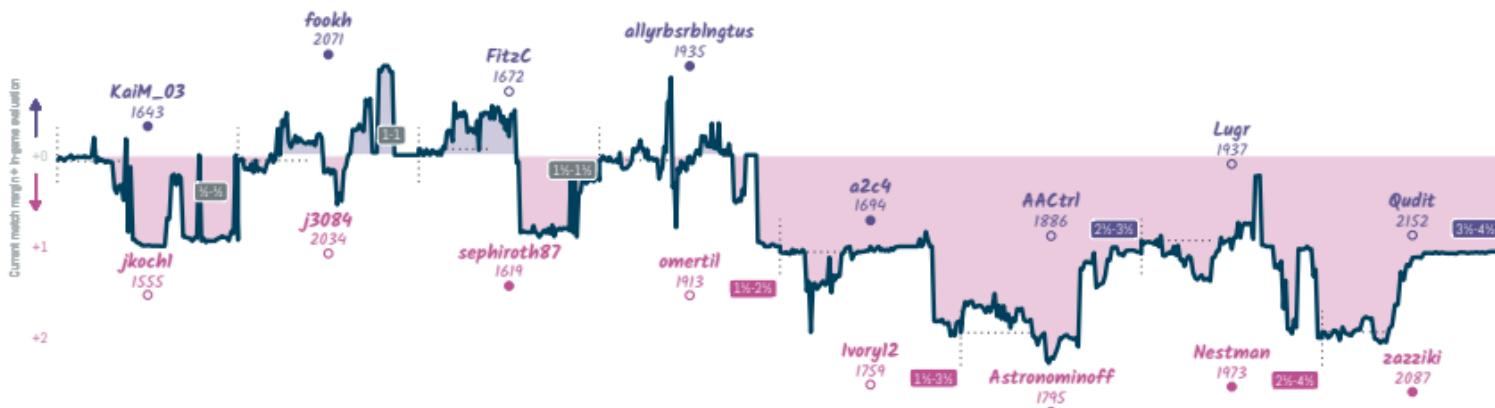


J'ai mal Alapin 3½ 4½ The Sound of Muzio

Games

B8	Tue 22:00	B2	Wed 18:30	B7	Wed 22:00	B4	Thu 16:00	B6	Thu 23:00	B5	Fri 13:00	B3	Sun 15:00	B1	Sun 18:30
KaiM_03	%	fookh	%	FitzC	%	allyrbsrbngtus	0	a2c4	0	AACtrl	1	Lugr	0	Qudit	1
jkoch1	%	j3084	%	sephiroth87	%	omertil	1	Ivory12	1	Astronominoff	0	Nestman	1	zazziki	0
oKJD3Z7u		9qUxkx5D		SeoHDvAk		FNeny1ZR		p1jRGdC6		rSVtJ9u		baGPaAe3		7SJxjCN	
C47 Four Knights Game: Scotch Variation Accepted		AB9 Benoni Defense: Four Pawns Attack, Main Line		B53 Sicilian Defense: Chigorin Variation		A05 King's Indian Attack: Spassky Variation		D35 Queen's Gambit Declined: Exchange Variation		A04 Zukertort Opening: Hemmert Gambit		C01 French Defense: Exchange Variation		B41 Sicilian Defense: Kan Variation, Maróczy Bind, Réti Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
J'ai mal Alapin	3½	2	3	3	0	0	0	8h 40m 10s	68.5	7.2%	4%	8.1%
The Sound of Muzio	4½	3	2	3	0	0	0	8h 40m 56s	62.4	9.2%	4.6%	7.5%

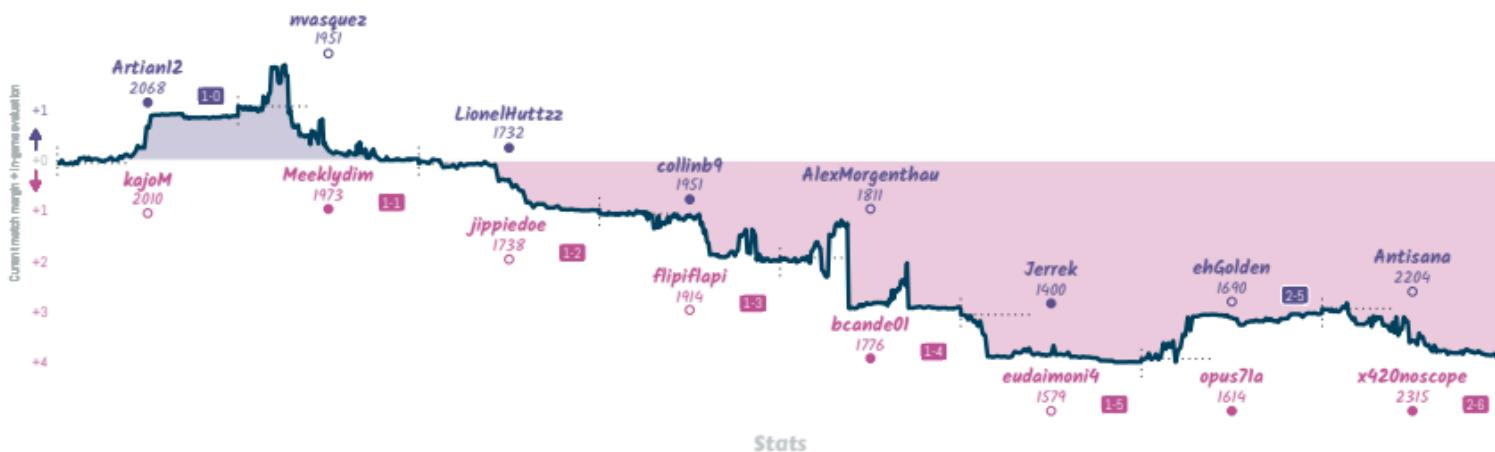
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 time 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 30 May 2022.

Celebrating our Dirty 30 2 6 Winning Opening Rapportoire

Games

B2	Thu 06:00	B3	Fri 15:15	B6	Sat 12:00	B4	Sat 11:00	B5	Sat 14:00	B8	Sat 22:00	B7	Sun 14:00	B1	Sun 18:15
Artian12	1	mvasquez	0	LionelHuttzz	0	collinb9	0	AlexMorgenthau	0	Jerek	0	ehGolden	1	Antisana	0
kajom	0	Meeklydim	1	jippiedoe	1	flipiflapi	1	bcande01	1	eudaimoni4	1	opus71a	0	x420noscope	1
NJjYp13y		1PGRkkL1		sWLgCJXJB		CVyaan0E		6MjhgoHt		mXbcGWQ9		740tIzsm		FRfm4Cg4	
D11 Slav Defense: Quiet Variation, Pin Defense		C02 French Defense: Advance Variation, Mller-Barry Gambit		C44 Ponziani Opening: Jeanisch Counterattack		D35 Queen's Gambit Declined Exchange Variation, Positional Variation		C44 Scotch Game: Scotch Gambit, Samott Variation		D06 Queen's Gambit Declined Marshall Defense		B03 Alkhan Defense: Four Pawns Attack		E32 Nimzo-Indian Defense: Classical Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Celebrating our Dirty 30	2	2	6	0	0	0	0	8h 35m 34s	48.9	7.6%	3.9%	3.2%
Winning Opening Rapportoire	6	6	2	0	0	0	0	8h 25m 24s	40.8	5.8%	4.2%	2.4%

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/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 30 May 2022.

