

#2 8 chess players you should know! You ... 3½ 4½ #1 Discovered Mates

Games

BB	Mon 19:00	B4	Wed 18:00	B6	Thu 18:00	B7	Thu 19:00	B5	Fri 01:15	B1	Fri 20:00	B2	Sat 15:00	B3	Sat 20:15
prostidude	0	BMastatine	0	Jkernan7553	1	Barry_Forshaw	1	fake_switch	0	frostypanda37	½	Jellel	1	FourLanChurro	0
Reiscritor	1	STCLion	1	PresidentXiJin...	0	Creamsicle	0	jrcrawford512	1	LIYV	½	Patzfisch	0	The_Wayward_Pr...	1

61u9wmB9

JPjYs1u6

y0fwW01

QVaEeRyS

MPGyEsLR

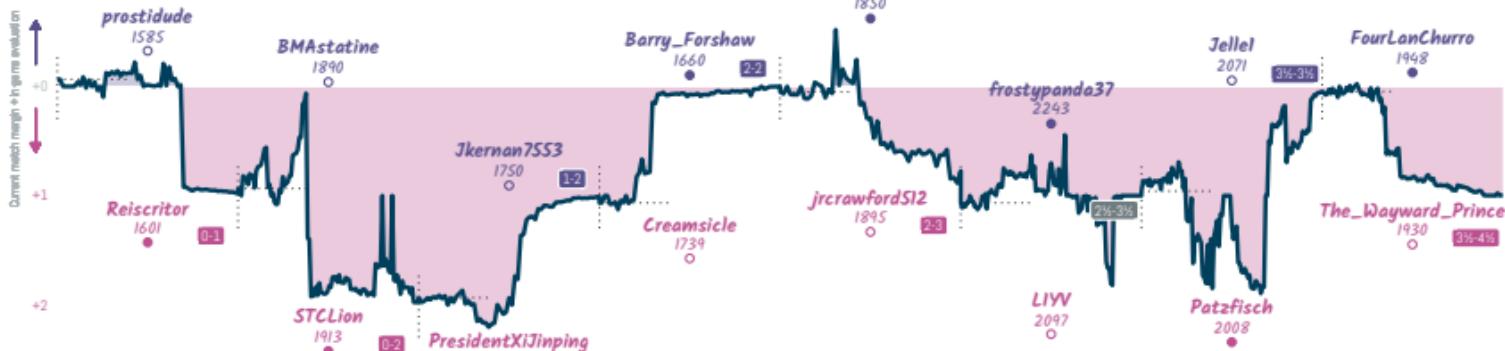
FV71Wtpk

n4AQ2IKy

pP1srn1F

B50 Sicilian Defense:
Delayed AlapinB27 Sicilian Defense:
Katalinov VariationC78 Ruy Lopez: Morphy
Defense, Neo-Arkhangelsk
VariationB35 Sicilian Defense:
Accelerated Dragon, Modern
Bc4 VariationD11 Slav Defense: Modern
LineB13 Caro-Kann Defense:
Exchange VariationE71 King's Indian Defense:
Makogonov VariationA14 English Opening:
Agincourt Defense,
Neo-Catalan Declined

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	6h 34m 13s	46.1	6.3%	2.8%	5.4%
Discovered Mates	4%	4	3	1	0	0	0	7h 47m 19s	44.4	10%	2.8%	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.

#5 **Luft Actually** 3 5 #3 **Space Grubbers**

Games

BB	Thu 16:30	B7	Fri 00:30	B1	Fri 11:00	B2	Sat 14:15	B3	Sun 08:00	B4	Sun 13:00	B5	Sun 15:00	B6	Sun 16:00
FerminaDaza77	1	Webmaster429	0	ap_s0205120	0	irongalaxy	0	dave3	0	levier17	1	PatchyThePirate	0	JustChillJoe	1
PumpedPoison	0	arubiera	1	tutunuz	1	roysayan	1	Hindemith	1	DioBrando12345	0	davidmc12	1	lilee	0

148A76fj

2QDCW5ZT

dn612b1H

UZECB1DS

NLdVUnUS

7N1HSLLg

XVPgroup0

eqBb5aCu

B02 Queen's Pawn Game: London System

B01 Scandinavian Defense: Main Line

C95 Ruy Lopez: Morphy Defense, Breyer Defense, Zaitsev Hybrid

B80 Sicilian Defense: Najdorf Variation

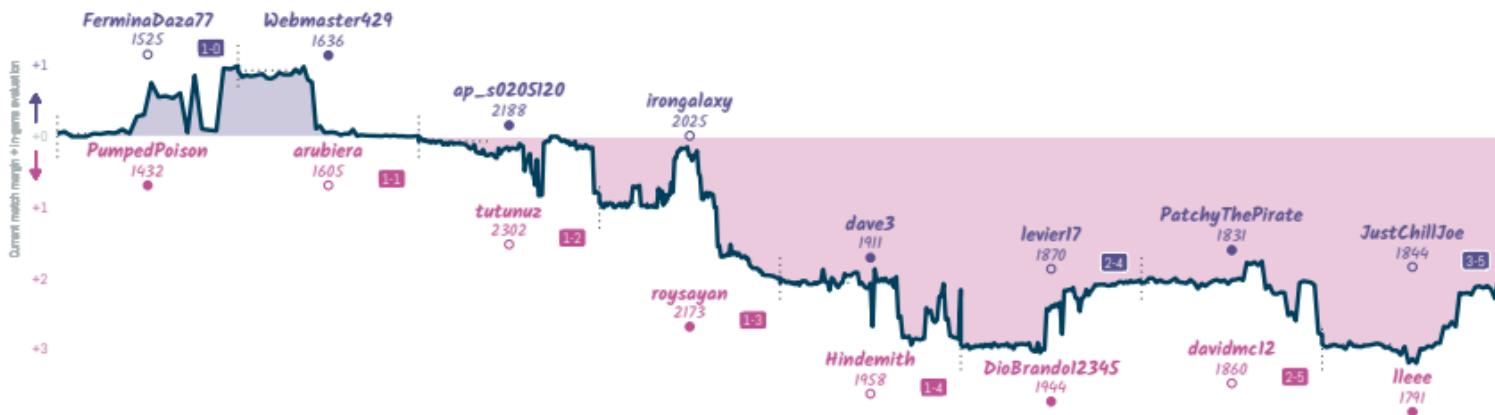
C80 Ruy Lopez: Open, Main Line

C00 French Defense: Knight Variation

B80 Sicilian Defense: Najdorf Variation, English Attack

C55 Italian Game: Scotch Gambit Declined

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Luft Actually	3	3	5	0	0	0	0	7h 22m 41s	47.0	8.2%	2.1%	6%
Space Grubbers	5	5	3	0	0	0	0	6h 52m 6s	46.2	5.7%	2.8%	5%

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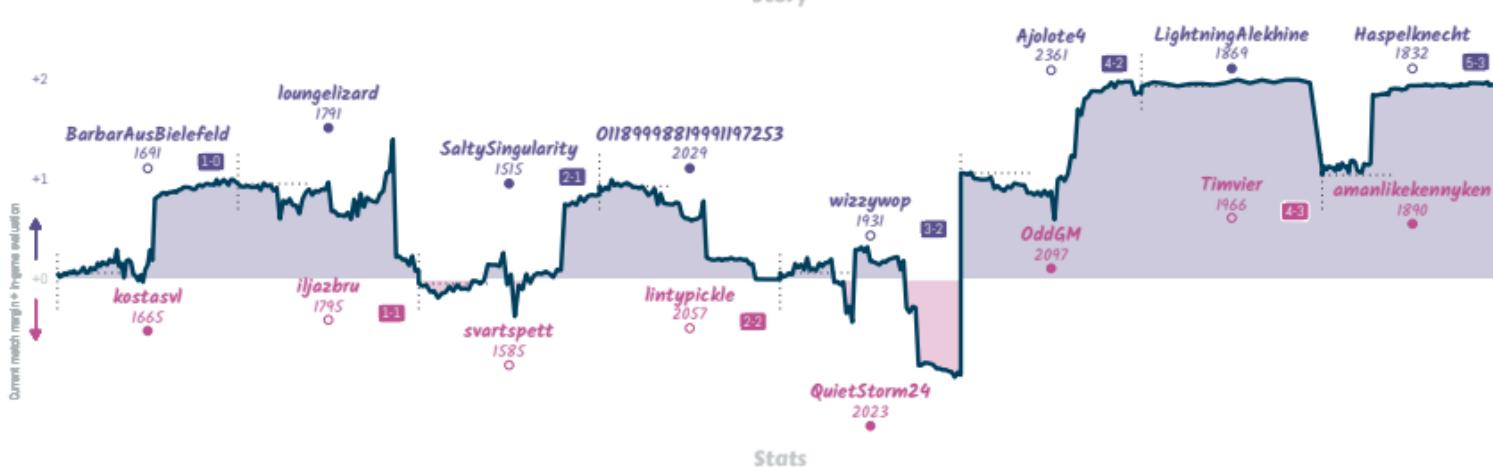
#6 Call OII8999881999II97253, but not fo...

