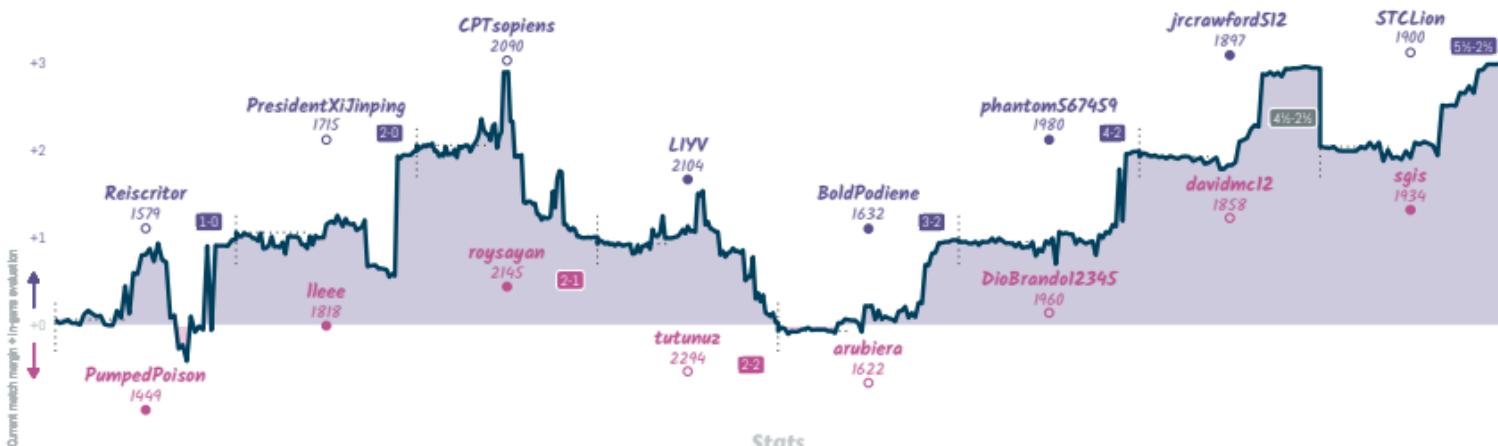


#2 **Discovered Mates** 5½ 2½ #1 **Space Grubbers**

Games

BB	Thu 18:30	BB	Thu 19:00	BB	Fri 12:15	BB	Fri 20:00	BB	Sat 19:00	BB	Sun 15:00	BB	Sun 18:00	BB	Sun 19:00
Reiscritor	1	PresidentXiJin...	1	CPTsapiens	0	LIVV	0	BoldPodiene	1	phantom567459	1	jrcrawford512	½	STCLion	1
PumpedPoison	0	lilee	0	roysayan	1	tutunuz	1	arubiera	0	DioBrando12345	0	davidmc12	½	sgis	0
do8tUBFv		WH9ofdI		NUFgFLRV		Zdc731eS		l1l2SyLG		hJmGzFu		yZK1Y2pp		1epjjENQ	
C45 Scotch Game		C26 Bishop's Opening: Vienna Hybrid, Spielmann Attack		C77 Ruy Lopez: Morphy Defense, Wormald Attack		C78 Ruy Lopez: Morphy Defense		C42 Russian Game: Ninzwitsch Attack		D86 Grünfeld Defense: Exchange Variation, Classical Variation		CB9 Ruy Lopez: Marshall Attack, Original Marshall Attack		D05 Queen's Pawn Game: Colle System	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Discovered Mates	5½	5	2	1	0	0	0	5h 41m 58s	46.1	8.1%	2.5%	5.5%
Space Grubbers	2½	2	5	1	0	0	0	6h 5m 11s	62.2	10.6%	4.2%	6.4%

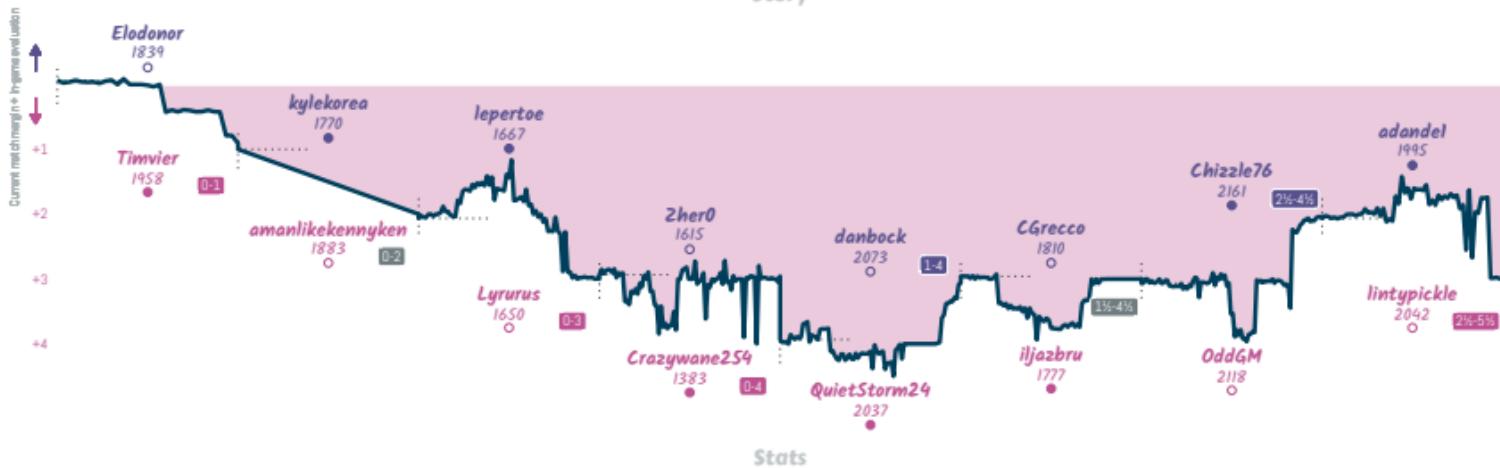
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

#3 **Midboard Crisis** 2½ #6 **The Hard Day's Knights**

Games

B4	Thu 15:00	B5	B7	Fri 17:00	B8	Sat 14:00	B2	Sat 19:00	B6	Sun 11:00	B1	Sun 17:00	B3	Mon 02:00	
Elodonor	0	kylekorea	0F	leptoe	0	Zher0	0	danbock	1	CGrecco	½	Chizzle76	1	adandel	
Timvier	1	amanlikekennyken	1X	Lynurus	1	Crazywane254	1	QuietStorm24	0	iljazbru	½	OddGM	0	lintypickle	1
ykGmAh8J		3I41VqfV		au8DQ8Id		NOKUiEoZ		raER5uhK		wx21ZcTJ		PnoLDqR6			
C53 Italian Game: Classical Variation, Giuoco Pianissimo		C11 French Defense: Classical Variation, Steinitz Variation		B07 Pirc Defense		C26 Vienna Game: Vienna Gambit		E46 Nimzo-Indian Defense: Normal Variation		B90 Sicilian Defense: Najdorf Variation		CB5 Ruy Lopez: Berlin Defense			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Midboard Crisis	2½	2	4	1	0	1	0	6h 2m 14s	65.3	8.2%	5.8%	9.7%
The Hard Day's Knights	5½	4	2	1	1	0	0	5h 50m 47s	60.7	9.3%	5.4%	7.4%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': -(P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

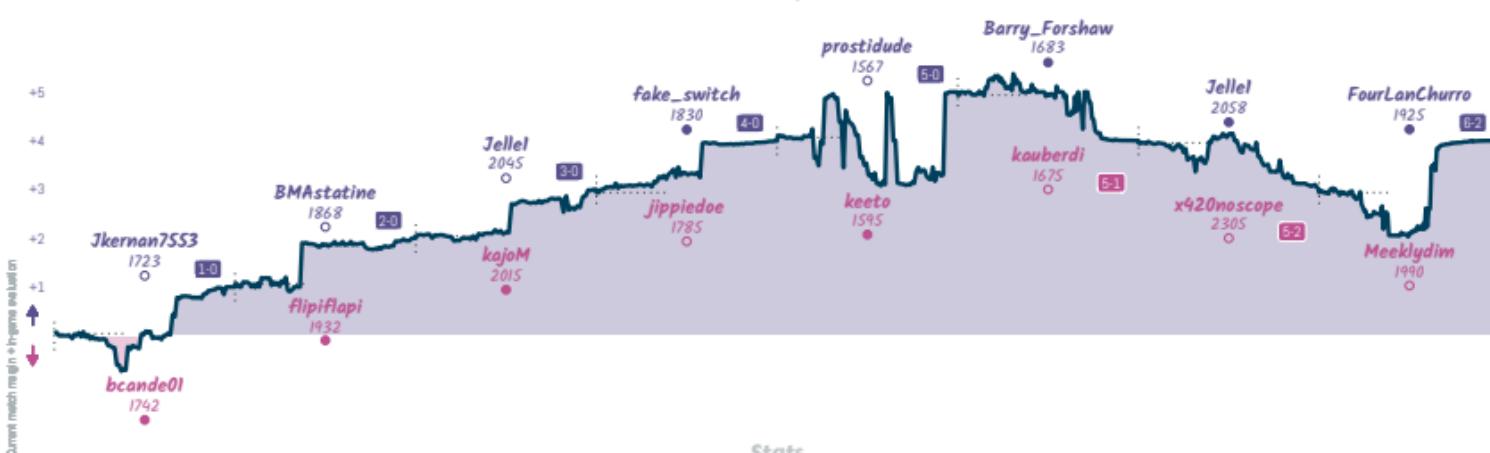
#4 8 chess players you should know! You ...