2-tick en pessanting 3½ 4½ Adult Recliners

Games

B3	Mon 17:15	B2	Wed 16:00	B6	Thu 21:00	B4	Fri 23:00	B5	Sat 17:00	B1	Sat 17:00	B8	Sun 19:00	B7	Sun 20:00	
wiggs1 gmat20020	0 1	RSIntemecio Isachess	0 1	robertjackson ekopp2000	1 0	FiveBucks Angrybird029	½ 0	KSEXTON rostk	1 0	osrswoodcutting Groger12	1 0	HarryHw86 Lexgrad	0 0	dodochesso freddy267t	0 1	0 1
X81FN5y3		FdNjRYKD		BprZZ7wo		Lgl60RQg		TPZwZnB		4ZGXkCz		BeJew14p		QYygBBqa		

B11 Sicilian Defense: Modern Line

B90 Sicilian Defense: Najdorf Variation; Adams Attack

B13 Caro-Kann Defense: Panov Attack; Modern Defense; Mieses Line

B18 Caro-Kann Defense: Classical Variation

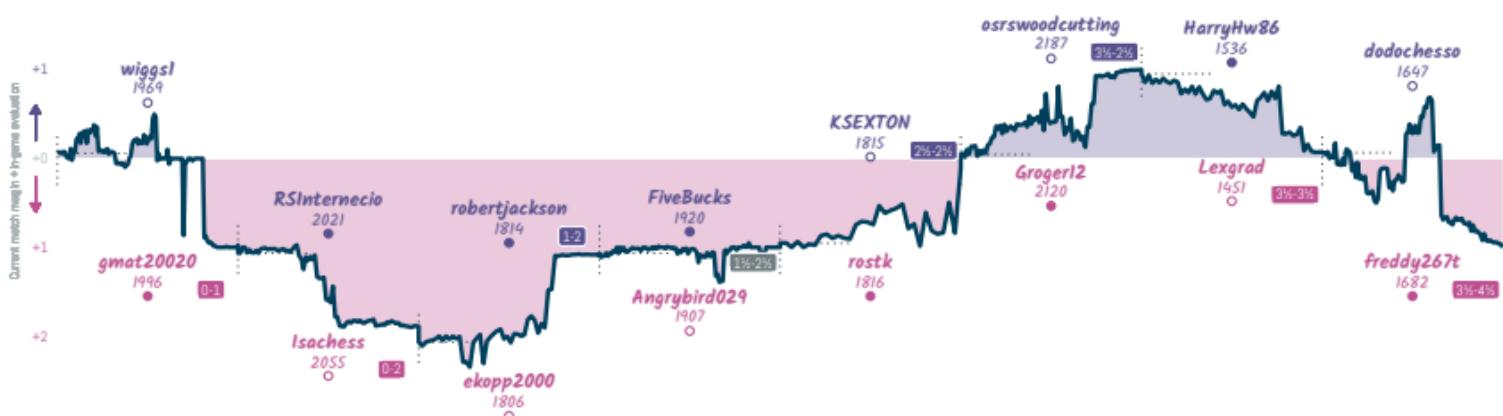
A28 English Opening: King's English Variation; Four Knights Variation; Quiet Line

E73 King's Indian Defense: Averbakh Variation; Flexible Defense

A10 English Opening: Angie-Dutch Defense

B23 Sicilian Defense: Closed; Traditional

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
2-tick en pessanting	3½	3	4	1	0	0	0	6h 32m 42s	37.2	6.3%	5%	3.1%
Adult Recliners	4½	4	3	1	0	0	0	6h 5m 57s	34.3	8.5%	1.9%	3.8%

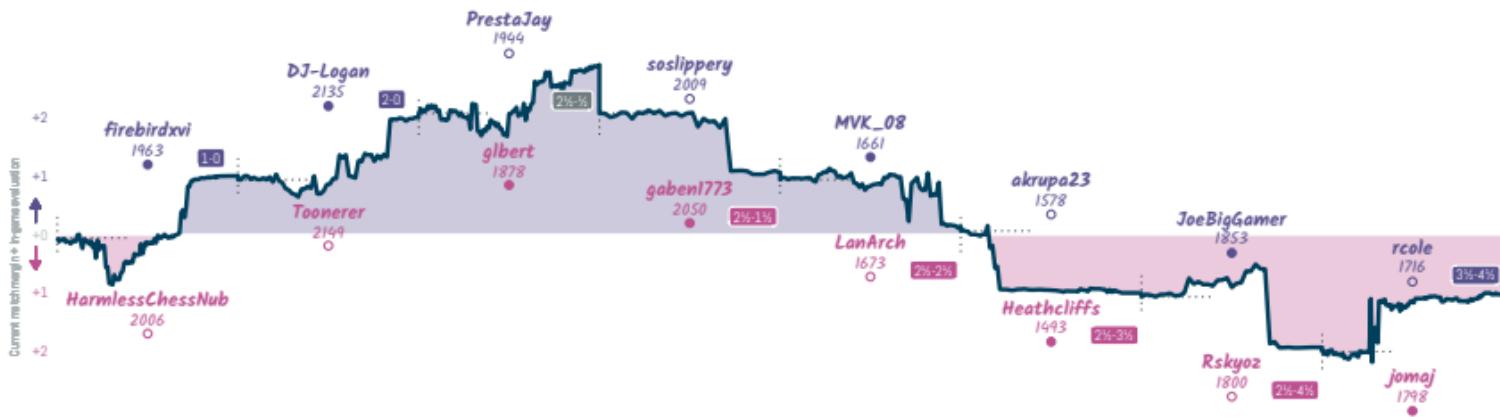
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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': -(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 30 May 2022.

Book of Boba Fianchetto 3½ 4½ Look at all those checkins

Games

B3	Wed 01:00	B1	Thu 18:00	B4	Fri 18:00	B2	Sat 13:00	B7	Sat 15:00	B8	Sat 18:15	B5	Sat 19:00	B6	Sun 19:00
firebirdxvi	1	DJ-Logan	1	PrestaJay	½	soslippery	0	MVK_08	0	akrupa23	0	JoeBigGamer	0	rcole	1
HarmlessChessNub	0	Toonerer	0	gilbert	½	gaben1773	1	LanArch	1	Heathcliffs	1	Rskyoz	1	jomaj	0
vZ2fePvE		fKjqjNxf		Rj8urfh0		EkwU4JQu		Gse0CT8f		IPgBaBeP		BRDKsakF		LXVimhvK	
AB5 Dutch Defense: Queen's Knight Variation		B80 Sicilian Defense: Najdorf Variation; Adams Attack		B07 Czech Defense		B49 Sicilian Defense: Taimanov Variation; Bezzikov Variation		C50 Gusev Piano		D02 Queen's Pawn Game: London System		C45 Scotch Game		A06 Zukertort Opening: Santasiere's Folly	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Book of Boba Fianchetto	3½	3	4	1	0	0	6h 35m 55s	42.0	5.8%	2.6%	4.5%
Look at all those checkins	4½	4	3	1	0	0	5h 35m 33s	42.5	10%	2.6%	3.9%

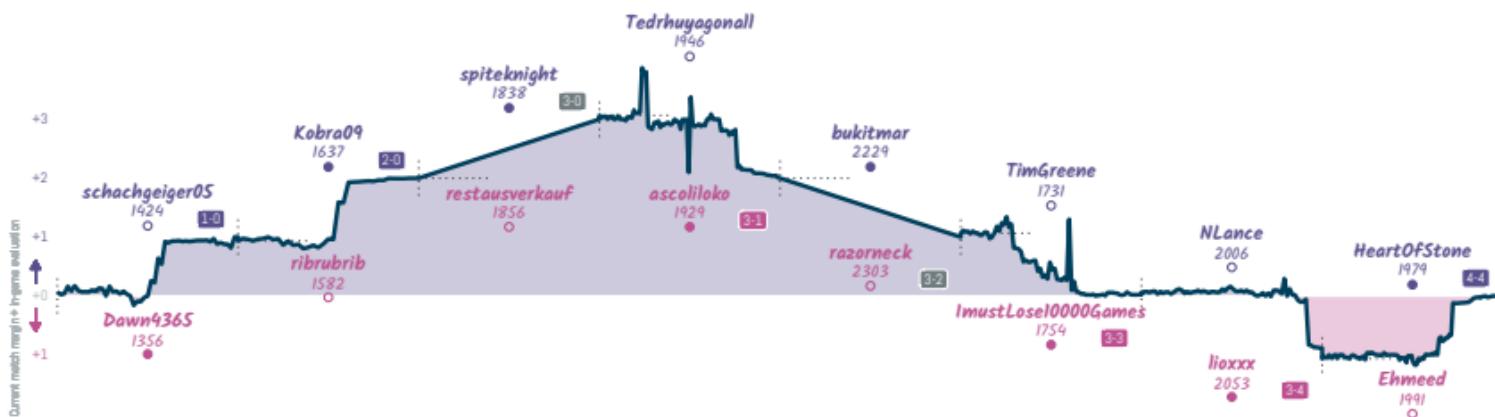
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 30 May 2022.