5 3 #4 The Hard Day's Knights

Games

B7	Tue 17:00	B6	Thu 08:00	B8	Thu 20:00	B2	Thu 22:15	B3	Fri 13:30	B1	Sat 18:00	B4	Sun 06:00	B5	Sun 19:00
BarbarAusBielef...	1	loungelizard	0	SaltySingularity	1	OII8999881999II97253	0	wizzywop	1	Ajolote4	1	LightningAlekhine	0	Haspelknecht	1
kostasvl	0	iljazbru	1	svartspett	0	0118999881999II97253	1	QuietStorm24	0	OddGM	0	Timvier	1	amanlikekennyken	0
KMeGPe9P		6vCRLJ8		CkSPAPbC		EsdI47f		P84G8XqL		mwWA2Njg		csnTSgrf		HKSzxd1k	
C92 Ruy Lopez: Closed, Khalivari Variation		D15 Slav Defense: Chameleon Variation		D07 Queen's Gambit Declined: Chigorin Defense, Main Line		B12 Caro-Kann Defense: Maróczy Variation		B86 Ruy Lopez: Berlin Defense, Improved Steinitz Defense		B25 Sicilian Defense: Closed		C53 Italian Game: Classical Variation, Greco Gambit		A10 English Opening: Anglo-Dutch Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Call OII8999881999II97253, but not fo...	5	5	3	0	0	0	0	5h 27m 43s	39.7	6.5%	2.2%	4.3%
The Hard Day's Knights	3	3	5	0	0	0	0	5h 41m 17s	37.6	8.6%	0.9%	3.4%

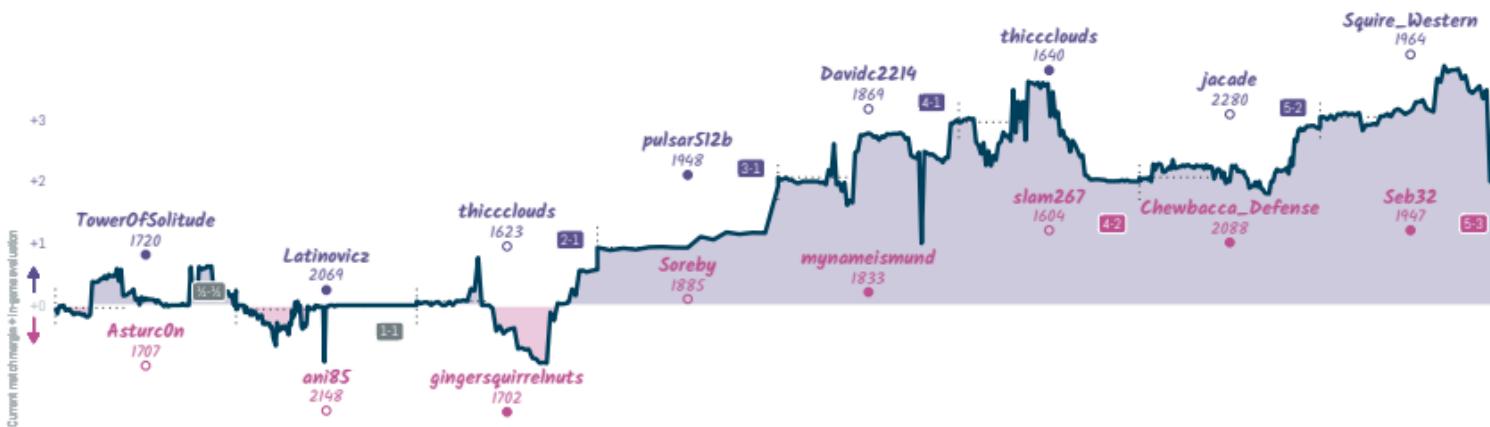
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#7 **Sleepless Knights** 5 3 **Yasser, we can Boogie**

Games

B6	Tue 16:30	B2	Wed 17:00	B7	Thu 18:00	B4	Fri 19:30	B5	Sat 16:00	B8	Sun 11:00	B1	Sun 15:00	B3	Sun 16:00
TowerOfSolitude	%	Latinovicz	%	thicclouds	1	pulsar512b	1	Davidc2214	1	thicclouds	0	jacade	1	Squire_Western	0
AsturOn	%	ani85	%	gingersquirrel...	0	Soreby	0	mynamelismund	0	siam267	1	Chewbacca_Defense	0	Seb32	1
pbNXKsXh		8A75a2bG		d8001qNA		sRYYsCFW		cqbhTPW0		RCQVegtB		UwahgkPD		Tt5YH0cb	
A40 Modern Defense		B50 Sicilian Defense: Delayed Alapin, Bauman-Polatnik Double Gambit		C02 French Defense: Advance Variation, Main Line		B15 Caro-Kann Defense: Alkhanine Gambit		C44 Scotch Game: Scotch Gambit, Advance Variation		D01 Rappart-Jobava System		C03 French Defense: Tarnosch Variation, Manzavich Variation		A45 Trompowsky Attack: Raptor Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Sleepless Knights	5	4	2	2	0	0	0	7h 42m 12s	50.4	8.4%	2.7%	6.8%
Yasser, we can Boogie	3	2	4	2	0	0	0	6h 19m 1s	54.5	6.8%	5.1%	6.4%

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#9 **Pawnishers** 2½ #10 **Sleeping with the Vishies**

Games

B4	Thu 18:00	B2	Thu 19:00	B8	Fri 00:00	B5	Sat 15:00	B7	Sat 20:00	B3	Sun 06:00	B1	B6	Sun 14:00	
Stormford	%	timothyha	0	Samuelglatz	1	Rolihlahla	1	jurica_c	0	Abolizer	0	scarff	0F	KirkD	0
goirish	%	y3LL3r	1	ragaltron	0	Krolin	0	ruhib	1	Shiba_in_the_park	1	uczen-369	1X	destroyer11758	1

YDz4BZvY

Fek0s50F

RSFvDvUO

1DcgPEYO

0hdkvXvW

uDgsAXf7

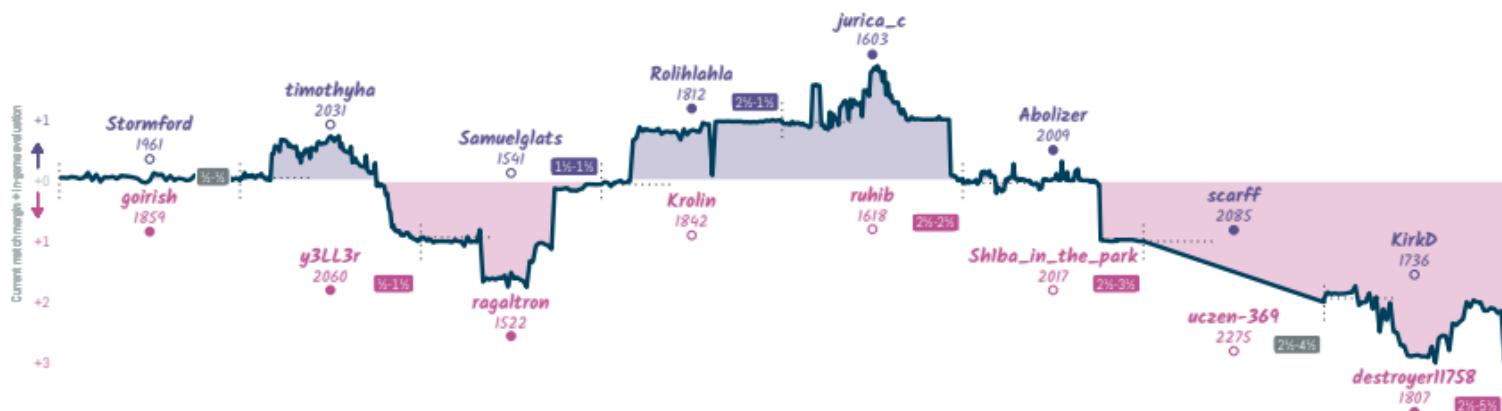
K0j1kQtQ

E80 King's Indian Defense:
Normal Variation, King's
Knight VariationE18 Queen's Indian Defense:
Classical Variation,
Traditional Variation