6 #8 Winning Opening Rapportoire

Games

BB	Fri 14:30	B4	Sat 11:00	B2	Sat 15:00	B5	Sat 19:00	B8	Sat 19:00	B7	Sat 20:00	B1	Sun 16:00	B3	Sun 16:15
Jkernan7553	1	BMAstatine	1	Jellel	1	fake_switch	1	prostidude	1	Barry_Forshaw	0	Jellel	0	FourLanChurro	1
bcande01	0	flipflapi	0	kajom	0	jippiedoe	0	keeto	0	kauberdi	1	x420noscope	1	Meeklydim	0
CxjjOSYk		pedxdxEX		eUYu6UYj		KEsTngYb		yZuJHU6C		PPueLthG		0XnfJ14q		uQpGfg3B	
D02 Queen's Pawn Game: London System		B30 Sicilian Defense: Nyazhnedinov-Rossolimo Attack		D52 Queen's Gambit Declined: Cambridge Springs Defense, Capablanca Variation		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Pin Defense		B18 Caro-Kann Defense: Classical Variation, Main Line		B30 Sicilian Defense: Old Sicilian		E07 Catalan Opening: Closed, Botvinnik Variation		CBB Ruy Lopez: Closed, Wall Attack, Delayed Casting Line	

Story



Team

8 chess players you should know! You will never believe why 6 is afraid of 7!
Winning Opening Rapportoire

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

6	6	2	0	0	0	0	7h 56m 2s	48.5	8.4%	3.4%	4.5%
2	2	6	0	0	0	0	8h 40m 57s	59.9	7.1%	2.4%	6.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

#5 Call.e4nication 3½ 4½ #9 Call OI189998819991197253, but not fo...

Games

BB	Wed 22:00	B7	Fri 17:00	B4	Sat 09:30	B2	Sat 09:15	B6	Sat 18:00	B3	Sun 16:00	B1	B5
cazualdev	1	Steve-North	0	bangtown	0	losttheplot	1	SaucySailorJac...	1	FunnyLikeAClown	0	wilfj	½Z
SaltySingularity	0	BarbarAusBielef...	1	LightningAlekhine	1	01189998819991...	0	loungelizard	0	ghroby	1	zyfaro	½Z

dpH1n4zr

v7j21SHY

KqT71tJW

9mZPglwD

RrwC2s1T

xMs10DYj

C45 Scotch Game: Classical Variation

B12 Caro-Kann Defense: Advance Variation, Tal Variation

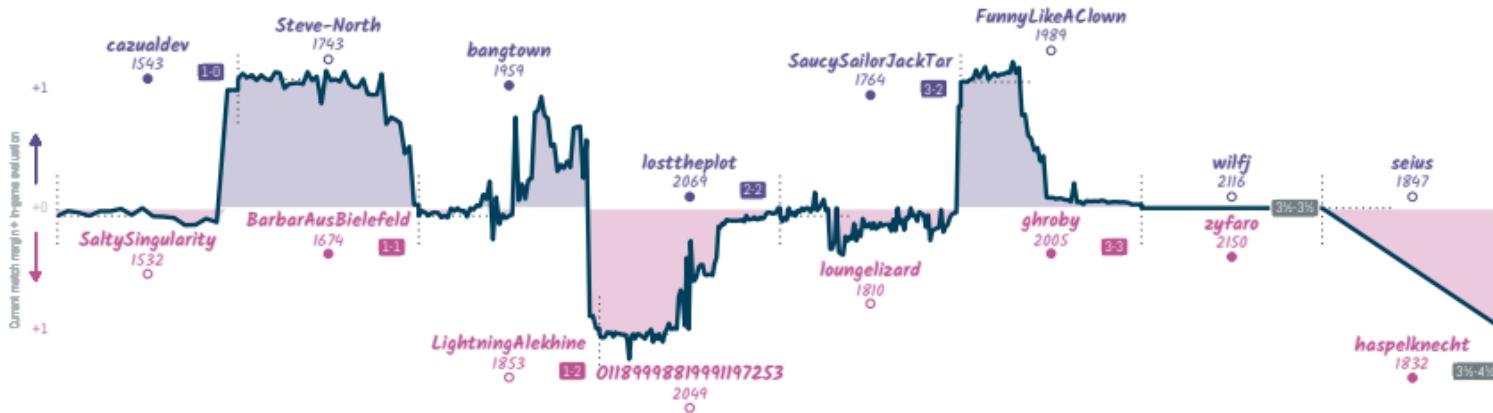
C55 Italian Game: Two Knights Defense, Modern Bohogni's Opening

D10 Slav Defense: Exchange Variation

B12 Caro-Kann Defense: Maróczy Variation

D70 Neo-Grünfeld Defense: Gligoritsa Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Call.e4nication	3%	3	3	0	0	1	1	4h 57m 4s	52.9	8.5%	3.4%	6.8%
Call OI189998819991197253, but not for me!	4%	3	3	0	1	0	1	4h 30m 41s	48.9	9.1%	2.3%	5.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 30 May 2022.

#10 **Caro Kant** 3½ 3½ #7 **Pawnishers**

Games

B3	Tue 19:00	B1	Tue 18:00	B6	Wed 18:30	B2	Fri 20:00	B5	Sat 15:00	B7	Sun 09:00	B8	Sun 11:00	B4	
HeartOfStone	0	bukitmar	0	TimGreene	1	NLance	½	Spiteknight	1	Kobra09	0	schachgeiger05	1	sean_vr	0F
Abolizer	1	scarff	1	KirkD	0	timothyha	½	Rolihlahla	0	jurica_c	1	Samuelglatz	0	stormford	0F
mWukuve		dy7NfjxA		DjRV49Bq		C18Qj26K		TPG70kZE		rkVMQ113		KU30vbTY			
ED4 Catalan Opening: Open Defense		B19 Caro-Kann Defense: Classical Variation, Lobron System		C53 Italian Game: Classical Variation, Greco Gambit		B10 Caro-Kann Defense: Two Knights Attack		B12 Caro-Kann Defense: Advance Variation, Tal Variation		A46 Torre Attack		C53 Italian Game: Classical Variation, Center Attack			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kant	3½	3	3	1	0	0	0	5h 10m 14s	34.8	6.5%	4%	2.8%
Pawnishers	3½	3	3	1	0	0	0	6h 41m 47s	36.1	7.7%	0.9%	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 not 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 ...

2 6 Luft Actually

Games

B1	Wed 17:00	B3	Wed 17:00	B2	Thu 18:15	B7	Thu 18:30	B5	Fri 12:00	B4	Sun 13:00	B8	Sun 18:00	B6	Sun 20:30	
OneKindKing ap_s0205120	0 1	rapiplay dave3	1 0	KS_Legion_Legion... irongalaxy	1 0	lagarB3 Webmaster429	0 1	teg PatchyThePirate	0 1	Tasunoro levier17	0 1	riversidemerchant FerminaDaza77	0 1	MrScribbles rampichino	0 1	

3FJYRQ8D

v4ENon3U

aHdyRRSe

Ybo0VhwU

0cx4e04G

tW1su6h8

1MANwUHS

6IVhnBZR

C45 Scotch Game: Schmidt Variation

C45 Scotch Game: Schmidt Variation

B12 Caro-Kann Defense: Advance Variation, Short Variation

B01 Scandinavian Defense: Main Line, Mieses Variation

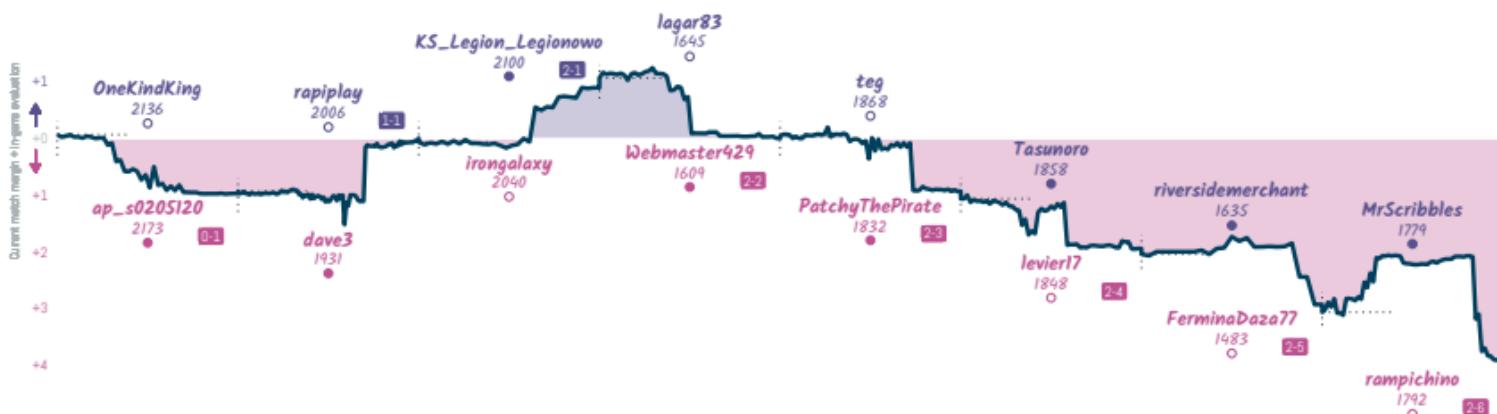
B37 Queen's Gambit Declined: Harwitz Attack, Main Line