Caro Kant 4 4 The Good, the Bad, and the Checkmates

Games

BB	Tue 19:00	B7	Wed 16:00	B5	B4	Wed 17:00	B1	B6	Fri 20:00	B2	Sat 13:00	B3	Sun 18:00
schachgeiger05	1	Kobra09	1	spiteknight	1X	Tedrhuyagonall	0	bukitmar	0F	TimGreene	0	HeartOfStone	1
Dawn4365	0	ribrubrib	0	restausverkauf	0F	ascolliloko	1	razorneck	1X	ImustLose10000...	1	lioxxx	0
v741DEWa		obWY0yoP		9KK7YtGs		qTPALSmN				fhZoGnh5		vo5FqN8a	
C41 Philidor Defense		C47 Four Knights Game: Scotch Variation Accepted		C02 French Defense: Advance Variation, Milner-Barry Gambit		B12 Caro-Kann Defense: Advance Variation, Tal Variation				D35 Queen's Gambit Declined: Exchange Variation		C02 French Defense: Advance Variation, Milner-Barry Gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kant	4	3	3	0	1	1	0	4h 51m 53s	41.0	8.8%	0.5%	3.2%
The Good, the Bad, and the Checkmates	4	3	3	0	1	1	0	5h 57s	42.2	7.9%	2.3%	3.7%

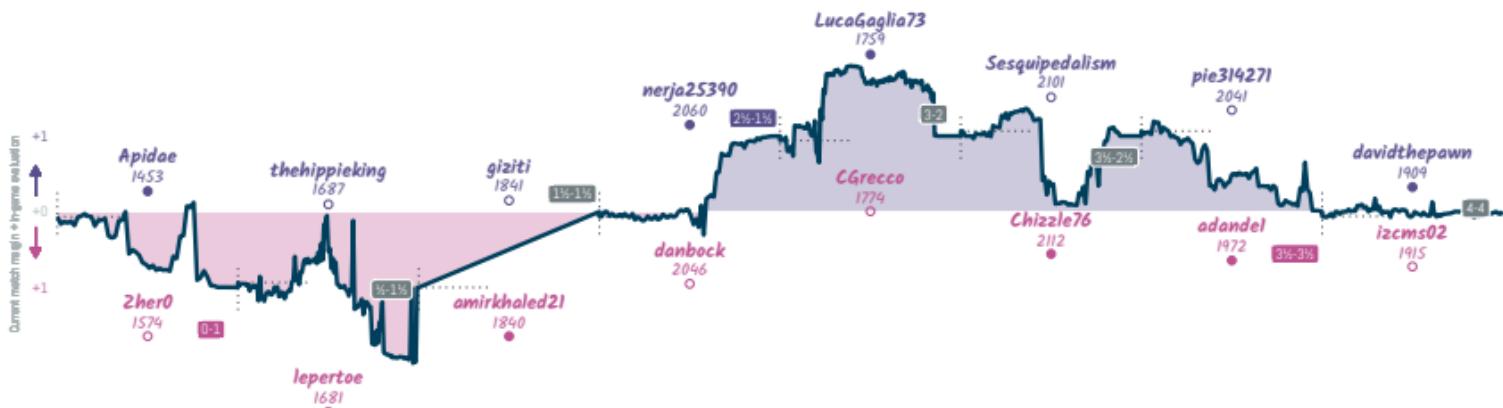
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 30 May 2022.

Guns N' Rosens 4 4 Midboard Crisis

Games

B8	Wed 11:00	B7	Wed 17:30	B5	B2	Fri 10:00	B6	Sat 15:00	B1	Sat 15:30	B3	Sun 03:00	B4	Sun 17:00
Apidae	0	thehippieking	½	giziti	1X	nerja25390	1	LucaGaglia73	½	Sesquipedalism	½	pie314271	0	davidthepawn
Zher0	1	leptoe	½	amirkhaled21	0F	danbcock	0	CGrecco	½	Chizzle76	½	adandel	1	izcms02
xny1hpuX		6xpm0Wd0			vars56ar		koPYBg0j		NYoj7tb6		M0Cn4UEB		BR5BbuWU	
B01 Scandinavian Defense: Portuguese Variation		C01 French Defense: Exchange Variation			B90 Sicilian Defense: Najdorf Variation, English Attack		E90 Indian Defense: Anti-Sämisch, Alkhanine Variation		B50 Sicilian Defense: Modern Variations		C03 French Defense: Tarrasch Variation		D10 Slav Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Guns N' Rosens	4	1	2	4	1	0	0	8h 7m 56s	49.2	6.4%	4.5%	4.8%
Midboard Crisis	4	2	1	4	0	1	0	7h 26m 32s	46.6	8.9%	3.5%	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/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 30 May 2022.

Space Grubbers 5 3 We Don't Talk About Benko

Games

B7	Thu 00:45	B2	Thu 13:00	B4	Fri 11:15	B1	Fri 17:00	B5	Sat 14:00	B3	Sat 19:00	B8	Sat 21:00	B6	Sun 16:00
arubiera	1	roysayan	1	Hindemith	1	tutunuz	1	ChewbakaTheRookie	0	DioBrando12345	0	PumpedPoison	0	Ieee	1
jeremyjh	0	AlexGaul	0	Lupo_Jones	0	Silkthewanderer	0	adrienb96	1	cathode-ray-jeps...	1	mgll	1	UncleVinny	0

nrMnwBs7

00s3EW10

FQEkbVsJ

0E0C3UQn

6tVMSV11

cPoSNanS

MWE567Y

LAMUTTdm

CB3 Ruy Lopez: Schliemann Defense; Tartakower Variation

B19 Caro-Kann Defense: Classical Variation, Lobron System

B01 Scandinavian Defense: Modern Variation, Gipsala Variation

B70 Neo-Günther Defense: Gogolitz Attack

B15 Caro-Kann Defense: Tartakower Variation

E24 Nimzo-Indian Defense: Sämisch Variation, Accelerated

B89 Sicilian Defense: Najdorf Variation; Opcensky Variation

A45 Indian 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/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 30 May 2022.

It seems like everything I say is a t... 3½ 4½ Reti or Not

Games

B3	Tue 15:00	B8	Tue 17:00	B1	Wed 18:00	B4	Thu 19:30	B2	Fri 17:30	B6	Fri 21:00	B7	Sat 14:15	B5	Sat 17:00	
alo0_bhaloo	0	electricfalcon	½	Pendru	0	apdent42	1	Roofies	1	default_boi	0	Nairwolf	1	Rivimies	0	0
benellis3	1	PocketKnight39	½	e1e24	1	Herzog51	0	Gustavkar	0	NivMizz	1	UpGoerFive	0	wdhorton	1	1

3rWSt210

UuEng9z6

T1vQgTQt

b1P0baYB

2vAW0g7A

RU3fbdGU

3mRe8HPD

sIM108eB

CB8 Ruy Lopez: Closed

QB8 Queen's Gambit
Declined: Ragozin DefenseB90 Sicilian Defense:
Najdorf VariationA20 English Opening: King's
English VariationB12 Caro-Kann Defense:
Maróczy VariationB75 Sicilian Defense: Dragon
Variation, Yugoslav Attack,
Early DeviationsB40 Sicilian Defense:
Marshall CounterattackE47 Nimzo-Indian Defense:
Normal Variation, Bishop
Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
It seems like everything I say is a team name proposal	3½	3	4	1	0	0	0	7h 27m 36s	54.8	7.4%	3.9%	6.1%
Reti or Not	4½	4	3	1	0	0	0	7h 35m 24s	51.3	6.8%	3.9%	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 (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 30 May 2022.