B20 Sicilian Defense

C47 Four Knights Game:
Scotch Variation AcceptedD35 Queen's Gambit
Declined: Exchange
Variation, Positional
VariationA48 Indian Defense:
Papuiska VariationB01 Scandinavian Defense:
Modern Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Pawnishers	2½	2	4	1	0	1	0 5h 55m 8s	48.3	9.6%	4.8%	4.1%
Sleeping with the Vishies	5½	4	2	1	1	0	0 5h 12m 7s	42.9	9.2%	2.4%	4.5%

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Caro Kant 3 5 #8 Midboard Crisis

Games

B1	B6	Fri 11:00	B8	Sat 09:00	B7	Sat 12:00	B4	Sat 13:00	B3	Sun 03:00	B5	Sun 17:00	B2	Sun 21:00	
bukitmar	0F	TimGreene	1	schachgeiger05	1	Kobra09	1	VikingoPlus	0	HeartOfStone	0	Spiteknight	0	NLance	0
chizzle76	1X	kylekorea	0	Zher0	0	leptoe	0	Elodonor	1	adandel	1	CGrecco	1	danbock	1

dDxoKj9J

xfZgHX1w

BWtlk9G1

BCESViTu

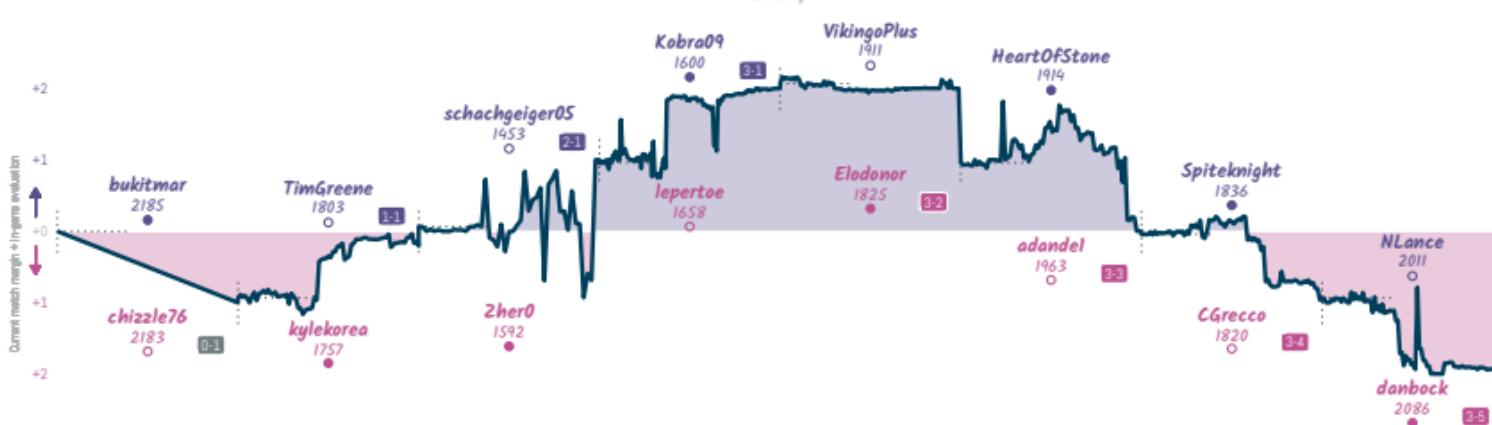
2k2Ewf13

dKKvLjc7

WXacqSqy

B12 Caro-Kann Defense:
Advance Variation,
Botvinnik-Carls DefenseB22 Sicilian Defense: Alapin
Variation, Smith-Morra
DeclinedE32 Nimzo-Indian Defense:
Classical VariationB01 Scandinavian Defense:
Classical VariationD52 Queen's Gambit
DeclinedE46 Nimzo-Indian Defense:
Normal VariationB51 Sicilian Defense:
Moscow Variation

Story



Stats

Team	Pts	W	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Caro Kant	3	3	4	0	0	1	0h 57m 35s	56.7	9.5%	2.3%	6.6%
Midboard Crisis	5	4	3	0	1	0	0h 59m 4s	51.2	7.6%	2%	5.6%

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The Dragons 2½ 5½ The Sound of Muzio

Games

B7	Thu 00:00	B3	Thu 22:00	B8	Thu 23:30	B6	Fri 03:00	B2	Sat 13:30	B5	Sat 16:00	B1	Sat 19:00	B4	Sun 12:00
badair	0	ikanakaishou	0	Jrussell8	0	thejace	0	Kjar	0	jlinney	1	gabrahmad	1	Tedrhuyagonall	½
sephiroth87	1	Nestman	1	jkoch1	1	Ivory12	1	zazziki	1	Astronominoff	0	j3084	0	omertil	½
1qd1PGR5		NpfX0Qd1		Q010tK9V		0g3cMThN		h3D1zy13		dbS#5UGw		hGJr51YB		IMdd8xUe	
D80 Gašparov Defense		A50 Mexican Defense		B11 Caro-Kann Defense: Two Knights Attack, Mihailov Variation, Exchange Line		C53 Italian Game: Classical Variation		C03 French Defense: Tarrasch Variation, Morozovitch Variation		A10 English Opening: Jaenisch Gambit		D37 Queen's Gambit Declined: Hanwitz Attack, Fianchetto Defense		A37 English Opening: Symmetrical Variation, Botvinnik System Reversed	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Dragons	2½	2	5	1	0	0	0	5h 54m 50s	49.3	9.9%	2.8%	4.6%
The Sound of Muzio	5½	5	2	1	0	0	0	7h 29m 17s	40.3	9.3%	4.3%	2.2%

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Call.e4nication 5 3 Whose Line Is It Anyway?

Games

B3	Wed 00:30	B1	Wed 21:15	B2	Fri 14:00	B7	Fri 17:00	B6	Sat 08:00	B5	Sat 19:15	B4	B8	Mon 04:00	
FunnyLikeAClown	0	wilfj	0	losttheplot	1	Steve-North	1	Airini_H	0	seius	1	bangtown	1X	cazualdev	1
zeus_conquers9	1	AverageLondonE...	1	rodeo	0	darubaru	0	Tranzoo	1	Gokuba	0	pepepibote	0F	rwildernessr	0
14nYyCz8		KLWJrKVo		f5NwvQ9w		jFH4kVz9		oF50b3jV		wIMwiqNe		EDCxDeHA			
E32 Nimzo-Indian Defense: Classical Variation		A45 Indian Defense		C45 Scotch Game: Malyuk Variation		A06 Nimzo-Larsen Attack: Classical Variation		D30 Queen's Gambit Declined		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B08 Modern Defense			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Call.e4nication	5	4	3	0	1	0	0	6h 50m 55s	38.2	5.4%	2.2%	3.2%
Whose Line Is It Anyway?	3	3	4	0	0	1	0	6h 20m 18s	40.1	7.9%	3.5%	2.5%