B38 Sicilian Defense: Accelerated Dragon, MaK'czy Bind

B02 Queen's Pawn Game: London System

C31 King's Gambit Declined: Falkbeer Counter-gambit, Henneisen Gambit

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fantastic Blunders and Where to Find Them	2	2	6	0	0	0	0	5h 7m 13s	58.6	7.4%	3.3%	5.1%
Luft Actually	6	6	2	0	0	0	0	5h 25m 1s	41.1	5.1%	2.3%	3.3%

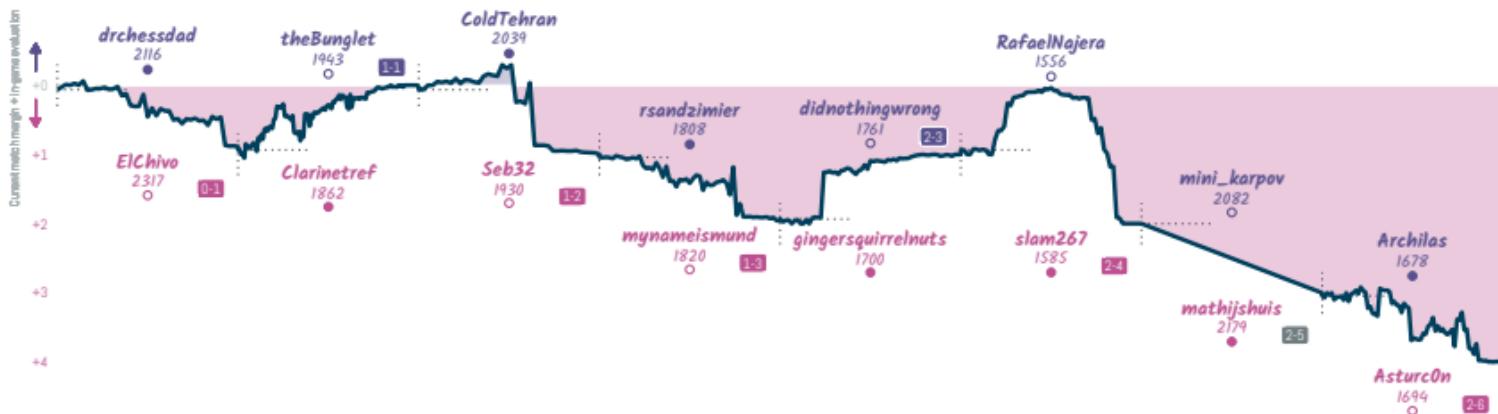
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 forfeits); ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Two knights, we ride at pawn! 2 6 Yasser, we can Boogie

Games

B1	Wed 06:00	B4	Thu 00:00	B3	Sat 17:00	B5	Sat 18:00	B6	Sun 09:00	B8	Sun 11:00	B2	B7	Sun 19:00	
drchessdad	0	theBunglet	1	ColdTehran	0	rsandzimier	0	didnothingwrong	1	RafaelNajera	0	mini_karpov	0F	Archilas	0
ElChivo	1	Clarinetref	0	Seb32	1	mynameismund	1	gingersquirrel...	0	siam267	1	mathijshuis	1X	AsturcOn	1
nga1xBy2		WAidZ3kJ		pwX6a43p		wV2nhxt3		9C81EYTA		JBipdnzQ		UxedGOWs			
000 French Defense: King's Indian Attack		B21 Sicilian Defense: Smith-Morra Gambit Declined, Push Variation		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Paulsen Formation		EDB Catalan Opening: Closed		C02 French Defense: Advance Variation, Milner-Barry Gambit		B40 Sicilian Defense: Four Knights Variation		000 Queen's Pawn Game: Steinitz Counter-gambit			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Two knights, we ride at pawn!	2	2	5	0	0	1	0	5h 36m 2s	47.6	10.5%	4.4%	3.9%
Yasser, we can Boogie	6	5	2	0	1	0	0	5h 16m 52s	35.5	10.9%	0.9%	3.1%

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 30 May 2022.

Reti or Not 3 5 Sleeping with the Vishies

Games

B8	Wed 00:00	B7	Wed 22:00	B6	Thu 21:00	B5	Fri 20:00	B4	Sat 18:00	B3	Sun 17:00	B2	Sun 15:00		
PocketKnight39 ragaltron	% %	UpGoerFive ruhib	0 1	wdhorton TSSCFTTSOS	0 1	NivMizz destroyer11758	0 %	eie24 Supermaths	1 0	benellis3 puppies_are_fun	1X 0F	Gustavkar y3LL3r	0 1	Patzfisch Shiba_in_the_park	0 1

F41f1DBP

Gf1LEdse

Zz4cVNkd

We77Y3ho

tZeUtFy9

WXfg3K1s

N6WTqg1e

D15 Slav Defense: Three Knights Variation

B13 Caro-Kann Defense: Exchange Variation

A01 Nimzo-Larsen Attack: Classical Variation

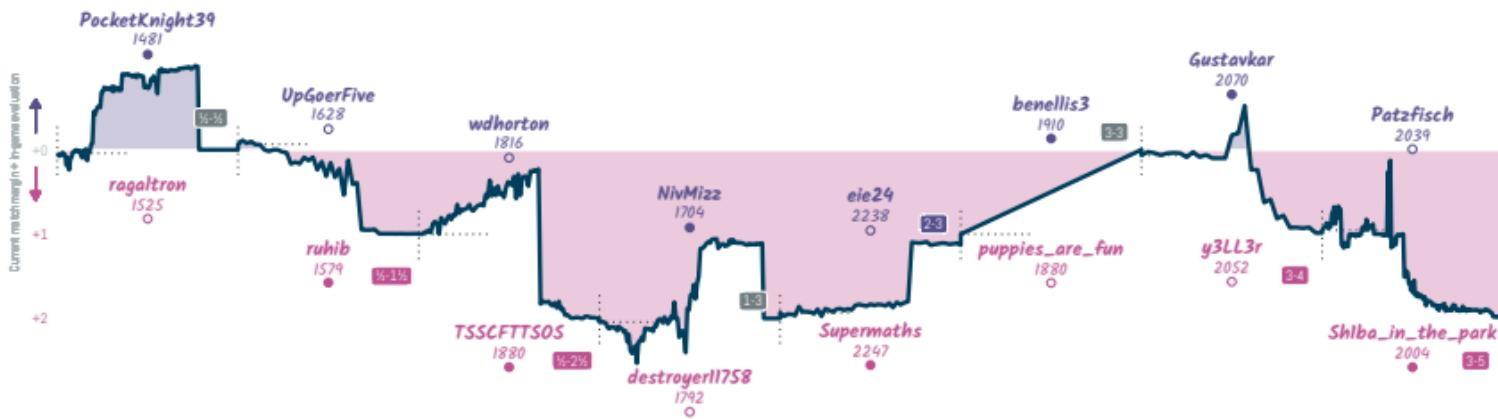
EDD Catalan Opening

D06 French Defense: Tarrasch Variation, Closed Variation, Main Line

C55 Italian Game: Two Knights Defense, Modern Bishop's Opening

A10 English Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Reti or Not	3	1	4	2	1	0	0	5h 50m 45s	47.2	7.3%	2.5%	3.5%
Sleeping with the Vishies	5	4	1	2	0	1	0	5h 22m 55s	35.4	7.9%	1.9%	2.5%

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 forfeits); ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Sleepless Knights 6½ 1½ Underpromoted and Overconfident

Games

B6	Wed 17:00	B5	Wed 17:00	B3	Thu 14:00	B2	Thu 17:00	B1	Sat 05:00	B4	Sat 21:00	B7	Sat 23:00	B8	Sun 13:00
TowerOfSolitude	1	Davidc2214	1	Squire_Western	1	Latinovicz	%	jacade	1	pulsar512b	1	thiccclouds	0	B2C4G7	1
ChukoDiman	0	DrVonGoosewing	0	Vall313	0	BuckDuck	%	BuckDuck	0	CarlUndоТhatMove	0	kamekura	1	osumarko	0
268tdfQ2		37g0dC10		giuK3RUW		twX2ENV		SqlTyb50		nToUh5w		cJQydcQH		Y12g0d59	
B23 Sicilian Defense: Closed, Traditional		A21 English Opening: King's English Variation, Kramnik-Shirov Counterattack		A86 Dutch Defense: Leningrad Variation		D45 Semi-Slav Defense: Normal Variation		B11 Caro-Kann Defense: Two Knights Attack, Mihailo Variation, Exchange Line		D45 Semi-Slav Defense: Normal Variation		A01 Nimzo-Larsen Attack: Classical Variation		A01 Nimzo-Larsen Attack: Indian Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sleepless Knights	6½	6	1	1	0	0	0	8h 17m 3s	39.0	6.8%	1.8%	5.3%
Underpromoted and Overconfident	1½	1	6	1	0	0	0	7h 48m 8s	52.3	7.7%	2.7%	6.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': -(P)(W/L/D) (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 30 May 2022.