The Dragons 5½ 2½ Whose Line Is It Anyway?

Games

B7	Wed 02:30	B8	Wed 17:15	B5	Wed 20:00	B6	Fri 15:00	B2	Fri 18:30	B3	Fri 23:30	B4	Sun 17:45	B1	Sun 18:30
badair	1	Jrussell8	0	thejace	1	jlinney	1	youngsheldon4	½	Marcos_Paulo	1	mo_mo	1	Supermaths	0
rwildernessr	0	darubaru	1	Gokuba	0	Tranzoo	0	rodeo	½	zeus_conquers9	0	pepepibote	0	AverageLondonE...	1
SMp8ZPDX	wYJMFo8y	BkAt5B10	zjsKAK6r	XzfNeyPq	11sVtECK	8GXlufnV	YPVzP01R								
C80 Ruy Lopez: Cazze Defense	A20 English Opening: King's English Variation	B18 Caro-Kann Defense: Classical Variation, Main Line	B12 Caro-Kann Defense: Advance Variation, Short Variation	B36 Sicilian Defense: Accelerated Dragon, Maróczy Bind	B02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan	A15 English Opening: Anglo-Indian Defense, King's Knight Variation	A46 Indian Defense: Wade-Tartakower Defense								

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Dragons	5½	5	2	1	0	0	0	5h 55m 12s	35.6	10.4%	2.4%	3.6%
Whose Line Is It Anyway?	2½	2	5	1	0	0	0	8h 14m 24s	45.2	6.9%	3.6%	4.5%

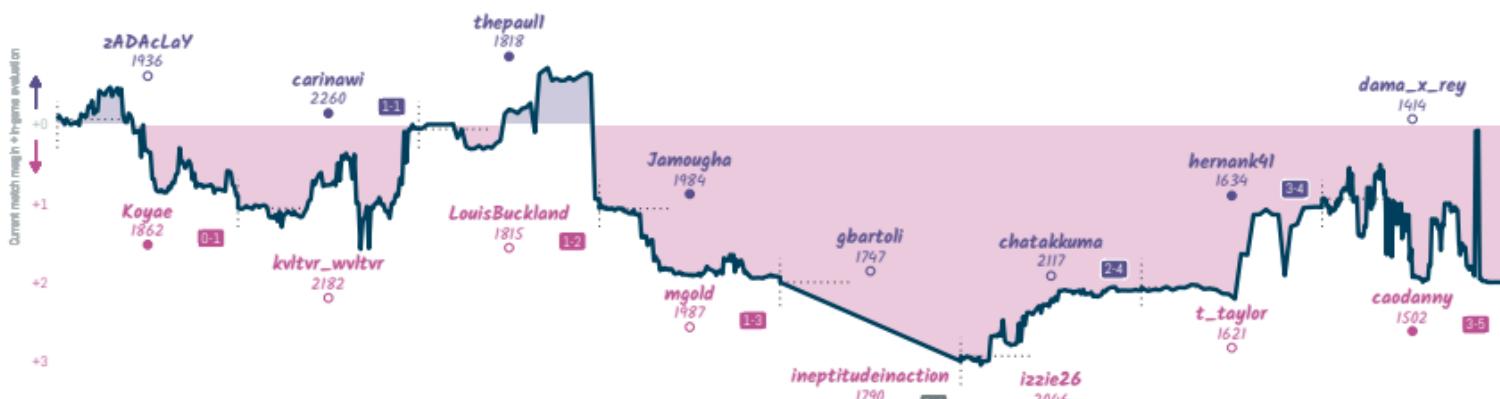
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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)(F)W(D)S, 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 30 May 2022.

All Hope and No Pawns 3 5 Serial Materialists

Games

B4	Wed 00:15	B1	Thu 09:00	B5	Fri 14:00	B3	Sat 12:00	B6	B2	Sun 09:15	B7	Sun 20:15	B8	Mon 02:00
zADaC1aY	0	carinawi	1	thepaul1	0	Jamougha	0	gbartoli	0F	chatakuma	1	hernank41	1	0
Koyae	1	kvltvr_wvltvr	0	LouisBuckland	1	mgold	1	Ineptitudeinac...	1X	izzie26	0	t_taylor	0	caodanny
xguJ2tCf		KyWE4FNT		ZIg1XkDc		fYDmk971				uTDSIEAU		7NYKcaBR		3aaBuJNq
B11 Caro-Kann Defense: Two Knights Attack, Mindanao Variation		D43 Semi-Slav Defense		A45 Tramkovsky Attack		C88 Ruy Lopez: Dosed, Anti-Marshall				C58 Italian Game: Two Knights Defense, Polio Defense, Kieseritzky Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		D02 Queen's Pawn Game: Symmetrical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
All Hope and No Pawns	3	3	4	0	0	1	0	7h 22m 18s	61.5	7.2%	5.5%	7.2%
Serial Materialists	5	4	3	0	1	0	0	7h 15m 33s	58.5	7.8%	4.9%	7.5%

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 (displayed games are not yet finished); games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last. 'Stats': (P) win/0/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 30 May 2022.

Call.e4niction 5 3 Sleeping with the Vishies

Games

B1	Tue 17:00	B8	B4	Thu 17:00	B3	Sat 14:00	B7	Sat 18:15	B6	Sun 15:15	B5	Sun 21:00	B2	Sun 21:15	
wilfj	1	casualdev	OF	bangtown	1	FunnyLikeAClown	0	Steve-North	1	SaucySailorJac...	0	seius	1	losttheplot	1
FirstnameLastname	0	ragaltron	1X	goirish	0	Shiba_in_the_park	1	ruhib	0	destroyer11758	1	Krolin	0	y3LL3r	0
wZf1CDaz			hWJ81RXq			Zkx1G7Nz		fEjsOKal		0s5s3u3N		QLoMVxry		1Em5xDUF	
DB7 Ruy Lopez: Berlin Defense, Minskwick Variation			A49 Indian Defense: Przepiorka Variation			A05 King's Indian Attack		B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense		A45 Trompowsky Attack: Classical Defense, Big Center Variation		E76 King's Indian Defense: Four Pawns Attack		C53 Italian Game: Classical Variation, Gueco Planisimo	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Call.e4niction	5	5	2	0	0	1	0 7h 10m 27s	44.3	6.9%	1.4%	5.9%
Sleeping with the Vishies	3	2	5	0	1	0	0 5h 31m 57s	52.0	8.3%	1%	7.2%

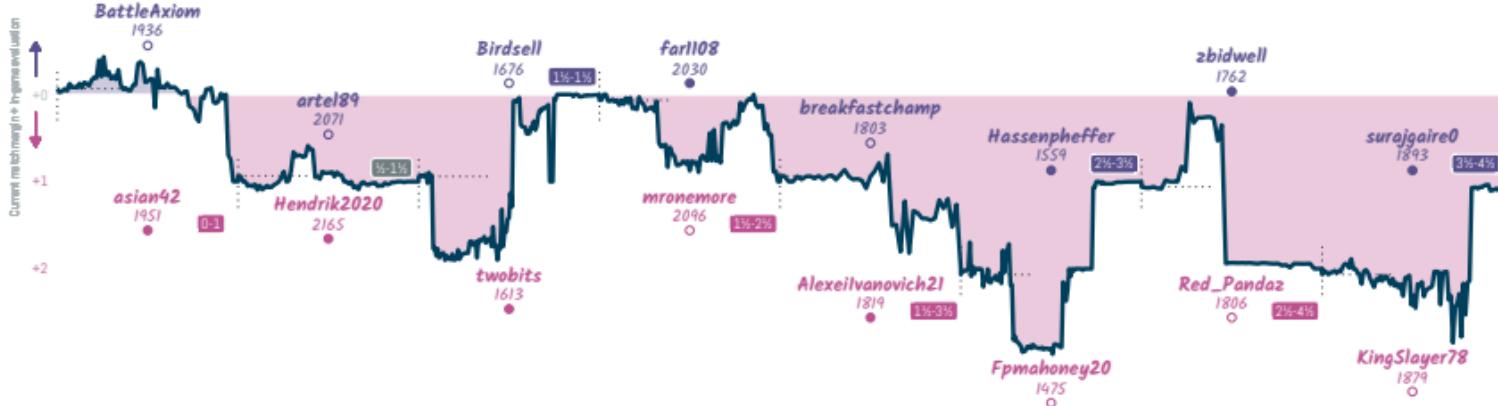
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 30 May 2022.