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Byeeee byeeee my Sicilian lines, prep... 4½ 3½ Journey to the Center of the Board

Games

B5	Wed 15:30	B1	Wed 18:00	B4	Fri 14:30	B7	Fri 15:00	B3	Sun 08:00	B6	B2	Sun 13:00	B8	Sun 15:00
Matt365	0	ElChivo	1	Cannobait	1	SlowChess73	½	ngduchhu	1	srinivasbharathnk	1X	0F	0	0
quaini	1	bufferunderrun	0	palet_master	0	ConstantIn	½	Chesspatzerswan	0	failingtheib	0		1	1
J6P8lXqu		cUvUAYsL		48ITY00j		UmjAT6lp		nCiziRnq						
D01 Rapport-Java System		B3.8 Caro-Kann Defense: Classical Variation, Main Line		D97 Grünfeld Defense: Russian Variation, Prins Variation		B1.2 Caro-Kann Defense: Markóczy Variation		B90 Sicilian Defense: Najdorf Variation, Lipecky Attack				B51 Sicilian Defense: Moscow Variation		C41 Philidor Defense: Lion Variation

Story



Stats

Team

Byeeee byeeee my Sicilian lines, prepped the Chevy really heavy but missed 3. Bb5+. Journey to the Center of the Board

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
4½	3	3	1	1	0	0	8h 3m 34s	57.2	10.1%	2.5%	6.6%
3½	3	3	1	0	1	0	7h 6m 2s	56.9	10.1%	6%	5.7%

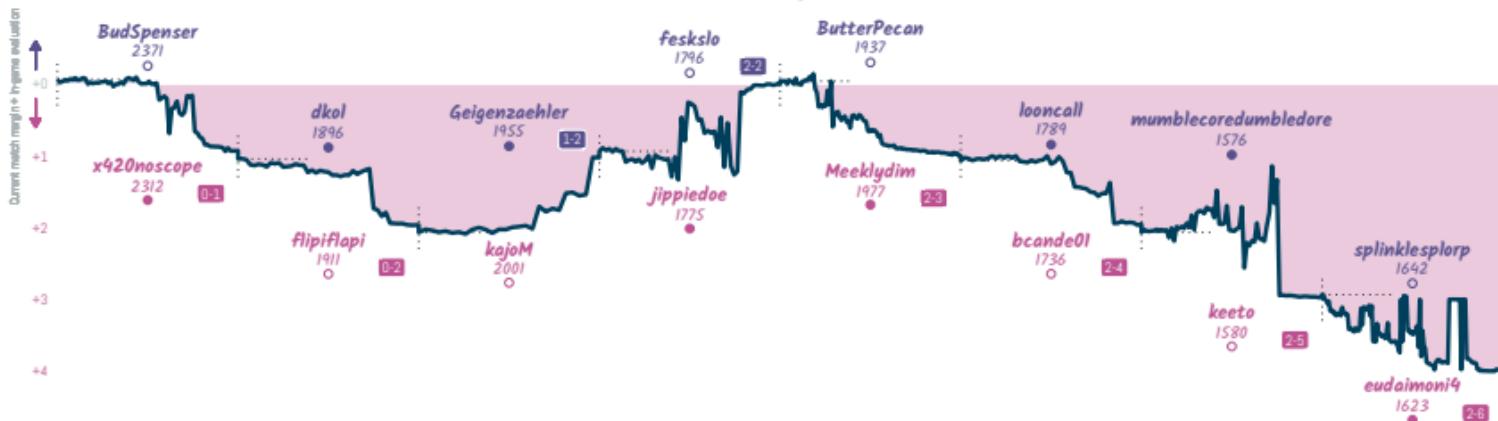
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Blunder and Lightning 2 6 Winning Opening Rapportoire

Games

B1	Tue 18:30	B4	Wed 11:00	B2	Wed 18:00	B5	Fri 19:00	B3	Sat 18:30	B6	Sun 14:00	B8	Sun 15:00	B7	Sun 16:30
BudSpenser	0	dkol	0	Geigenzaehler	1	fesklo	1	ButterPecan	0	looncall	0	mumblecoredu... mb	0	spinklesplorp	1
x420noscope	1	flipflapi	1	kajoiM	0	jippiedoe	0	Meeklydim	1	bcande01	1	keeto	1	eudaimoni4	
qfhxtv93		CSgRC2zs		1EgMfqNC		DpyyEY1Y		szvv71qE		p3eYBzPv		w1se9g7c		j83PvytJ	
C78 Ray Lopez: Marphy		A96 Dutch Defense: Defense, Andersen		C77 Ray Lopez: Marphy		B12 Caro-Kann Defense: Defense, Anderssen		E15 Queen's Indian Defense: Franschka Variation,		C53 Italian Game: Classical Variation, Greco Gambit,		C01 French Defense: Exchange Variation		B21 Sicilian Defense: McDonald Attack, Tal	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunder and Lightning	2	2	6	0	0	0	0	6h 24m 38s	60.1	7.8%	3.9%	7.1%
Winning Opening Rapportoire	6	6	2	0	0	0	0	7h 6m 1s	47.9	3.9%	4.2%	6.7%

Adult Recliners 6½ 1½ Two knights, we ride at pawn!

Games

B4	Wed 13:00	B3	Wed 17:00	B8	Fri 19:00	B1	Sat 14:00	B6	Sat 14:00	B2	Sun 02:00	B5	Sun 13:00	B7
invinci7777	1	gmat20020	1	Lexgrad	1	Groger12	1	freddy267t	1	Isachess	½	dmavro	0	runninginvienna
theBunglet	0	ColdTehran	0	mjodonell	0	drchessdad	0	didnothingwrong	0	mini_karpov	½	rsandzimier	1	archilas

NDuYlyjU

VkBQac1F

BgEQ4RLb

xnWp9bKF

kIdanxDa

qHu6Wc07

bHiipRSI

C52 Italian Game: Evans
Gambit, Pierce DefenseC67 Ruy Lopez: Berlin
Defense, Hornet Variation,
Berlin Wall DefenseD37 Queen's Gambit
Declined: Three Knights
Variation

A45 Indian Defense

D50 Queen's Gambit
Declined: Modern VariationB48 Sicilian Defense:
Taimanov Variation,
Bastrikov VariationB15 Caro-Kann Defense:
Tartakower Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Adult Recliners	6½	5	1	1	1	0	0 4h 24m 27s	56.6	6.6%	4.1%	7.1%
Two knights, we ride at pawn!	1½	1	5	1	0	1	0 4h 14m 11s	74.8	12.2%	3.6%	9.2%

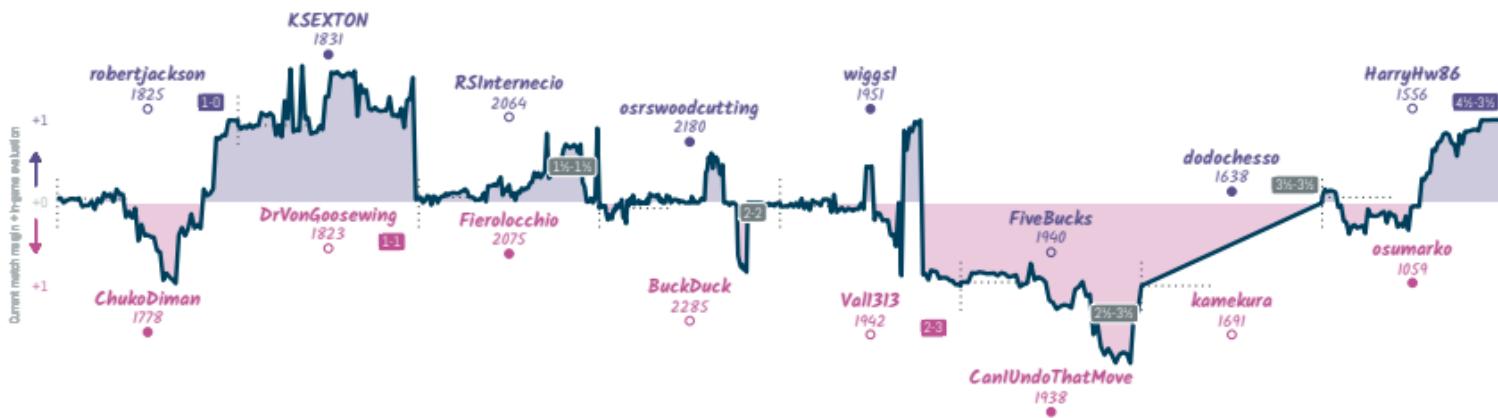
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

