

#1 Dead Pawns Society 6 #6 Paranoid Hansdroid

Games

B6	Fri 02:00	B8	Fri 17:00	B4	Sat 12:00	B2	Sat 17:00	B7	Sat 20:00	B1	Sun 12:00	B5	Sun 18:00	B3	Sun 18:45
JustChillJoe ekopp2000	1 0	MattHasFun PocketKnight39	1 0	Astronominoff palet_master	1 0	CrazyMerlyn ficheal21	1 0	prostidude jurica_c	0 1	alp_arslan92 Rcyx	1 0	Ivory12 wdhorton	0 1	vall313 ButterPecan	1 0

hny99HZ

Mnzn28XN

CJ12LG9S

Daast0YY

SrktITtm

P310m1ne

PhCEesVO

ogubeS#k

B22 Sicilian Defense: Alapin Variation

D11 Slav Defense: Bonet Gambit

A52 Indian Defense: Budapest Defense, Adler Variation

D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan

A01 Nimzo-Larsen Attack: Modern Variation

C07 French Defense: Tarrasch Variation, Open System, Euwe-Keres Line

E20 Nimzo-Indian Defense: Kmoch Variation

A45 Trompowsky Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dead Pawns Society	6	6	2	0	0	0	0	8h 55s	51.1	8.4%	3.8%	6%
Paranoid Hansdroid	2	2	6	0	0	0	0	8h 46m 8s	59.5	9.8%	3.5%	7.3%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 14 February 2023.

#8 How to train your accelerated dragon 4½ 3½ #2 Red Hot Chilli Checkers

Games

B3	Tue 22:00	B5	Wed 19:00	B1	Wed 20:00	B8	Thu 17:30	B6	Thu 19:00	B2	Fri 14:00	B4	Fri 15:00	B7	Sat 17:00
sebb7y	1	gorgol	½	slackwym	½	Apidae	1	darkfl0me	0	u12812	0	davidthepawn	1	kibenur	½
Wealth_And_Taste	0	Anthammer	½	wilfj	½	masoscot44	0	paulinesemine	1	ATrueRavenclaw	1	Paulze2000	0	Sidewinder1648	½
rMdhuPp1		z5IUxmMT		cCJxPQtY		YwkDZwQU		e9zpbBdc		uoWqLDK2		xlseb8AY		V5MKHsA	
B86 Sicilian Defense: Najdorf Variation		E23 Nimzo-Indian Defense: Spielmann Variation, Ramanovskiy Gambit		A48 Queen's Pawn Game: Barry Attack, Grünfeld Variation		A20 English Opening: King's English Variation		B12 Caro-Kann Defense: Advance Variation, Short Variation		B78 Sicilian Defense: Dragon Variation, Yugoslav Attack, Old Line		A36 English Opening: Symmetrical Variation, Botwinkl System		D30 Queen's Gambit Declined	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How to train your accelerated dragon	4½	3	2	3	0	0	0	7h 41m 36s	34.6	6.4%	2.9%	3.5%
Red Hot Chilli Checkers	3½	2	3	3	0	0	0	7h 41m 24s	36.9	7%	4.1%	2.2%

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#4 Logical Chess Blunder by Blunder 1½ 6½ #3 Lucena's Revenge

Games

B7	Fri 19:00	B6	Sat 17:00	B4	Sat 18:00	B1	Sat 18:30	B8	Sun 01:00	B3	Sun 10:00	B5	Sun 16:30	B2	Sun 19:00
twobits	0	BMAstatine	0	fvafier	5	Bitter_Cherry	0	mmorrisohio	0	Tedrhuyagonall	0	Midnightokar	0	osrswoodcutting	1
Thaitanium101	1	SaucySailorJac...	1	esersens	5	rise_bishop	1	Puglie	1	dave3	1	Drotciv	1	root2	0
cBkMwtVc		ye9twu9L		aLQu60MP		pL87kKDx		S4KEcbPo		IEXN61eO		W7s1rSPd		zW1ZRwSh	
B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		A05 Zukertort Opening: Ninze-Larsen Variation		C15 French Defense: Winawer Variation, Alkhanine Gambit, Kan Variation		C00 French Defense: Steiner Variation		D41 Queen's Gambit Declined: Semi-Tarrasch Defense		C48 Four Knights Game: Spanish Variation, Classical Variation		C15 French Defense: Winawer Variation		B47 Sicilian Defense: Taimanov Variation, Baszirkov Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Logical Chess Blunder by Blunder	1½	1	6	1	0	0	0	8h 27m 13s	49.9	7.3%	2.3%	5.6%
Lucena's Revenge	6½	6	1	1	0	0	0	7h 39m 27s	35.6	6.9%	4%	2.6%