Finding Nimzo 3½ 4½ Fischermen

Games

B3	Fri 01:30	B1	Fri 12:00	B7	Fri 13:00	B2	Sat 07:00	B5	Sat 14:00	B8	Sat 15:00	B6	Sat 17:00	B4	Sat 18:00
BattleAxiom	0	artel89	½	Birdsell	1	far1108	0	breakfastchamp	0	Hassenpfeffer	1	zbidwell	0	surajgaire0	1
asian42	1	Hendrik2020	½	twobits	0	mronemore	1	Alexeivanovich21	1	Fpmahoney20	0	Red_Pandaz	1	KingSlayer78	0
b68Eh6vu		pFHb05kA		B3eju0o5		ofb54Buc		yJNBt1yt		E6Cx5Bqs		7s1rhYTo		1KknMKU	
C44 Scotch Game: Benina Defense		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Paulsen Formation		D51 Queen's Gambit Declined: Modern Variation, Knight Defense		B48 Sicilian Defense: Taimanov Variation, Bezzikov Variation		B90 Sicilian Defense: Najdorf Variation, English Attack		C28 Vienna Game: Stanley Variation, Three Knights Variation		D50 Queen's Gambit Declined: Modern Variation		C50 Italian Game: Giuoco Pianissimo	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Finding Nimzo	3%	3	4	1	0	0	0	6h 7m 42s	60.6	6.6%	3.3%	8.1%
Fischermen	4%	4	3	1	0	0	0	5h 23m 16s	56.6	6.6%	4.8%	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 (displayed 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 30 May 2022.

Alekhine think of is chess 3½ 4½ Byeeee byeeee my Sicilian lines, prep...

Games

B7	Wed 09:00	B5	Wed 16:00	B2	Wed 23:00	B3	Thu 23:30	B1	Sat 18:00	B6	Sun 14:00	B8	Sun 15:30	B4	Sun 20:00
samkellett	1	Dan-Jon	0	Serpinita	1	Pfzr	0	okoros	%	vejen	0	Lufax	1	sideshow_bob	0
SlowChess73	0	Matt365	1	ngducphu	0	jwells42	1	Shrekmatred	%	SrinivasBharathNK	1	J-E_P	0	elliotp	1

1jCJFwML

JHhcP7Sv

ZYyEKicU

P3mc0F7Y

MwkEeY6U

dUZzXwpg

GIJTeGeB

xV9S29Vs

B12 Caro-Kann Defense:
Advance Variation,
Bonvinnik-Carls DefenseC77 Ruy Lopez: Morphy
Defense, Anderssen
VariationEB1 King's Indian Defense:
Sämisch Variation, Normal
DefenseA41 Ruy Defense: English
RuyE48 Nimzo-Indian Defense:
Normal Variation, Bishop
Attack, Classical DefenseC45 Scotch Game: Schmidt
VariationC42 Russian Game: Three
Knights GameB14 Caro-Kann Defense:
Panov Attack

Story



Stats

Team

Alekhine think of is chess

Byeeee byeeee my Sicilian lines, prepped the Chevy really heavy but missed 3. Bb5+

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
-----	---	---	---	----	----	----	-------	------	--------------	----------	----------

3%	3	4	1	0	0	0	7h 48m 53s	57.4	9.7%	3.9%	6.8%
4%	4	3	1	0	0	0	6h 52m 2s	53.3	6.8%	3.9%	5.5%

C4!! Explosive! 4½ 3½ Sleepless Knights

Games

B5	Tue 17:30	B8	Wed 12:00	B2	Thu 17:00	B4	Thu 20:00	B3	Fri 03:00	B6	Fri 10:15	B7	Sat 15:30	B1	Sat 17:00
Salwen	%	marian_chicu	1	lumenian	1	doughorn	0	timmah4651	1	pddchess	1	ruip	0	Brundd	0
Davidc2214	%	B2C4G7	0	Latinovicz	0	Squire_Western	1	pulsar512b	0	TowerOfSolitude	0	thiccclouds	1	jacade	1

jmUd9Ny0

SHT05Nhh

xSj1ADR

ytuk6bsB

pB1WGabN

pXpReLd9

1KPexC20

BS1t1T1b

B22 Sicilian Defense: Alapin Variation

A06 Zukertort Opening: Old Indian Attack

E09 Catalan Opening: Closed Variation, Traditional Variation

A05 Dutch Defense: Queen's Knight Variation

E10 Indian Defense: Anti-Nimzo-Indian

B01 Scandinavian Defense: Main Line, Mieses Variation

C29 Vienna Game: Vienna Gambit, Paulsen Attack

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

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
C4!! Explosive!	4%	4	3	1	0	0	0	5h 26m 37s	55.0	11.9%	3.5%	4.9%
Sleepless Knights	3½%	3	4	1	0	0	0	6h 5m 22s	57.2	7.1%	5.3%	4.9%

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/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 30 May 2022.

Fantastic Blunders and Where to Find ...

3½ 4½ Underpromoted and Overconfident

Games

B7	Wed 12:30	B5	Thu 19:30	B1	Fri 08:00	B6	Fri 21:00	B8	Sat 14:00	B4	Sun 10:00	B2	Sun 16:00	B3	Sun 20:00
lagar83	1	StoppedClock	0	KS_Legion_Legion...	0	atbety	0	Crazywane254	1	Tasunoro	0	OneKindKing	½	rapiplay	1
kamekura	0	DrVonGoosewing	1	BuckDuck	1	ChukoDiman	1	osumarko	0	Val1313	1	Fierolocchio	½	CanIUndoThatMove	0
11LgH2hE		zxoQU1UN		EhZieNhf		ByGu2fp0		10GV07Pg		irGQZQd4		6sTe3wth		1DnE7Rdb	
B32 Sicilian Defense: Lichtenfels Variation		B30 Sicilian Defense: Nyazhnedinov-Rosolimo Attack		ED4 Catalan Opening: Open Defense		A07 King's Indian Attack		D04 Queen's Pawn Game: Colle System, Anti-Colle		D06 Queen's Gambit Declined: Baltic Defense		B07 Pirc Defense: 150 Attack, Sveshnikov-Jansa Attack		B15 Caro-Kann Defense: Tartakower Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fantastic Blunders and Where to Find Them	3½	3	4	1	0	0	0	7h 48m 9s	47.2	6.8%	3.9%	5%
Underpromoted and Overconfident	4½	4	3	1	0	0	0	8h 7m 24s	45.6	7.1%	4.2%	3.9%

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 30 May 2022.

Journey to the Center of the Board 4 4 Two knights, we ride at pawn!