2-tick en pessanting 4½ 3½ Underpromoted and Overconfident

Games

B6	Wed 14:30	B5	Thu 04:30	B2	Thu 17:00	B1	Fri 17:30	B3	Sat 09:30	B4	Sat 20:00	B7	B8	Sun 21:00	
robertjackson	1	KSEXTON	0	RSlnternecio	5	osrswoodcutting	5	wiggsl	0	FiveBucks	5	dodochesso	1X	HarryHw86	1
ChukoDiman	0	DrVonGoosewing	1	Fierolocchio	5	BuckDuck	5	Val1313	1	CanIUndoThatMove	5	kamekura	0F	osumarko	0
z1BwVgSo		Su41MCdY		zB6qrMI6		6yzxqdAt		td03aCNG		7D4nf0Wa		A91ZzJZG			
ADS Zukertort Opening: Nimzo-Larsen Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		B40 Sicilian Defense: Four Knights Variation		C04 French Defense: Tarrasch Variation, Guimard Defense, Main Line		E38 Nimzo-Indian Defense: Classical Variation, Berlin Variation		A58 Banks Gambit Accepted: Fully Accepted Variation		B01 Scandinavian Defense: Main Line, Leonhardt: Gambit			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
2-tick en pessanting	4%	2	2	3	1	0	0	6h 32m 49s	60.7	10.6%	4.5%	5.7%
Underpromoted and Overconfident	3%	2	2	3	0	1	0	7h 2m 6s	61.6	10.2%	4.5%	7.9%

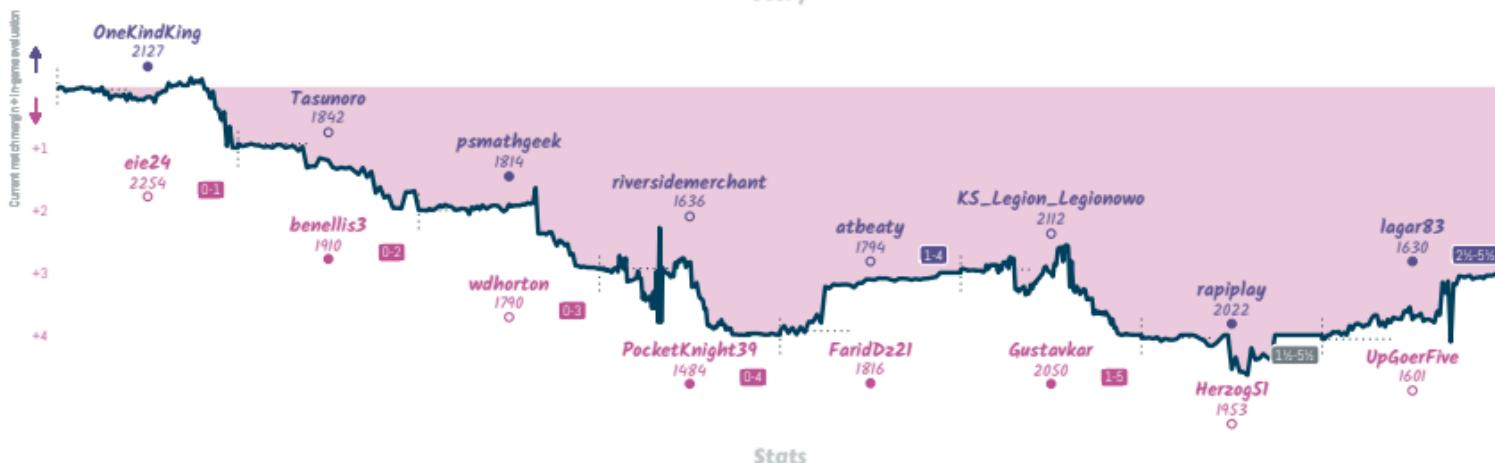
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

Fantastic Blunders and Where to Find ... 2½ 5½ Reti or Not

Games

B1	Tue 17:00	B4	Wed 12:00	B5	Fri 22:00	B8	Sat 15:00	B6	Sat 20:15	B2	Sun 10:00	B3	Sun 18:00	B7	Sun 18:30
OneKindKing	0	Tasunoro	0	psmathgeek	0	riversidemerchant	0	atbeatty	1	KS_Legion_Legion...	0	rapiplay	½	lagarB3	1
eie24	1	benellis3	1	wdhorton	1	PocketKnight39	1	FaridDz21	0	Gustavkar	1	Herzog51	½	UpGoerFive	0
bpHYkHd1		Erl4mfK1		JL39PdEN		6JLfwRT3		WEvDDpYQ		5Gq1ctig		kCzjrWwt		jBbT10Ba	
C42 Russian Game: Nimzowitsch Attack		C58 Italian Game: Two Knights Defense, Polio Defense, Bogoljubov Variation		A01 Nimzo-Larsen Attack: Classical Variation		B23 Sicilian Defense: Closed		B00 Pirc Defense		D02 Queen's Pawn Game: Symmetrical Variation		A20 English Opening: King's English Variation		B21 Sicilian Defense: Smith-Morra Gambit	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fantastic Blunders and Where to Find Them	2½	2	5	1	0	0	0	5h 22m 48s	53.9	13%	2.1%	5.6%
Reti or Not	5½	5	2	1	0	0	0	6h 9m 51s	43.9	10.2%	2.8%	3.5%

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': - (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 4½ 3½ J'ai mal Alapin

Games

B2	Thu 14:30	B8	Thu 19:30	B6	Fri 23:00	B4	Sat 12:00	B5	B1	Sun 00:00	B7	Sun 18:00	B3	Sun 18:00
fhunfi	0	fulmarsky	0	Le-Penseur	0	scvrf	%	bamabeeblerox	1X	leebster	1	figeon	1	
fookh	1	FitzC	1	a2c4	1	Lugr	%	allyrbsrbingtus	0F	KaiM_03	0	AACtrI	0	

dQzy0s4f

eeHjPeRY

ydZB5Ujw

eRjU71CK

q5eF8jeh

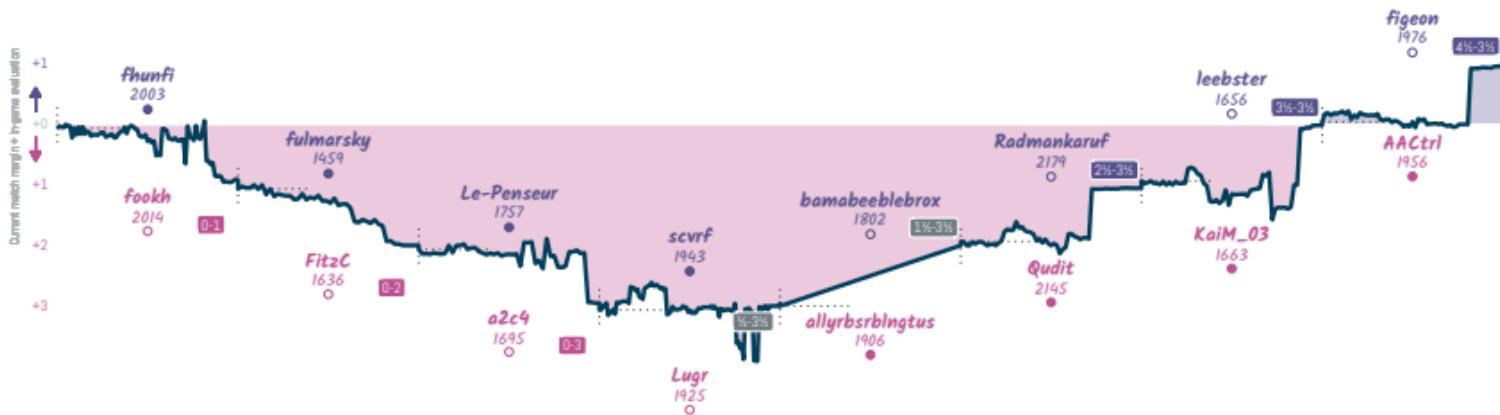
PUMaiD3G

1dNSgs0G

C16 French Defense:
Winawer Variation, Advance
VariationC10 French Defense:
Rubinstein VariationB08 Pirc Defense: Classical
VariationB21 Sicilian Defense:
Smith-Morra Gambit
Declined, Push VariationB92 Sicilian Defense:
Najdorf Variation, Openingsky
VariationC45 Scotch Game: Potter
Variation

A40 English Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Isle of Lewis Chessmen	4%	3	3	1	1	0	0	6h 42m	39.9	10%	4.2%	3.3%
J'ai mal Alapin	3%	3	3	1	0	1	0	6h 42m 22s	40.8	6.2%	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) (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.