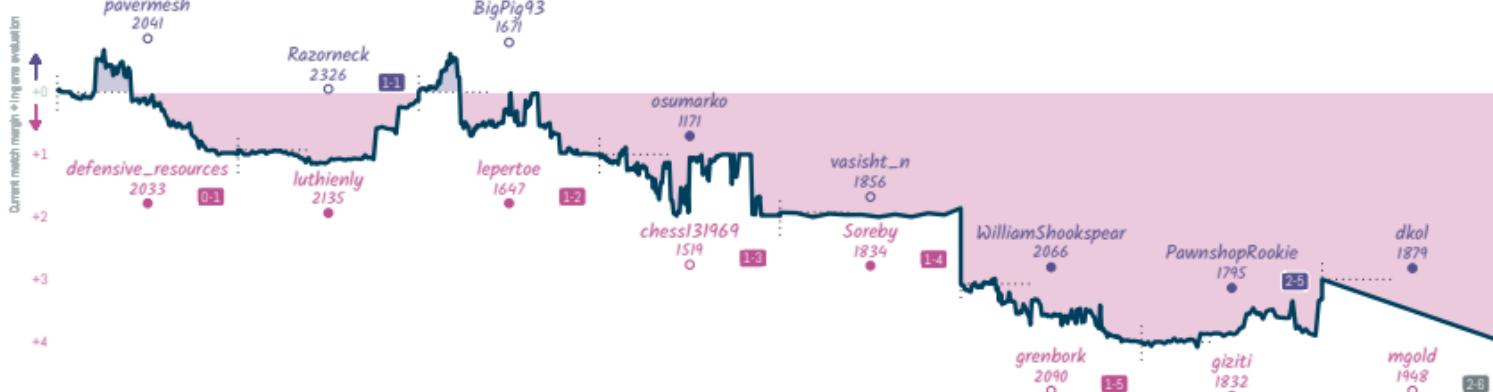
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 14 February 2023.

#9 **Live. Laugh. Blunder.** 2 #7 **Why can't I berserk this?**

Games

B3	Tue 17:00	B1	Tue 18:00	B7	Tue 19:00	B8	Fri 18:45	B5	Sat 15:30	B2	Sun 12:00	B6	Sun 14:00	B4	OF
pavermesh	0	Razorneck	1	BigPig93	0	osumarko	0	vasiht_n	0	WilliamShoksppear	0	PawnshopRookie	1	dkol	0F
defensive_reso...	1	luthienly	0	leper toe	1	chess131969	1	Soreby	1	grenbork	1	giziti	0	mgold	1X
RyxA9MB		idsXva4L		HsTt0ZHQ		mpgTg7ZF		Qsr21bj1		32e7EkQs		viuQ6036			
A45 Trompowsky Attack		B51 Sicilian Defense: Moscow Variation		E60 King's Indian Defense: Normal Variation, King's Knight Variation		A45 Indian Defense		B22 Sicilian Defense: Alapin Variation, Benko Defense		B00 Nimzowitsch Defense: Kennedy Variation, Linkspringer Variation		A45 Trompowsky Attack: Raptor Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Live. Laugh. Blunder.	2	2	5	0	0	1	0	5h 16m 10s	49.8	8.9%	3.6%	4.6%
Why can't I berserk this?	6	5	2	0	1	0	0	5h 53m 24s	40.6	7.9%	3%	4.3%

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#5 Oh no my King! 4 4 #10 The Silence of the Pawns

Games

B8	Tue 17:15	B1	Fri 15:00	B4	Sat 17:00	B5	Sat 18:15	B3	Sun 06:00	B7	Sun 08:45	B2	B6	Sun 21:30	
Covni	0	SycoraxCirce	½	AACtrl	1	cyclop3000	0	Dan-Jon	½	Nairwolf	0	roofies	1X	Rskyoz	1
SuspendedSeventh	1	RSInternecio	½	Arvas	0	seius	1	deathmetalled	½	RodGammon	1	drchessdad	0F	ConstantIn	0