Games

B4	Tue 20:00	B5	Wed 00:00	B3	Wed 18:00	B6	Sat 14:00	B1	Sat 14:00	B2	Sun 08:00	B8	Sun 14:30	B7	Sun 19:00
Chesspazterswan theBunglet	1 0	quaini rsandzimier	½ ½	palet_master ColdTehran	0 1	failingthelB didnothingwrong	0 1	bufferunderrun drchessdad	1 0	Grizzly1000 mini_karpov	1 0	RodGammon RafaelNajera	½ ½	Constantin Archilas	0 1
dgB90gwI		yn5ANwCa		jG4IIRc1		YVPAB13y		f7VFOUEf		KYXw5uUL		VBCH9nyD		GIZvtNTm	
C53 Italian Game: Classical Variation, Giuoco Pianissimo		A22 English Opening: King's English Variation, Two Knights Variation, Reversed Dragon		ED4 Catalan Opening: Open Defense		EB2 King's Indian Defense: Orthodox Variation, Gilgorig-Taimanov System		C00 French Defense: Chigorin Variation		D30 Queen's Gambit Declined		B00 Queen's Gambit		C24 Bishop's Opening: Vienna Hybrid	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Journey to the Center of the Board	4	3	3	2	0	0	7h 25m 36s	47.0	8.2%	4.4%	5.4%
Two knights, we ride at pawn!	4	3	3	2	0	0	8h 53m 31s	46.6	5.4%	4.9%	6.3%

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/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 30 May 2022.

Isle of Lewis Chessmen 4 4 Peter Piper's Passed Pawn Patzers

Games

B2	Tue 23:00	B5	Wed 21:30	B6	Fri 18:00	B7	Fri 17:00	B4	Sat 02:00	B8	Sat 23:00	B1	Sun 01:00	B3	Sun 18:00
fhunfi	0	Bamabeeblebrox	0	seldredg	0	leebster	%	scvrf	1	fulmarsky	1	Radmankaruf	1	figeon	%
Bitter_Cherry	1	fvafler	1	ssyx	1	texasadam	%	BrandrokID	0	mmorrisohio	0	CamLeslie	0	alen111	%
6nHBGvMI		AVRt219p		sQhu4jAj		WU5Fn3dD		96zZdXrW		4yqJAQ0f		mImZ33Ky		mHcITtfB	
B20 Sicilian Defense: Snyder Variation		A05 King's Indian Attack: Symmetrical Defense		A40 English Defense		D55 Queen's Gambit Declined: Neo-Orthodox Variation, Main Line		B33 Sicilian Defense: Lasker-Pelikan Variation		D05 Rubinstein Opening		D33 Tarrasch Defense: Prague Variation		A10 English Opening	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Isle of Lewis Chessmen	4	3	3	2	0	0	0	7h 13m 44s	46.1	7.8%	4.9%	4.6%
Peter Piper's Passed Pawn Patzers	4	3	3	2	0	0	0	8h 3m 5s	44.5	5.9%	3.6%	3.6%

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': - (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 30 May 2022.

Pawnishers 3 5 Pope, King, and plebs in between

Games

B4	Wed 17:00	B6	Wed 19:00	B1	Thu 08:00	B3	Fri 08:30	B8	Sat 13:45	B5	Sat 14:00	B7	Sun 10:30	B2	Sun 17:45
Stormford	1	KirkD	0	timothyha	0	Abolizer	0	Samuelglatz	0	Rolihlahla	1	jurica_c	0	scarff	1
mimgoo	0	King_killer27	1	jantho	1	Zubenalgenubi	1	Hahahol23	1	popel23	0	ipr	1	Jg777	0

1Gax0PWB

xo1614AI

nZx9A7rW

fBEf01En

RRJsi5LQ

5yxHzH1H

r3rnEM24

tbeoMC12

C50 Italian Game: Glucco
Pianissimo, Canal VariationD00 Queen's Pawn Game:
Steinitz Counter-GambitB22 Sicilian Defense: Alapin
VariationA09 R&B Opening:
Reversed Blumenfeld GambitC45 Scotch Game: Classical
VariationB22 Sicilian Defense: Alapin
Variation, Stoltz AttackA09 Indian Defense:
Przgorzka VariationA29 English Opening: King's
English Variation, Four
Knights Variation,
Fianchetto Line

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawnishers	3	3	5	0	0	0	0	6h 36m 25s	47.2	9.2%	4.2%	4.6%
Pope, King, and plebs in between	5	5	3	0	0	0	0	7h 31m 13s	39.8	8.1%	2.8%	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/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 30 May 2022.

Call OII899988I999II97253, but not fo... 3½ 4½ Grünfailed

Games

	Tue 18:00	B3	Wed 19:00	B2	Thu 05:15	B5	Fri 12:00	B8	Fri 22:00	B4	Sat 06:30	B1	Sat 09:00	B7	Sun 16:00
Haspelknecht	1	wizwyop	½	0118999881999I...	0	loungelizard	0	SaltySingularity	1	LightningAlekhn...	1	Zyfar...	0	BarbarAusBiele...	0
Shurbz	0	rojazu	½	cyndaquill	1	rsmillie94	1	dnlhlt	0	chetmanley	0	Aldoz	1	greysensei	1
KmHIfX3		xzV93yDs		GyfhYdnI		qh8ULw10		ePW3Jkz5		NEchBqNd		slpfm41R		cw3UN8SN	
AD4 Zukertort Opening: Pic Invitation		A20 English Opening: King's English Variation		D32 Tarrasch Defense: Two Knights Variation		C53 Italian Game: Classical Variation, Dac� Gambit		B11 Caro-Kann Defense: Two Knights Attack, Mihailo Variation, Exchange Line		B15 Caro-Kann Defense: Tartakower Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		B10 Caro-Kann Defense: Accidental Panov Attack, Open Variation	

Story



Team	Pts	W	L	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Call OII899988I999II97253, but not fo...	3%	3	4	1	0	0	8h 29m 49s	42.5	5%	1.6%	5%
Grünfailed	4%	4	3	1	0	0	8h 27m 23s	39.6	3.9%	2.9%	3.7%

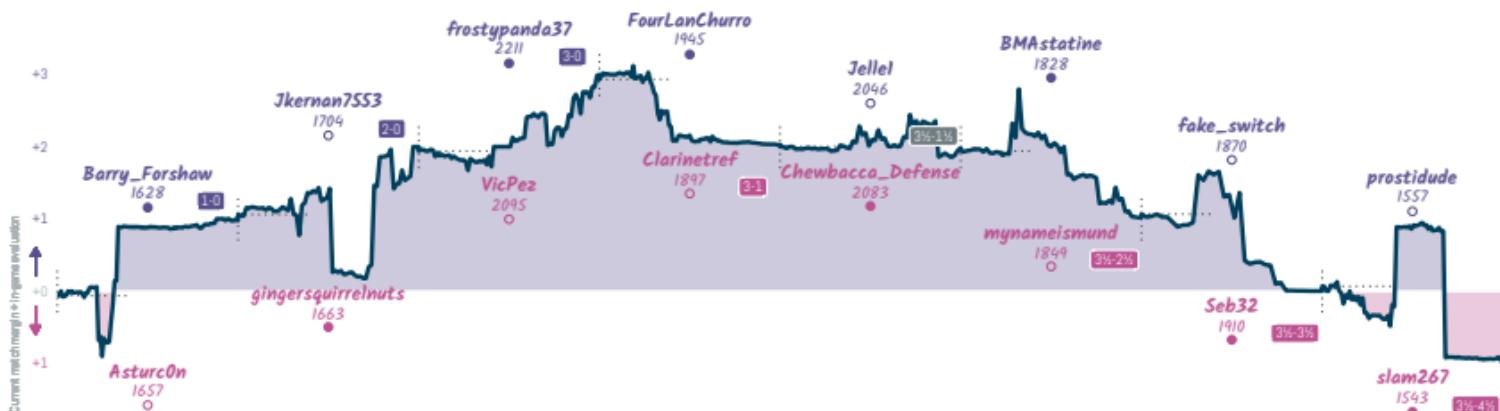
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8 chess players you should know! You ... 3½ 4½ Yasser, we can Boogie