Peter Piper's Passed Pawn Patzers 5 3 Serial Materialists

Games

B6	Wed 15:00	B3	Thu 19:00	B7	B4	Sat 15:00	B8	Sat 14:15	B1	Sat 18:00	B5	Sun 08:00	B2	Sun 17:00	
texasadam	1	zagoldy	1	ibiwisi	1X	0	mmorrisohio	1	CamLeslie	1	BrandrokID	0	Bitter_Cherry	0	
ineptitudeinac...	0	M0rl	0	t_taylor	0F	Koyae	1	caodanny	0	kvltvr_wvltvr	0	LouisBuckland	1	izzie26	1

jXBQPPVx

LoqeLBw6

B32 King's Indian Defense:
Orthodox Variation,
Bogoljubow-Taimanov System

B23 Sicilian Defense: Closed

qAT1v13

AYJBT06t

pvbPEq41

TUMksJ1d

k9Q0C710

C11 French Defense:
Classical Variation, Steinitz
VariationD55 Queen's Gambit
Declined: Modern Variation,
Nimzo LineA21 English Opening: King's
English Variation,
Kramnik-Shirov
CounterattackB12 Caro-Kann Defense:
Advance Variation,
Bativnik-Carls DefenseA49 Indian Defense:
Pragjika Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Peter Piper's Passed Pawn Patzers	5	4	3	0	1	0	0	7h 23m 27s	61.6	8.1%	5.7%	5.7%
Serial Materialists	3	3	4	0	0	1	0	7h 27m 58s	63.7	8.1%	3.4%	7.7%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (displayed 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.

Fischerermen 2½ 5½ Look at all those checkins

Games

B5	Thu 16:30	B6	Thu 17:00	B8	Thu 22:00	B4	Sat 13:00	B3	Sat 16:00	B2	Sun 12:00	B7	Sun 15:00	B1
Alexeivanovich21	0	Red_Pandaz	1	Fpmahoney20	0	KingSlayer78	0	asian42	½	mronemore	½	twobits	0	hendrik2020
Rskyoz	1	Dkeey	0	Heathcliffs	1	gilbert	1	HarmlessChessHub	½	gaben1773	½	LanArch	1	toonerer

0U2maWGc

sscwoJn4

G4XtUkbq

Zspihm5V

9Qqq8P5d

hh2avbua

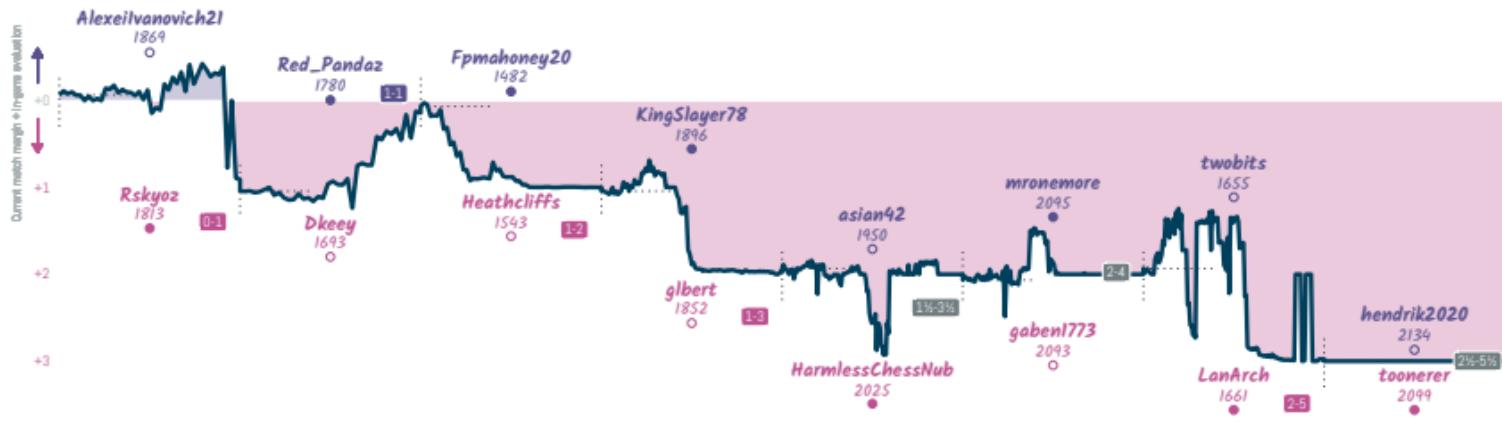
VLbRtFeU

B13 Caro-Kann Defense:
Panov Attack, Modern
DefenseE80 King's Indian Defense:
Normal Variation, King's
Knight VariationC00 French Defense: Normal
VariationD31 Semi-Slav Defense:
Accelerated Move Order

B10 Caro-Kann Defense

C77 Ruy Lopez: Morphy
Defense, Anderssen
VariationC44 Scotch Game: Haxo
Gambit

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fischerermen	2½	1	4	2	0	0	1h 5m 51s	49.0	8.4%	4%	5.3%
Look at all those checkins	5½	4	1	2	0	0	1h 28m 33s	41.1	8.7%	1.2%	5.3%

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

C4!! Explosive! 1½ 6½ Grünfailed

Games

B1	Wed 19:30	B4	Thu 23:00	B8	Fri 15:00	B3	Sat 19:00	B6	Sun 13:00	B2	B7	Sun 16:00	B5
Brundd	0	doughorn	½	mariann_chicu	0	prawnsbro	½	Salwen	0	lumenian	0F	0	pddchess
Aidoz	1	NightJumpsKing	½	dnlhlt	1	rojazu	½	greysensei	1	cyndaquill	1X	1	chetmanley

pcGGJ8yZ

D5gEg2Fz

vlz80hty

uBNFdMzP

tuARCTq8

VQzxz9k0

B51 Italian Game: Evans Gambit, Anderssen Variation, Cordel Line

B09 Pirc Defense: Austrian Attack, Weiss Variation

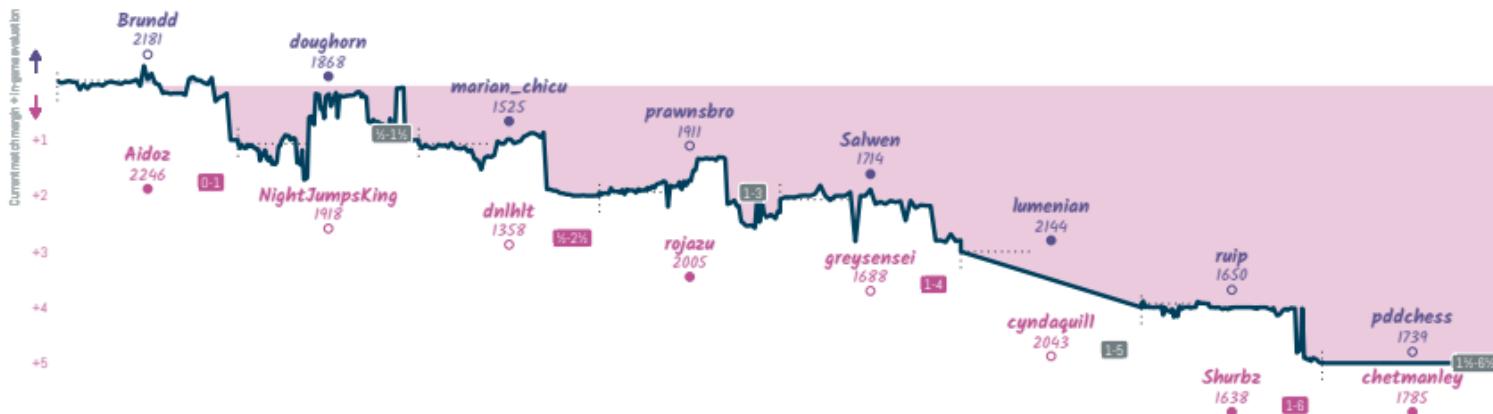
B09 Pirc Defense: Austrian Attack, Karujica Variation