All Hope and No Pawns 3 5 Journey to the Center of the Board

Games

B1	Wed 12:00	B3	Wed 18:30	B6	B2	B8	Sun 12:00	B4	B5	Sun 16:00	B5	Sun 15:00	B7	Sun 20:15	
carinawi	1	Jamougha	1	gbartoli	1X	leoyee	0F	dama_x_rey	0	zADAcLay	0	thePaulL	0	hernank41	
bufferunderrun	0	palet_master	0	failingtheib	0F	root2	1X	RodGammon	1	Chesspatzerswan	1	quaini	1	ConstantIn	1

1Cj3PFrI

nNAR2sqQ

B22 Sicilian Defense: Alapin Variation

E06 Catalan Opening: Closed

2QS8vstL

yN4HOF1H

wVRhC3q

jRMCHnoB

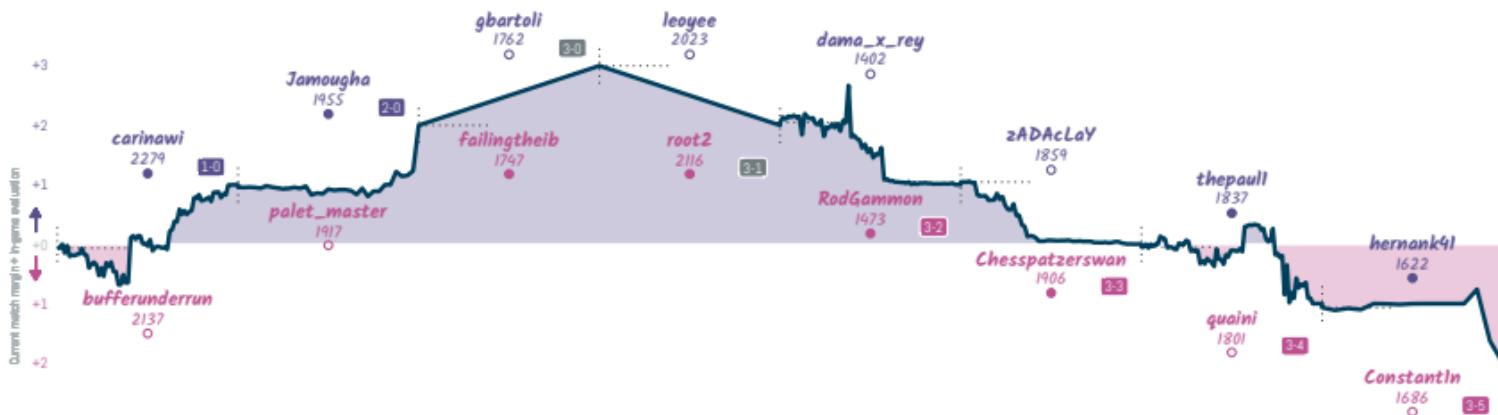
A04 Zukertort Opening: Queen-side Fianchetto Variation

A20 English Opening: King's English Variation

A22 English Opening: King's English Variation, Two Knights Variation, Smyslov System

B12 Caro-Kann Defense: Mar深切 Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
All Hope and No Pawns	3	2	4	0	1	1	0	3h 54m 52s	54.5	15.9%	3.5%	4.1%
Journey to the Center of the Board	5	4	2	0	1	1	0	4h 20m 9s	48.1	9.4%	4.1%	5.9%

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.

Look at all those checkins 1½ 6½ Whose Line Is It Anyway?

Games

B2	Wed 21:00	B6	Thu 17:15	B1	Thu 19:00	B8	Fri 02:30	B7	Sun 15:00	B3	Sun 17:00	B4	Sun 18:00	B5	Sun 19:00
gaben1773 rodeo	%	Dkeey Tranzoo	0 1	Toonerer AverageLondonE...	0 1	Heathcliffs rwildernessr	1 0	LanArch darubaru	0 1	HarmlessChessNub zeus_conquers9	0 1	gilbert pepepibote	0 1	Rskyoz Gokuba	0 1

1f73Nf7x

q4L1chEL

V5y0LFD3

t0GE3ZXh

X4UUrjh

W0oQ58Lg

IZRojjt1T

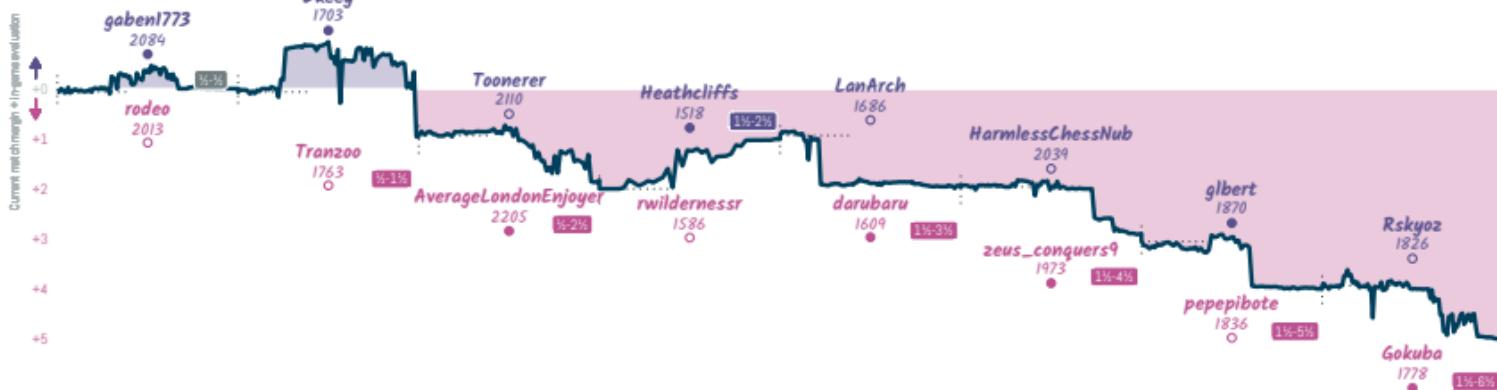
syk6SBGs

B44 Sicilian Defense:
Taimanov Variation, Szilván
VariationC42 Russian Game: Three
Knights Game

B07 Pirc Defense

A01 Nimzo-Larsen Attack:
Modern VariationB06 Modern Defense: Two
Knights VariationD35 Queen's Gambit
Declined Exchange
Variation, Positional
VariationA04 Zukertort Opening:
Black Mustang DefenseB10 Caro-Kann Defense: Two
Knights Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Look at all those checkins	1½	1	6	1	0	0	0	5h 58m 59s	51.0	9.6%	3.8%	5.4%
Whose Line Is It Anyway?	6½	6	1	1	0	0	0	6h 40m 49s	37.7	6.7%	3.2%	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/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.