Games

B7	Thu 17:00	B6	Fri 14:30	B1	Fri 18:00	B3	Fri 22:00	B2	Sat 13:00	B5	Sat 16:00	B4	Sat 17:00	B8	Sat 20:00
Barry_Forshaw	1	Jkernan7553	1	frostypanda37	1	FourLanChurro	0	Jellel	½	BMastatine	0	fake_switch	0	prostidude	0
AsturcOn	0	gingersquirrel...	0	VicPez	0	Clarinetref	1	Chewbacca_Defense	½	mynamelismund	1	Seb32	1	slam267	1
e2tK7wYq		wYlnMeVz		DvqdMwUq		6vWQVzIF		KV17SM01		uppcUEvZ		Apvw9Dan		AmSk7HqU	
B22 Sicilian Defense: Alapin Variation		A58 Benko Gambit Accepted: Fully Accepted Variation		D15 Slav Defense: Schlechter Variation		C22 Center Game: Berger Variation		A00 Polish Opening		E04 Catalan Opening: Open Defense		C44 Scotch Game: Göring Gambit, Double Pawn Sacrifice		B32 Sicilian Defense: Accelerated Dragon	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
8 chess players you should know! You will never believe why 6 is afraid of 7!	3%	3	4	1	0	0	0	7h 4m 55s	47.7	8.2%	2.4%	4.1%
Yasser, we can Boogie	4%	4	3	1	0	0	0	6h 10m 24s	42.9	7.2%	3.1%	4.1%

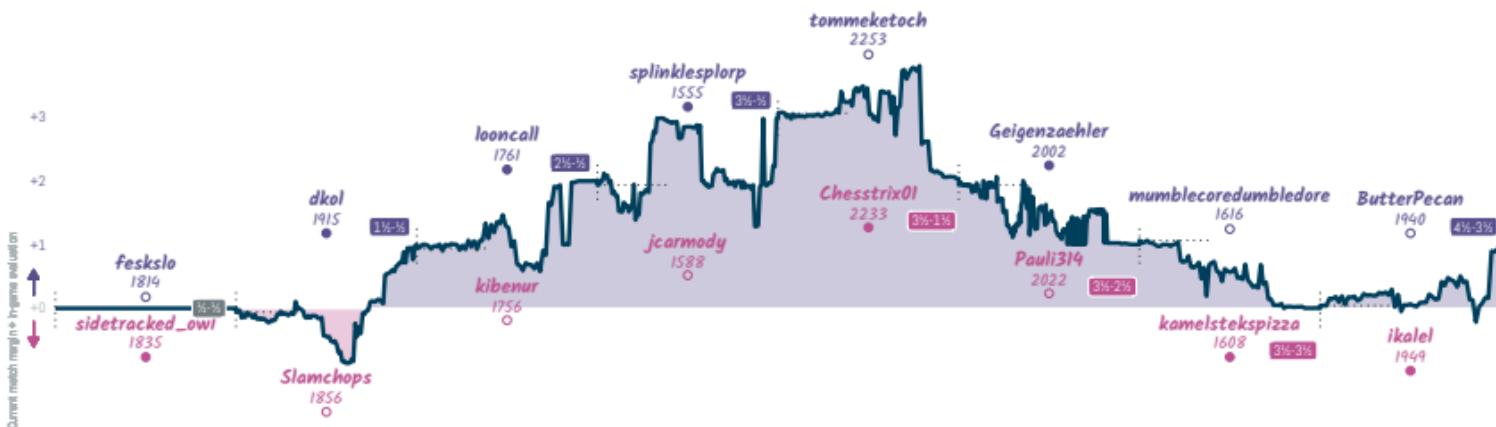
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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/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 30 May 2022.

Blunder and Lightning 4½ 3½ Don't H8 Us

Games

B5	B4	Thu 04:30	B6	Thu 20:00	B8	Fri 00:00	B1	Fri 11:45	B2	Fri 16:00	B7	Sat 13:00	B3	Sat 20:00	
fesklo	½	dkol	1	looncall	1	splinklesplorp	1	tommeketoch	0	Geigenzaehler	0	mumblecoredumb...	0	ButterPecan	1
sidetracked_owl	½	Slamchops	0	kibenur	0	jcarmody	0	Chestrix01	1	Pauli314	1	kamelstekspizza	1	ikalel	0
		F6gp2GcJ		TuV0f23h		amV0IEJP		cmmDEaS8		j9cfSQLc		f3PbiuPZ		aBvXcIEi	
		A96 Dutch Defense: Classical Variation		A45 Indian Defense		B21 Sicilian Defense: Halasz Gambit		D58 Queen's Gambit Declined: Tartakower Defense		C78 Ruy Lopez: Murphy Defense		C44 Scotch Game: Scotch Gambit, Advance Variation		A61 Banini Defense: Knight's Tour Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunder and Lightning	4%	4	3	0	0	0	1 7h 37m 48s	63.4	8.2%	5%	6.2%
Don't H8 Us	3%	3	4	0	0	0	1 8h 15m 9s	66.2	10.3%	4.7%	7.3%

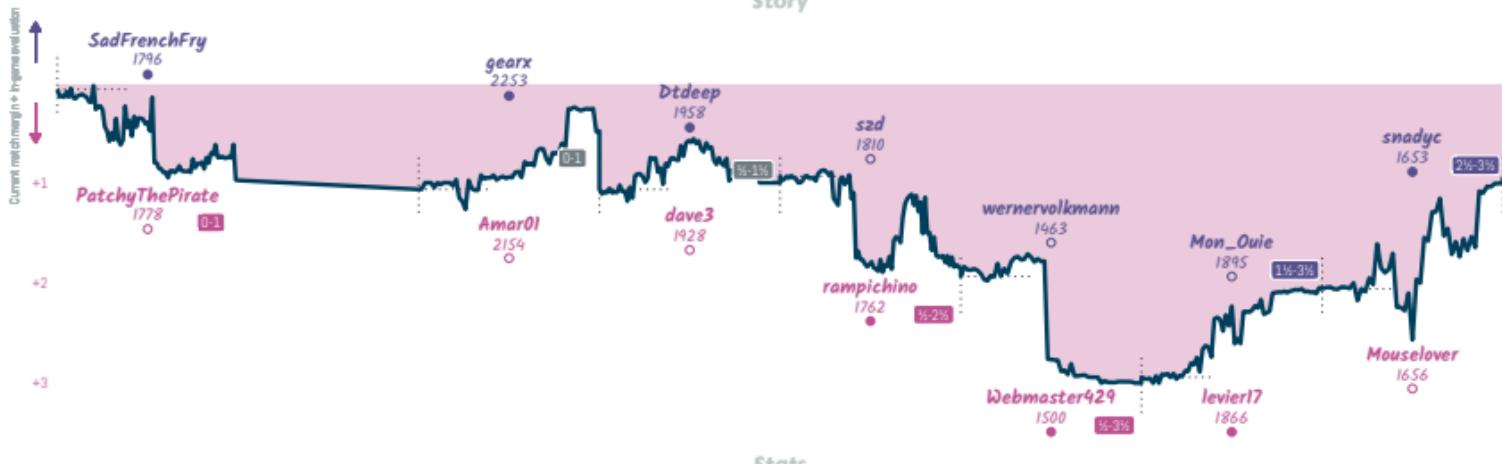
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Bad Threats, Worse Execution 2½ 4½ Luft Actually

Games

B5	Thu 13:00	B1	Thu 22:30	B3	Fri 11:00	B6	Fri 21:15	B8	Sat 12:00	B4	Sat 14:00	B7	Sat 19:00	
SadFrenchFry	0	gearx	0	Dtdeep	½	s2d	0	wernervolkmann	0	Mon_Duie	1	snadyc	1	
PatchyThePirate	1	Amar01	0	dave3	½	rampichino	1	Webmaster429	1	levier17	0	Mouselover	0	
H2UKhEm3		CgqKpIJV		Av3KwKrR		L8yC0m4n		rgMo581P		1H2cje6j		eP1fnLhz		
BB6 Modern Defense: Standard Defense		B51 Sicilian Defense: Moscow Variation		B12 Caro-Kann Defense: Advance Variation, Short Variation		B65 Ruy Lopez: Berlin Defense		B81 Scandinavian Defense: Main Line		E11 Bogis-Indian Defense: Exchange Variation		D92 Grünfeld Defense: Thea Knights Variation, Hungarian Attack		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bad Threats, Worse Execution	2%	2	4	1	0	0	0	5h 39m 56s	50.1	11.6%	4%	4.4%
Luft Actually	4%	4	2	1	0	0	0	6h 32m 13s	46.2	10.8%	4.4%	4%