C06 French Defense: Tarrasch Variation, Closed Variation, Main Line

C29 Vienna Game: Vienna Gambit, Wurzburger Trap

B10 Caro-Kann Defense: Accelerated Panov Attack, Modern Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
C4!! Explosive!	1½	0	4	2	0	1	1	4h 5m 25s	58.5	8.3%	4.1%	7.3%
Grünfailed	6½	4	0	2	1	0	1	4h 24m 9s	41.0	7.8%	3.2%	5.5%

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

Alekhine think of is chess 4 4 Pope, King, and plebs in between

Games

B5	Wed 16:00	B4	Wed 18:00	B7	Wed 19:00	B2	Thu 01:00	B1	Fri 18:00	B3	Sun 08:30	B6	Sun 14:00	B8	Sun 15:00
Dan-Jon	0	Zeebo_the_clown	0	samkellett	1	Serpinita	½	okoros	1	Pfzr	½	vejen	1	Lufax	0
King_killer27	1	mmgoo	1	ipr	0	Jg777	½	jantho	0	Zubenelgenubi	½	popel23	0	Hahahol23	1
vhUB1Y9e		31Sp415Y		7Qna4VgN		8K1Q9bIk		18gyyx1q		BBJoaJAS		d4hEqvHe		qagJdVsV	
000 Queen's Pawn Game: Mason Variation		035 Queen's Gambit Declined Exchange Variation, Positional Variation		B10 Caro-Kann Defense: Two Knights Attack		B12 Caro-Kann Defense: Advance Variation, Bonnivard-Carls Defense		B12 Caro-Kann Defense: Advance Variation, Tal Variation		B13 Caro-Kann Defense: Exchange Variation		A05 King's Indian Attack		C50 Italian Game: Giuoco Pianissimo, Canal Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Alekhine think of is chess	4	3	3	2	0	0	0	6h 52m 28s	44.9	8.8%	3.4%	4.1%
Pope, King, and plebs in between	4	3	3	2	0	0	0	7h 26m 4s	43.7	8.5%	3.7%	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': - (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 3½ 4½ Guns N' Rosens

Games

B1	Mon 20:30	B6	Tue 22:00	B2	Wed 00:00	B4	Thu 19:00	B3	Sat 12:15	B5	Sun 18:30	B7	Mon 00:00	B8
carinawi	0	Gbartoli	1	LeoYee	0	Moccy	1	Jamougha	1	thepaul1	0	hernank41	0	dama_x_rey
Sesquipedalism	1	giziti	0	bn146	1	davidthepawn	0	Vargas04	0	LucaGaglia73	1	poopheaderic	1	apidae
DNQMB1CT		Udnr2cKU		bPdV9ioE		gXbSWz1X		141I8CFR		MA3XSx1A		QjBa5SMq		
E71 King's Indian Defense: Makogonov Variation		A45 Trompowsky Attack		E00 Catalan Opening		D20 Queen's Gambit Accepted: Old Variation		A80 Dutch Defense		E81 King's Indian Defense: Sämisch Variation, Bobitov-Korchnoi-Petrosian Variation		A52 Indian Defense: Budapest Defense, Adler Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
All Hope and No Pawns	3½	3	4	0	0	0	1	6h 30m 8s	49.6	10.2%	3.3%	5.7%
Guns N' Rosens	4½	4	3	0	0	0	1	5h 48m 53s	48.0	10.7%	3.3%	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 (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

7

I The Good, the Bad, and the Checkmates

Games

B5	Tue 17:00	B7	Wed 16:00	B8	Wed 22:00	B6	Fri 00:00	B2	Sat 18:45	B3	Sun 13:30	B4	Sun 15:00	B1	Sun 17:00
AlexMorgenthau bw713	1 0	ehGolden ribrubrib	1 0	Jerrek Dawn4365	1 0	JMcrauth ekopp2000	1 0	Artian12 lioxxx	1 0	collinb9 elliotp	1 0	nvasquez ascolloko	1 0	Antisana Razorneck	0 1
sBKy653P		o5rMRapp		qf575YMG		zyhDWF3s		cenHKMem		GN61q7nS		mJAjsStH		vq7MuMPH	
B22 Sicilian Defense: Alapin Variation		B07 Pirc Defense		C20 King's Pawn Game: Leonardo's Variation		B14 Caro-Kann Defense: Panov Attack		C53 Italian Game: Classical Variation, Giuoco Pianissimo		C78 Ruy Lopez: Morphy Defense		A05 King's Indian 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	7	7	1	0	0	0	0	5h 5m 56s	48.6	12.1%	1.9%	2.9%
The Good, the Bad, and the Checkmates	1	1	7	0	0	0	0	5h 20m 10s	75.7	10.1%	7.7%	5.3%

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': - (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.

Bad Threats, Worse Execution 5 3 We Don't Talk About Benko

Games

BB	Mon 18:00	B3	Wed 18:15	B5	Thu 13:00	B4	Sat 13:00	B7	Sat 14:00	B1	Sat 20:15	B2	Sat 20:30	B8	Sun 20:00
CocoBeanz	0	pie314271	1	SadFrenchFry	1	Mon_Dule	1	snadyc	1	RazorBoy	0	AlexGaul	1	igoroles	0
oberstviking	1	grenbork	0	hiranpatei	0	puppies_are_fun	0	jeremyjh	0	Silkthewanderer	1	avalanche20	0	mgll	1
Rrqydzua		re6GJn0E		73heQzbG		73NdCoVZ		J1rf9HNj		IUezaTpF		SzAvjVqw		SceCs9CR	
B33 Sicilian Defense: Lasker-Polak Variation, Schlechter Variation		B01 Scandinavian Defense: Mieses-Kotrc Variation		B21 Sicilian Defense: Smith-Morra Gambit Accepted, Schenckingen Formation		C02 French Defense: Advance Variation, Nimzowitsch System		D52 Queen's Gambit Declined: Cambridge Springs Defense, Yugoslav Variation		B23 Sicilian Defense: Closed, Traditional		C50 Italian Game: Dutz Gambit		A53 Old Indian Defense: Janowski Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bad Threats, Worse Execution	5	5	3	0	0	0	0	7h 32m 13s	60.7	6.8%	5.1%	6.4%
We Don't Talk About Benko	3	3	5	0	0	0	0	7h 45m 22s	64.7	7.1%	5.1%	7.5%