Pope, King, and plebs in between I 7 The Dragons

Games

B4	Mon 20:00	B8	Fri 02:00	B1	Fri 14:00	B7	Fri 19:00	B6	Sat 13:00	B2	Sun 09:00	B5
mmg00	0	Hahahol23	0	jantho	0	ipr	0	King_killer27	1	jg777	0F	Zubenelgenubi
mo_mo	1	Jrussell8	1	gabrahmad	1	quarkiomatic	1	thejace	0	youngsheldon4	1X	lion88

c21DUEQm

u0Ibgk8W

S26VdrBc

SV9GKTsa

Mhc0Z0Gw

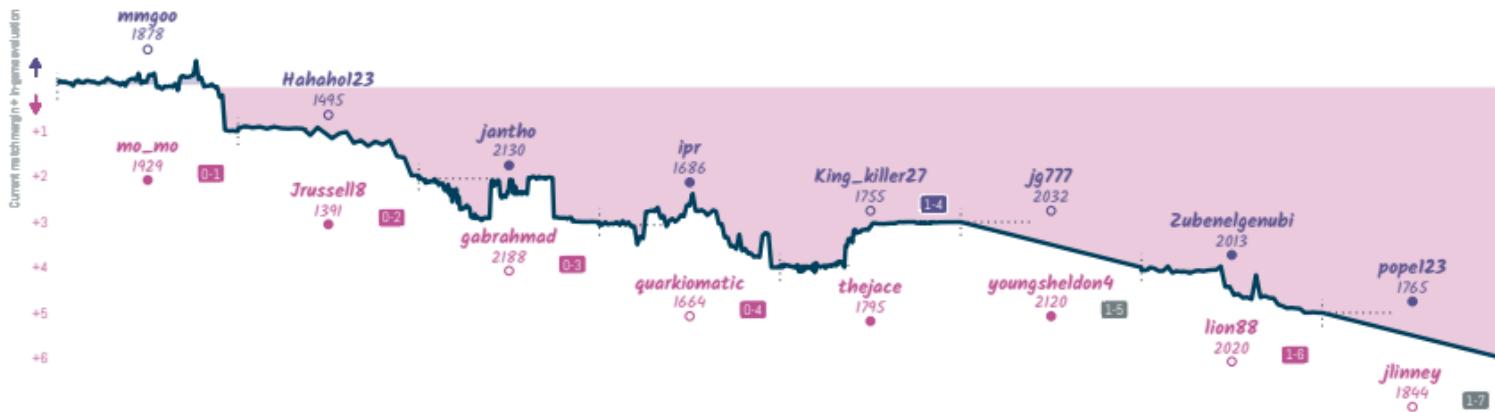
6uN4D4ZY

B13 Caro-Kann Defense:
Exchange VariationB12 Caro-Kann Defense:
Advance Variation, Tal
VariationB92 King's Indian Defense:
Orthodox Variation,
Gligoric-Taimanov SystemB22 Sicilian Defense: Alapin
Variation, Barren Defense

A45 Trompowsky Attack

B42 Sicilian Defense: Kan
Variation, Polugaevsky
Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pope, King, and plebs in between	1	1	5	0	0	2	0	5h 39m 49s	49.3	7.1%	5%	6.3%
The Dragons	7	5	1	0	2	0	0	5h 6m 57s	33.0	7.5%	2.9%	3.3%

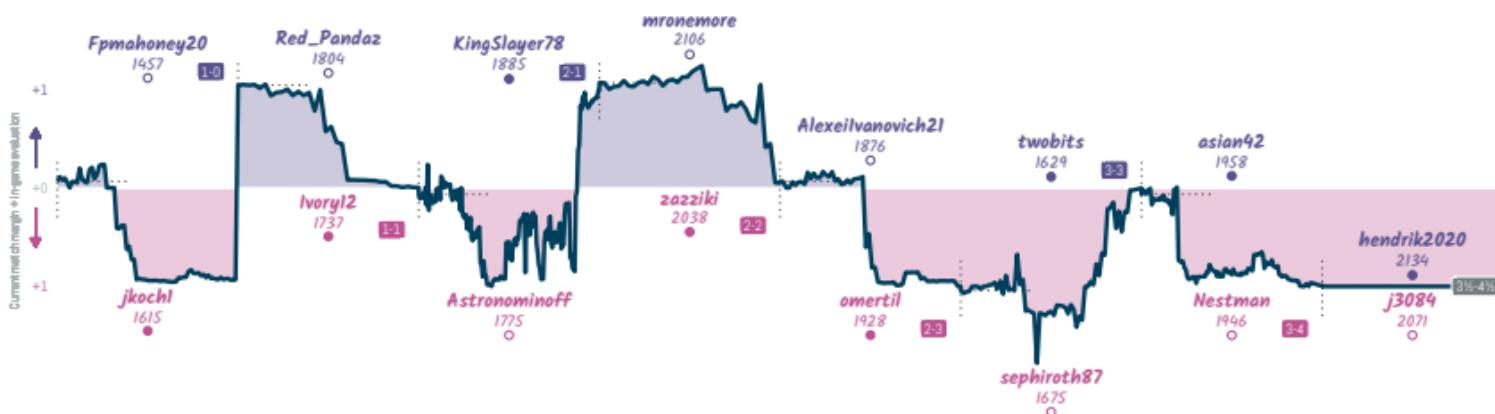
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Fischerermen 3½ 4½ The Sound of Muzio

Games

BB	Thu 23:00	BB	Fri 18:00	BB	Sat 13:00	BB	Sun 12:15	BB	Sun 14:00	BB	Sun 15:30	BB	Sun 16:15	BB	
Fpmahoney20	1	Red_Pandaz	0	KingSlayer78	1	mronemore	0	Alexeiivanovich21	0	twobits	1	asian42	0	hendrik2020	½
jkoch1	0	Ivory12	1	Astronominoff	0	zazziki	1	omertil	1	sephiroth87	0	Nestman	1	j3084	½
B0MSyqSJ		rk0JvqCJ		fiAbd0AZ		f0CDtHSn		GoHw0GFn		0pRND1Ng		vahvzkhx			
B12 Caro-Kann Defense: Advance Variation, Bonnivard-Carls Defense		E24 Nimzo-Indian Defense: Sämisch Variation, Accelerated		B12 Caro-Kann Defense: Advance Variation, Bayonet Attack		B43 Sicilian Defense: Kan Variation, Wing Attack		B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Panov Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		C45 Scotch Game			

Story



Stats

Team	Pts	W	L	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fischerermen	3½	3	4	0	0	0	5h 53m 10s	54.3	10%	4.6%	5.4%
The Sound of Muzio	4½	4	3	0	0	0	7h 44s	50.8	6.4%	2.9%	5.4%

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': - (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.

Blunder and Lightning 6 2 C4!! Explosive!

Games

B1	Wed 19:00	B6	Thu 21:00	B4	Fri 15:00	B2	Fri 16:00	B5	Fri 20:00	B7	Sun 08:30	B8	Sun 15:00	B3	Sun 23:00
BudSpenser	1	looncall	1	dkol	0	Geigenzaehler	0	fesklo	1	jcarmody	1	mumblecoredumb...	1	ButterPecan	1
Brundd	0	Salwen	0	doughorn	1	lumenian	1	pddchess	0	ruip	0	mariann_chicu	0	pawnsbro	0

eYM1PWFu**mDAk8BZP****j0K3GGen****Ts55LV0y****iasFlybl****VjcAem7e****EHbbsy5q****bF6AWhpT**B12 Caro-Kann Defense:
Advance Variation,
Bonvinnik-Carls DefenseC29 Vienna Game: Vienna
Gambit, Breyer VariationA81 Dutch Defense:
Classical VariationD52 Queen's Gambit:
DeclinedB12 Caro-Kann Defense:
Advance Variation,
Bonvinnik-Carls DefenseC47 Four Knights Game:
Scotch Variation AcceptedC44 King's Knight Opening:
KonstantinopolskyEBB King's Indian Defense:
Fianchetto Variation,
Classical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunder and Lightning	6	6	2	0	0	0	0	6h 21m 4s	53.8	14.8%	5.5%	5.9%
C4!! Explosive!	2	2	6	0	0	0	0	6h 7m 54s	67.0	9.3%	5.5%	10.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Byeeee byeeee my Sicilian lines, prep... 4½ 3½ Celebrating our Dirty 30

Games

B5	Wed 17:00	B2	Wed 22:30	B3	Fri 13:00	B6	Fri 15:00	B7	Sat 09:00	B4	Sat 10:00	B1	Sun 17:00	B8	Sun 17:00
Matt365	1	jwwells42	1	ngducphu	0	SrinivasBharathNK	0	SlowChess73	1	Cannonbait	0	Shrekemated	1	J-E_P	0
AlexMorgenthau	0	Artian12	0	collinb9	1	JMcrahd	1	ehGolden	0	ripkip	1	Antisana	0	Jerrek	0
V5yNNa31		1QbEaXsP		SwIWyoxF		gqwIcqalV		HqUsd80c		igQczBIT		silvMoJD		Je8uOsEJ	
C45 Scotch Game: Classical Variation		B15 Caro-Kann Defense: Tartakower Variation		D37 Queen's Gambit: Declined: Hanwitz Attack, Two Knights Defense		D00 Queen's Pawn Game: Mason Variation		C44 Scotch Game: Scotch Gambit		C50 Italian Game: Giuoco Pianissimo, Normal		E46 Nimzo-Indian Defense: Normal Variation		C00 French Defense: Queen's Knight	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Byeeee byeeee my Sicilian lines, prepped the Chevy really heavy but missed 3. Bb5+	4½	4	3	1	0	0	0	7h 28m 39s	53.5	5.8%	5.8%	5.1%
Celebrating our Dirty 30	3½	3	4	1	0	0	0	6h 55m 54s	58.1	8.1%	2.7%	6.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring forfeits; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

2-tick en pessanting 5½ 2½ Mate in 8

Games

B8	Wed 11:00	B6	Wed 13:00	B2	Wed 19:00	B3	Thu 15:00	B7	Sat 17:00	B5	Sat 20:45	B1	B4	Sun 23:00	
svartspett	1	robertjackson	½	RSlinternecio	1	wiggsl	0	dodochesso	1	KSEXTON	0	osrswoodcutting	1X	FiveBucks	1
ChessVonDoom	0	ssyx	½	Potatomancer	0	jam123	1	Ferchosalgado	0	Tedrhuyagonall	1	leonova	0F	civilian	0

Utx6mbAh

p5MnH4b8

vQZQdtuG

PkIdI67E4

95IEYRVO

WA1pcXVd

nkMeShsf

C50 Italian Game: Glucco
Panzica, Italian Four
Knights Variation

A00 Polish Opening

D97 Grünfeld Defense:
Russian Variation, Byrne
Variation

A40 Modern Defense

D55 Queen's Gambit
Declined: Modern Variation,
Nimzo LineA30 English Opening:
Symmetrical VariationD45 Semi-Slav Defense:
Accelerated Maran Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
2-tick en pessanting	5%	4	2	1	1	0	0 5h 43m	49.2	8.3%	1.4%	7.2%
Mate in 8	2%	2	4	1	0	1	0 6h 21s	52.5	10.7%	3.4%	5.9%

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.