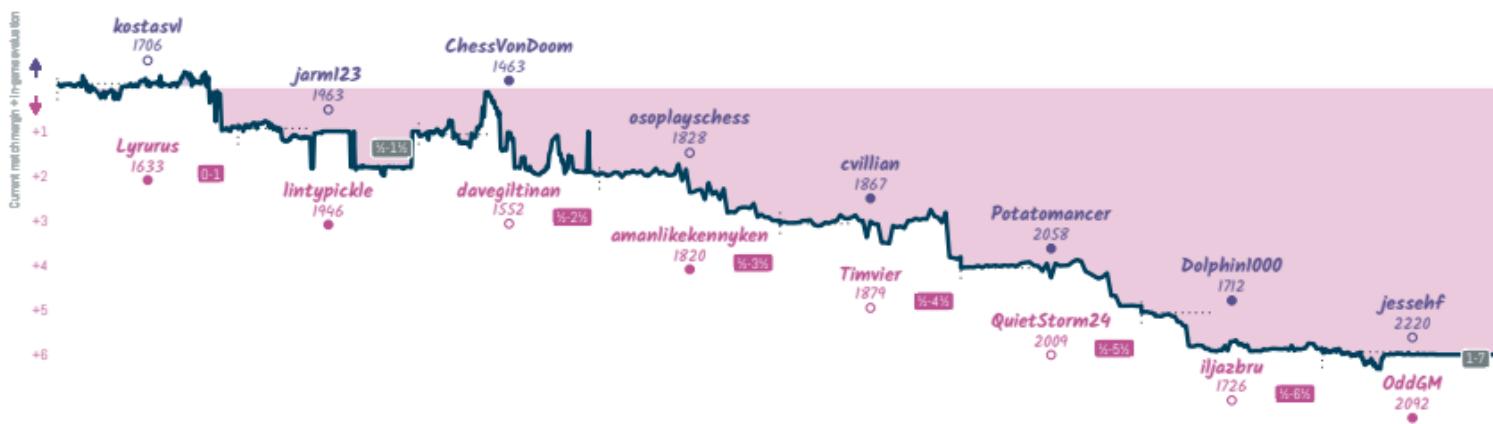
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Mate in 8 | 7 The Hard Day's Knights

Games

B7	Tue 18:30	B3	Wed 16:00	B8	Thu 21:00	B5	Sat 00:30	B4	Sat 12:00	B2	Sat 18:00	B6	Sun 14:00	B1	Sun 16:15
kostasvl	0	jarm123	½	ChessVonDoom	0	osoplayschess	0	civialian	0	Potatomancer	0	Dolphin1000	0	jessehf	½
Lyrurus	1	lintypickle	½	davegiltinan	1	amanlikekennyken	1	Timvier	1	QuietStorm24	1	iljazbru	1	OddGM	½
4E51N4zh		MPZwumht		d6u0At0x		IdWYNuB#		epr8I1yp		6LwSTxWd		Nizp0SnC		WU6gU0kG	
B82 Sicilian Defense: Najdorf Variation, Opocansky Variation, Traditional Line		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		B13 Caro-Kann Defense: Panov Attack		B48 Sicilian Defense: Taimanov Variation, Bistrikov Variation, English Attack		B01 French Defense: Exchange Variation, Svenorius Variation		E32 Nimzo-Indian Defense: Classical Variation		E91 King's Indian Defense: Orthodox Variation		A50 Queen's Indian Accelerated	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Mate in 8	1	0	6	2	0	0	0	6h 41m 59s	52.3	9.1%	4%	5.5%
The Hard Day's Knights	7	6	0	2	0	0	0	7h 5m 31s	40.1	7.1%	4%	4%

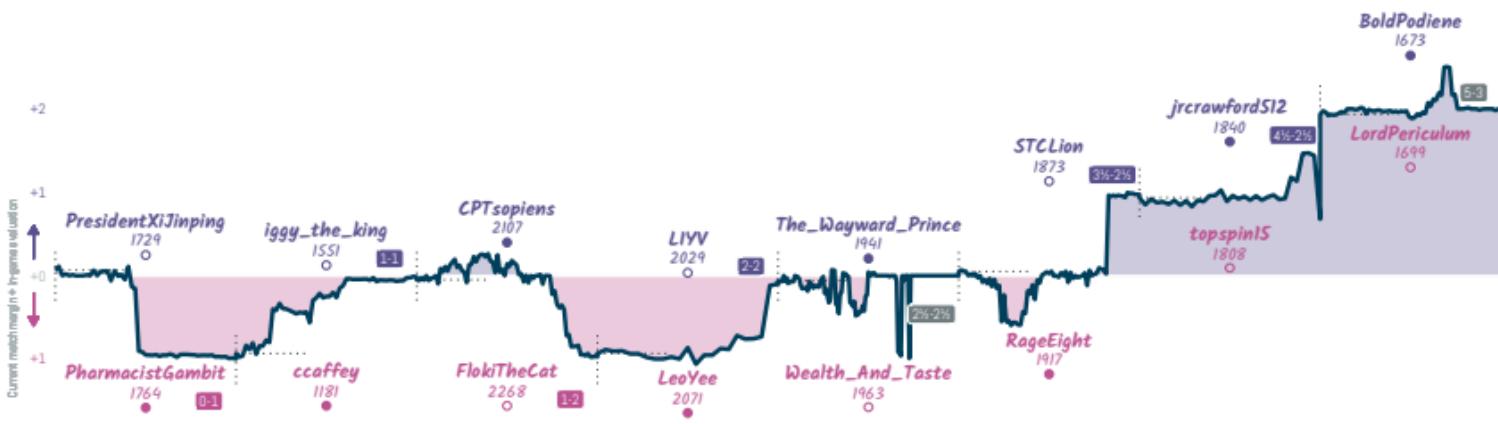
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Discovered Mates 5 3 I really don't mind. Any name is fine.

Games

B6	Wed 23:15	B8	Thu 20:00	B1	Sat 13:30	B2	Sat 18:00	B3	Sat 19:00	B4	Sun 05:00	B5	Sun 20:15	B7	Sun 20:30
PresidentXiJin...	0	iggy_the_king	1	CPTsapiens	0	LIYV	1	The_Wayward_Pr...	%	STCLion	1	jrcrawford512	1	BoldPodiene	%
PharmacistGambit	1	ccaffey	0	FlokiTheCat	1	LeoYee	0	Wealth_And_Taste	%	RageEight	0	topspin15	0	LordPericulum	%
cvu9Bjac		BFHTwtLo		N9rDSYOC		Cu6v7SMb		rhznr9uQ		mIHj1IrT		aOM4B6bJ		HQwQtMSp	
B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation		C41 Philidor Defense		E12 Nimzo-Indian Defense: Three Knights Variation, Duchamp Variation		B13 Caro-Kann Defense: Panov Attack, Modern Defense		D27 Queen's Gambit Accepted: Classical Defense, Main Line		D02 Queen's Pawn Game: Symmetrical Variation		B07 Pirc Defense		C42 Russian Game: Czerniak Attack	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Discovered Mates	5	4	2	2	0	0	0	5h 58m 28s	39.0	8.1%	1.5%	3.8%
I really don't mind. Any name is fine.	3	2	4	2	0	0	0	5h 58m 44s	41.8	6.9%	3.5%	3.5%

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