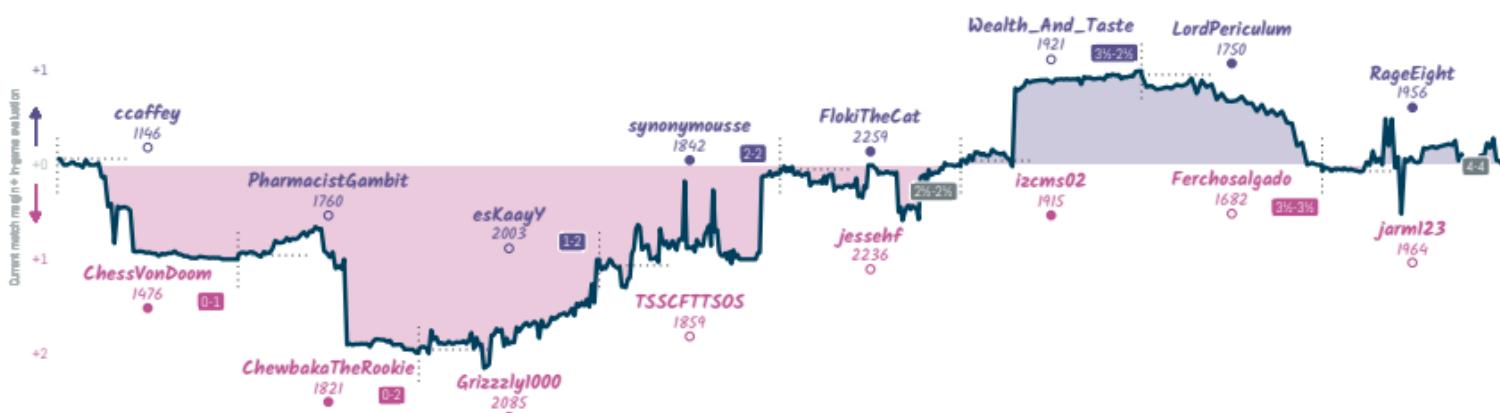
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

I really don't mind. Any name is fine. 4 4 Mate in 8

Games

BB	Tue 13:00	BB	Wed 15:00	BB	Thu 18:30	BB	Fri 17:00	BB	Fri 18:00	BB	Sun 18:00	BB	Sun 20:00	BB	Mon 00:00	
ccaffley	0	PharmacistGambit	0	esKaayY	1	synonymousse	1	FlokiTheCat	0	Wealth_And_Taste	1	LordPericulum	0	RageEight	0	
ChessVonDoom	1	ChewbakaTheRookie	1	Grizzly1000	0	TSSCFTTSOS	0	jessehf	0	izcms02	0	Ferchosalgado	1	jarm123	1	
AuCvN0di		rkrDvxEz		EAssEKqr		5Ra9RoF		2t1KQlmw		arsK52sJ		ysU1l3DB		Dpq1WdSw		
BB50 Sicilian Defense: Modern Variations		017 Slav Defense: Czech Variation, Wiesbaden Variation		A40 Dutch Defense: Stonewall Variation, Modern Variation		B12 Caro-Kann Defense: Advance Variation, Bonnivik-Carls Defense		A15 English Opening: Anglo-Indian Defense		E94 King's Indian Defense: Orthodox Variation, Positional Defense		Ad3 Benoni Defense: Old Benoni		C53 Italian Game: Classical Variation, Guocco Pianissimo		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I really don't mind. Any name is fine.	4	3	3	2	0	0	0	6h 39m 7s	41.6	8.1%	4.1%	3.3%
Mate in 8	4	3	3	2	0	0	0	6h 28m 12s	39.2	5.2%	2.6%	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/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.

Don't H8 Us 4½ 3½ It seems like everything I say is a t...

Games

BB	Wed 19:00	B7	Thu 19:45	B6	Thu 22:00	B1	Sat 15:30	B5	Sun 13:00	B4	Sun 16:00	B2	Sun 17:00	B3	Sun 20:30
greener255	%	kamelstekspizza	1	kibenur	0	Chesstrix01	1	Slamchops	0	jslavik	1	Pauli314	0	jslavik	1
electricfalcon	%	Nairwolf	0	default_boi	1	Roofies	0	Rivimies	1	alo0_bhaloo	0	Roofies	1	apdient42	0
LvZ43W7r		GWIpYgzW		QxJNBDvQ		qUYjTt9g		gNvYKu28		AULul0Rp		RKrTLwYc		FjQEDYwX	
015 Slav Defense: Three Knights Variation		035 Queen's Gambit Declined Exchange Variation, Positional Variation		083 Dutch Defense: Staunton Gambit		035 Queen's Gambit Declined Exchange Variation, Positional Variation		002 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Novakibirsk Variation		E15 Queen's Indian Defense: Fianchetto Variation, Nimzowitsch Variation		A5B Banks Gambit Accepted: Fully Accepted Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Don't H8 Us	4½	4	3	1	0	0	0	8h 56m 40s	53.2	7.7%	3.3%	6.6%
It seems like everything I say is a team name proposal	3%	3	4	1	0	0	0	8h 40m 24s	55.9	9.6%	2.5%	7.2%

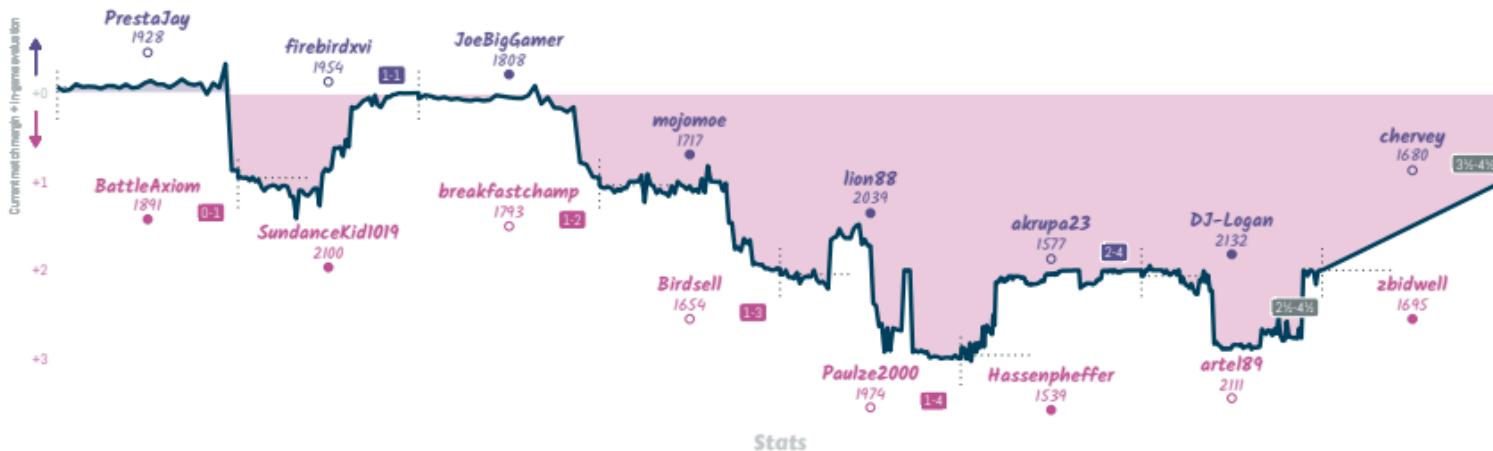
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Book of Boba Fianchetto 3½ 4½ Finding Nimzo

Games

B4	Thu 00:15	B2	Thu 01:00	B5	Fri 00:00	B7	Fri 21:00	B3	Sat 12:00	B8	Sat 16:00	B1	Sun 14:00	B6
PrestaJay	0	firebirdxvi	1	JoeBigGamer	0	mojomoe	0	lion88	0	akrupa23	1	DJ-Logan	½	chervey
BattleAxiom	1	SundanceKid1019	0	breakfastchamp	1	Birdsell	1	Paulze2000	1	Hassenpfeffer	0	artel89	½	zbidwell
jKgbxb3d		mEnyR0zh		2Tt418dk		Eg51EE4n		V1KysEam		rkr8cB0E		7ovo6mHX		1X0F
C42 Russian Game: Classical Attack, Staunton Variation		E12 Nimzo-Indian Defense: Three Knights Variation, Duschamp Variation		C70 Ruy Lopez: Morphy Defense, Caro Variation		D32 Tarrasch Defense: Two Knights Variation		A25 English Opening: King's English Variation, Reversed Dosed Sicilian		A40 Modern Defense		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Book of Boba Fianchetto	3½	2	4	1	1	0	0	5h 39m 14s	50.2	7.9%	4.6%	3.7%
Finding Nimzo	4½	4	2	1	0	1	0	4h 24m 16s	41.2	8.7%	2.9%	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': - (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.