Grünfailed 4 4 Peter Piper's Passed Pawn Patzers

Games

B1	Wed 13:00	B7	Thu 17:00	B4	Fri 17:00	B2	Fri 19:00	B6	Sat 00:30	B5	Sun 10:15	B8	Sun 15:00	B3	Sun 19:00
Aldoz	0	Shurbz	1	rsmillie94	0	neptune896	1	greysensei	1	chetmanley	0	dnihlt	0	rojazu	1
CamLeslie	1	ibiwisi	0	invinci7777	1	Bitter_Cherry	0	texasadam	0	fvafler	1	mmorrischio	1	alen111	0

F9RaVqJK

Jpsgzk0A

Ju32L1ST

wUgUwczSZ

j83NzX10

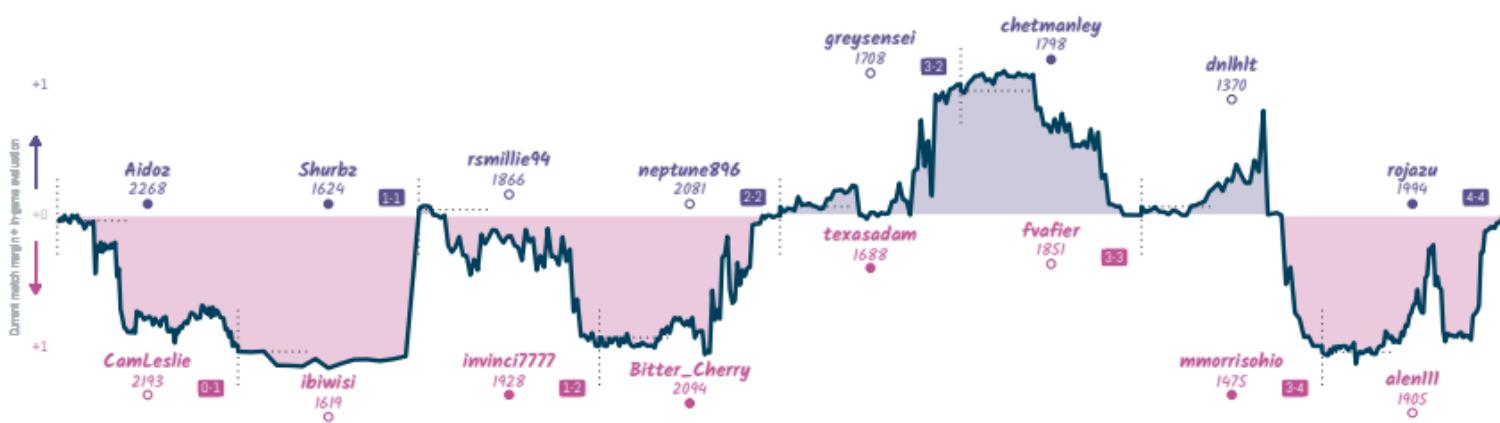
PBEJIn02

aHnxBFxf

Dvz2LYRm

D77 Neo-Grünfeld Defense:
Classical VariationA52 Indian Defense:
Budapest Defense,
Rubinstein VariationD20 Queen's Gambit
AcceptedB54 Sicilian Defense: Prins
VariationD05 French Defense:
Tarrasch Variation, Closed
VariationA06 Zukertort Opening: Old
Indian AttackC45 Scotch Game: Misses
VariationA36 English Opening:
Symmetrical Variation,
Botvinnik System

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Grünfailed	4	4	4	0	0	0	0	6h 2m 45s	47.6	7.9%	4.6%	5.4%
Peter Piper's Passed Pawn Patzers	4	4	4	0	0	0	0	6h 13m 5s	48.2	7.9%	2.9%	4.2%

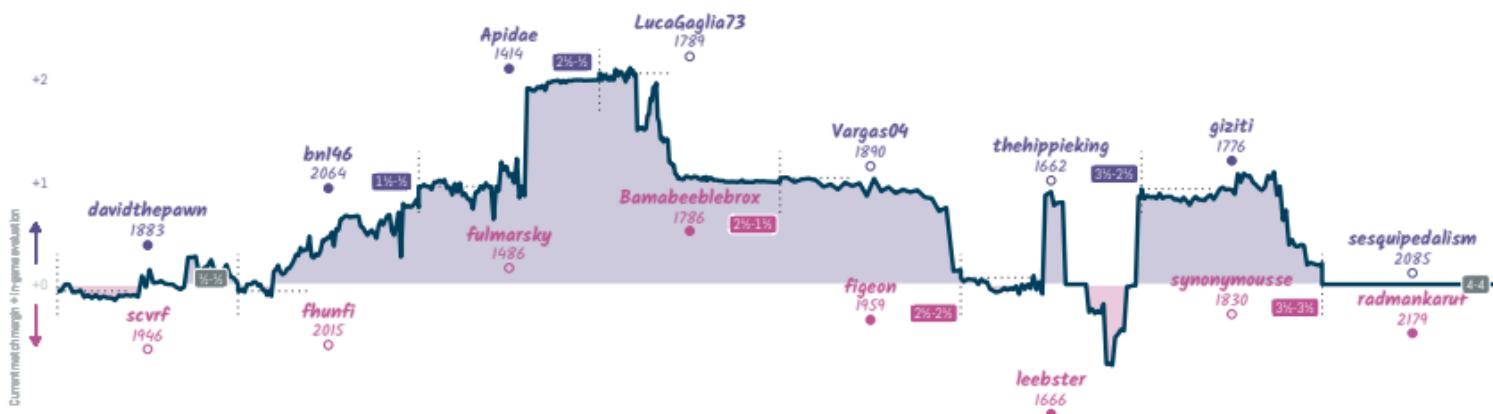
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Guns N' Rosens 4 4 Isle of Lewis Chessmen

Games

	Wed 11:30	82	Thu 14:30	88	Thu 16:30	85	Sat 16:00	83	Sat 20:00	87	Sun 17:00	86	Sun 18:00	81
davidthepawn	%	bn146	1	Apidae	1	LucaGaglia73	0	Vargas04	0	thehippieking	1	giziti	0	sesquipedalism
scvrf	%	fhunfi	0	fulmarsky	0	Bamabeeblebrox	1	figeon	1	leebster	0	synonymousse	1	radmankaruf
DfavigYE		upB1rZYA		HmEuLgn4		2xLn6HHK		0sEbFBwI		q4EG6z6P		BJTaQu9T		
B36 Sicilian Defense: Accelerated Dragon, Maróczy Bind		B23 Sicilian Defense: Closed, Traditional		A48 East Indian Defense		B40 Sicilian Defense: French Variation		A45 Indian Defense		C01 French Defense: Exchange Variation		B01 Scandinavian Defense: Mieses-Kotov Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Guns N' Rosens	4	3	3	1	0	0	1	5h 3m 24s	34.7	7.1%	1.7%	4.2%
Isle of Lewis Chessmen	4	3	3	1	0	0	1	5h 15m 52s	34.1	7.9%	2.5%	2.5%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 30 May 2022.

Adult Recliners 5 3 The Good, the Bad, and the Checkmates

Games

B5	Tue 17:00	B1	Fri 18:00	B4	Sat 19:00	B2	Sat 18:00	B7	Sun 14:00	B6	Sun 17:00	B3	Sun 17:00	B8	Sun 20:00	
Lou-E bw713	1 0	Groger12 Razorneck	0 1	Angrybird029 ascolloloko	1 0	Isachess lioxxx	0 1	RunningInVienna ribrubrib	1 0	freddy267t ekopp2000	1 0	gmat2020 Ehmeed	0 1	Lexgrad Dawn4365	0 1	1 0

zs9Anaeh

skYhSXcd

K2Zm0kRx

uR3t3dJD

9GS32o0S

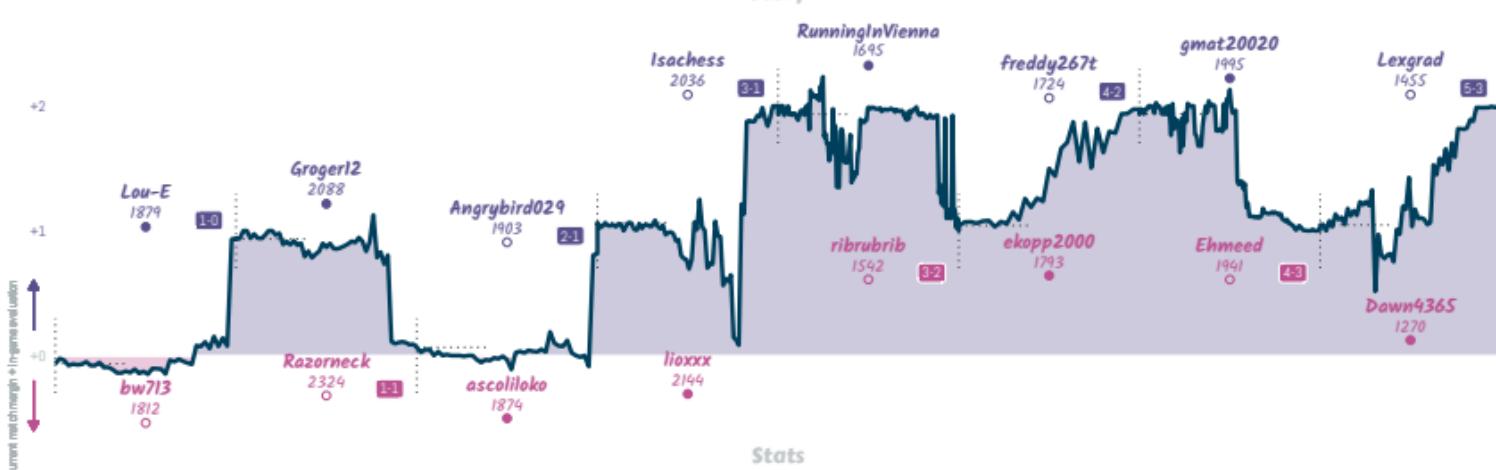
ymnavpXA

NIIqjqubEQ

yPRmWYWB

C42 Russian Game:
Classical Attack, Chigorin
Variation, Main LineB99 Sicilian Defense:
Najdorf Variation, Main LineC15 French Defense:
Winawer VariationC53 Italian Game: Classical
Variation, Giuoco PianissimoB52 Sicilian Defense:
Moscow Variation, Sokolov
VariationD35 Queen's Gambit
Declined: Exchange VariationC44 Scotch Game: Scotch
Gambit, Sarratt VariationA21 English Opening: King's
English Variation, Reversed
Sicilian

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Adult Recliners	5	5	3	0	0	0	0	4h 34m 43s	43.7	5.6%	2.8%	5.9%
The Good, the Bad, and the Checkmates	3	3	5	0	0	0	0	4h 48m 9s	49.8	7.7%	6.3%	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/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

4 4 Bad Threats, Worse Execution

Games

B4	Tue 17:00	B5	Wed 16:00	B2	Thu 04:30	B3	B6	Fri 01:00	B7	Fri 18:00	B1	Sat 19:00	B8	Sun 13:00	
elliotp	1	Dan-Jon	1	Serpinittha	0	pfzr	1X	vejen	0	okoros	1	Lufax	0	0	
Mon_Duie	0	SadFrenchFry	0	chatskukuma	1	dtdeep	0F	Drotciv	1	snadyc	0	RazorBoy	1	1	
X1lzrybm		saCgcVgS		8G7s3Aaa			nxb5WSYJ	G737EJhj		khZFIjhL		x4DgsUsK			
D37 Queen's Gambit Declined: Harrwitz Attack		B06 Modern Defense: Pseudo-Austrian Attack		E71 King's Indian Defense: Makogonov Variation			C57 Italian Game: Two Knights Defense, Ulvestad Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation				C26 Vienna Game: Vienna Gambit		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Alekhine think of is chess	4	3	4	0	1	0	0	4h 48m 19s	49.8	7.9%	5.1%	4.2%
Bad Threats, Worse Execution	4	4	3	0	0	1	0	4h 7m 15s	46.6	6%	3.7%	4.2%

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/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 30 May 2022.

Don't H8 Us 1½ 6½ J'ai mal Alapin

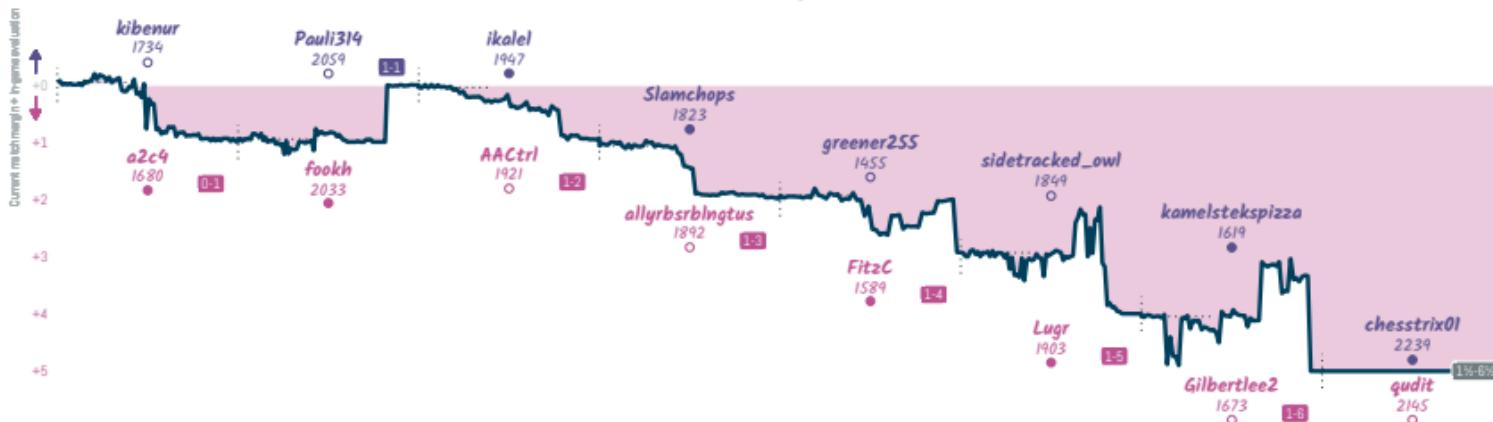
Games

B6	Tue 18:00	B2	Wed 18:30	B3	Wed 18:00	B5	Fri 05:00	B8	Sat 19:00	B4	Sun 15:00	B7	Mon 04:00	B1
kibenur	0	Pauli314	1	ikalel	0	Slamchops	0	greener255	0	sidetracked_owl	0	kamelstekspizza	0	chesstrix01
a2c4	1	fookh	0	AACtrl	1	allyrbsrlngtus	1	FitzC	1	Lugr	1	Gilbertlee2	1	qudit

3cyUfmRa uppfeTTh ZYSIZHRR 8yugx2uS XFuzN3x JPK0KczW1 qDU3CQz1

D00 Queen's Pawn Game: Steinitz Counter-gambit A05 King's Indian Attack A05 Zukertort Opening: Nimzo-Larsen Variation C11 French Defense: Classical Variation, Steinitz Variation C01 French Defense: Exchange Variation B31 Sicilian Defense: Nyazhmetdinov-Rosolimo Attack, Fianchetta Variation A17 English Opening: Anglo-Indian Defense, Nimzo-English

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Don't H8 Us	1½	1	6	0	0	0	1h 54m 15s	70.0	6.8%	4.2%	7.6%
J'ai mal Alapin	6½	6	1	0	0	0	1h 55m 28s	50.7	6.3%	2.5%	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 (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.

It seems like everything I say is a t... 2½ 5½ Serial Materialists

Games

B3	Wed 18:30	B8	Wed 20:00	B4	Sat 12:30	B1	Sat 16:00	B5	Sat 17:00	B6	Sat 18:30	B2	Sun 17:00	B7	Sun 20:00
apdent42	0	electricfalcon	1	aloobhaloo	5%	Pendru	0	Rivimies	0	default_boi	0	Roofies	1	Nairwolf	0
M0rl1	1	igoroles	0	Koyae	5%	kvltvr_wvltvr	1	LouisBuckland	1	ineptitudeinaction	1	izzie26	0	t_taylor	1

3mkFa96T

10xvNZQh

RpYnNnR

TNaoUHL

6Gdf621P

BJ5fhSEx

c3QMXtH8

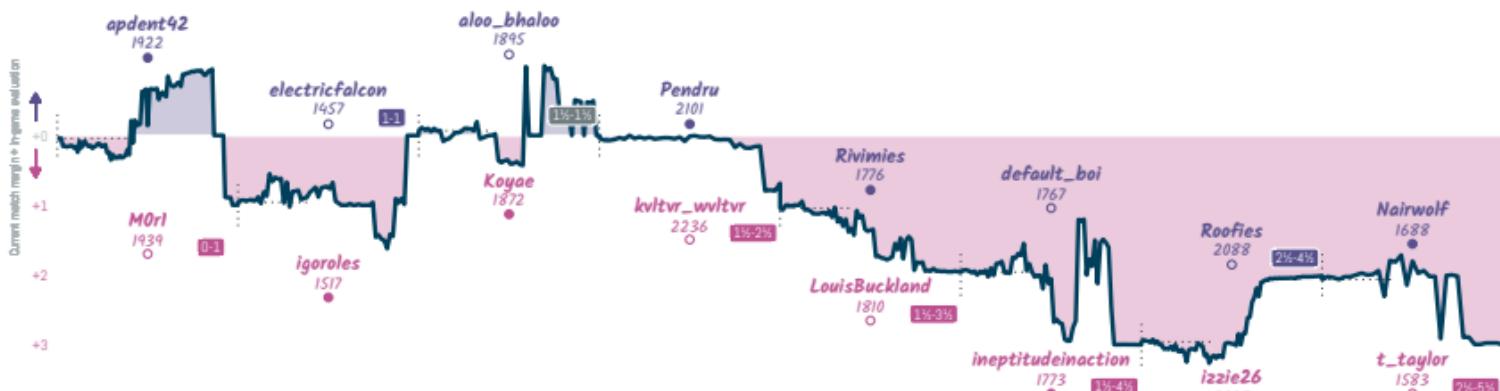
8PDYK9Z8

A58 Benko Gambit
Accepted: Fianchetto
VariationD15 Slav Defense:
Scholar's VariationB12 Caro-Kann Defense:
Advance Variation, Tal
VariationD45 Semi-Slav Defense:
Normal VariationB13 Caro-Kann Defense:
Exchange Variation,
Rubinstein Variation

D10 Slav Defense

D02 Queen's Pawn Game:
Symmetrical VariationC56 Italian Game: Scotch
Gambit, Double Gambit
Accepted

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	2%	2	5	1	0	0	0	6h 37m 25s	69.5	10.5%	2.7%	9.3%
Serial Materialists	5%	5	2	1	0	0	0	6h 40m 43s	60.8	7.8%	3.9%	7.4%

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 (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.

Finding Nimzo 3 5 We Don't Talk About Benko

Games

B5	B1	Thu 10:00	B7	Fri 00:30	B6	Fri 22:00	B8	Sat 13:00	B2	Sun 10:15	B3	B4	Sun 18:00		
breakfastchamp adrienb96	1X 0F	artel89 Silkthewanderer	0 1	Birdsell jeremyjh	0 1	FaridDz21 darsyd	1 0	Hassenpfeffer mql1	0 1	far1108 nerja25390	0 1	surajgaire0 cathode-ray-jepsen	0F 1X	BattleAxiom adrienb96	1 0

G5aTXEMO

A06 Nimzo-Larsen Attack:
Classical Variation

BYB8Cw3C

B12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls Defense

swVzaYOc

C45 Scotch Game: Classical
Variation, Interramezz
Variation

CNU4NBJ4

B23 Sicilian Defense: Closed

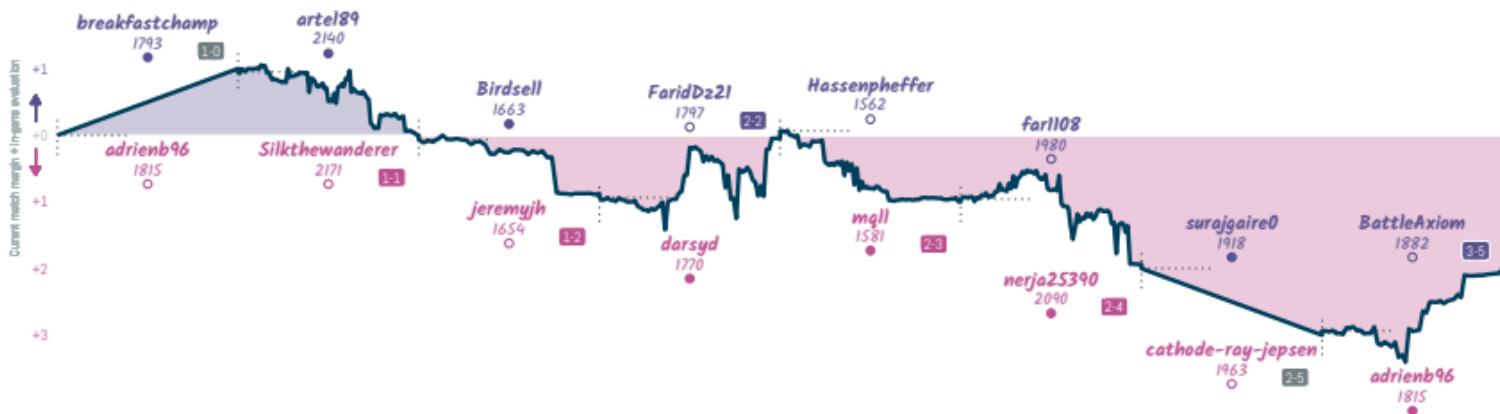
fPuN0v0x

D11 Slav Defense: Modern
Line

v1mVgN9V

B23 Sicilian Defense: Closed

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Finding Nimzo	3	2	4	0	1	1	0	3h 43m 1s	46.3	7.8%	3.9%	6.3%
We Don't Talk About Benko	5	4	2	0	1	1	0	4h 42m 46s	38.2	5.8%	4.4%	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/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.

Book of Boba Fianchetto 2½ 5½ I really don't mind. Any name is fine.

Games

B2	Wed 11:00	B6	Wed 15:30	B5	Thu 20:45	B4	Thu 23:00	B8	Sat 13:00	B7	Sun 19:00	B3	Mon 00:00	B1
firebirdxvi	0	chervey	0	JoeBigGamer	0	PrestaJay	1	akrupa23	1	MVK_08	0	soslippery	0	dj-logan
Underkkover	1	PharmacistGambit	1	topspin15	1	Wealth_And_Taste	0	ccaffey	0	LordPericulum	1	RageEight	1	flokithecat

d2v9dTU

JbyBziwv

wJxcDPbS

43vAav3g

GwKBmggG

wYAV77HI

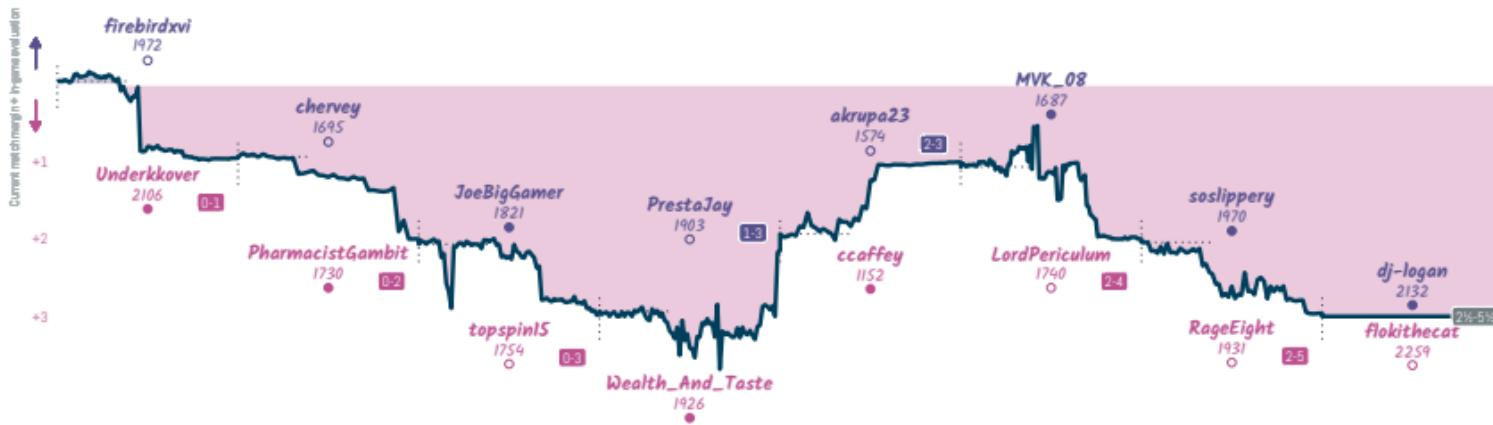
oPRblxA7

E37 King's Indian Defense:
Orthodox Variation,
Aronin-Taimanov DefenseB38 Caro-Kann Defense:
Classical Variation, Main
LineC47 Four Knights Game:
Scotch Variation AcceptedC02 French Defense:
Advance Variation, Main Line

C50 Italian Game

C53 Italian Game: Classical
Variation, Guoco PianissimoA77 Benoni Defense:
Classical Variation, Czerniak
Defense, Tal Line

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Book of Boba Fianchetto	2½	2	5	0	0	0	1	4h 32m 2s	48.6	8.5%	3.4%	4.7%
I really don't mind. Any name is fine.	5½	5	2	0	0	0	1	4h 47m 12s	36.0	8.5%	2.1%	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/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 30 May 2022.