T7eBqnjK

pIQsSMUx

71H15BZI

LEtERKzm

RpxD74Ja

KvCxSoxB

IW4cixSt

B12 Caro-Kann Defense:
Advance Variation,
Bonvinnik-Carls DefenseC42 Russian Game:
Classical Attack, Staunton
VariationB43 Sicilian Defense: Kan
Variation, Knight Variation

D01 Rapport-Jabava System

B22 Sicilian Defense: Alapin
Variation

B00 Owen Defense

D01 Rapport-Jabava System

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Oh no my King!	4	2	3	2	1	0	0	6h 53m 50s	41.7	10.8%	2.4%	3.9%
The Silence of the Pawns	4	3	2	2	0	1	0	7h 4m 46s	37.5	7.8%	0.3%	4.2%

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How the Grischuk stole Christmas

I 7 Londoners against the system

Games

BB	Wed 16:00	B1	Thu 18:00	B4	Fri 17:00	B7	Sat 18:00	B6	Sat 18:00	B3	Sun 14:00	B5	Sun 18:00	B2	Sun 20:00
electricfalcon	0	Brundd	0	sideshow_bob	0	ruip	0	andrewwcarsen	0	Sesquipedalism	1	Darktigr	0	Three-Arrows	0
Waxy	1	bufferunderrun	1	Akibart	1	greysensei	1	bushie123	1	applebub	0	TOSharaff8200	1	rojazu	1

EYdbUwJ5

puPlSDtT

35PWwlsw

n0dSQnJ9

b6bbr7SG

PYanfApQ

ARpjfykF

1XT7WmrF

B00 Nimzowitsch Defense: Kennedy Variation, de Smet Gambit

C01 French Defense: Exchange Variation

D12 Slav Defense: Quiet Variation, Schallopp Defense

E22 Sicilian Defense: Alapin Variation, Smith-Morra Declined

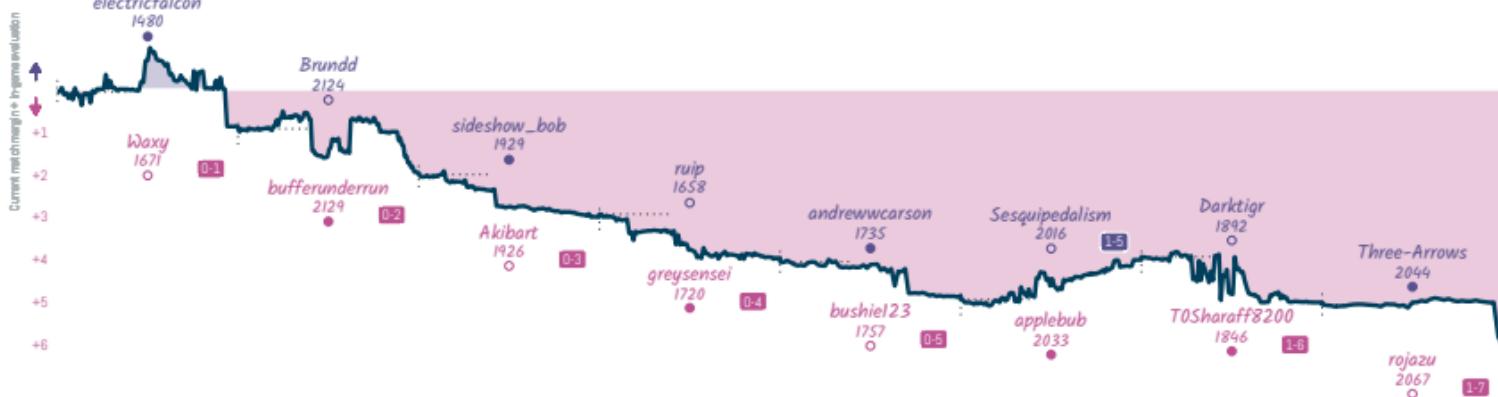
E87 King's Indian Defense: Fianchetto Variation, Classical Fianchetto

E50 Sicilian Defense: Modern Variations

C58 Italian Game: Two Knights Defense, Polio Defense, Bogolyubov Variation

A10 English Opening

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How the Grischuk stole Christmas	1	1	7	0	0	0	0	9h 7m 39s	55.5	12.1%	3.6%	5.2%
Londoners against the system	7	7	1	0	0	0	0	8h 18m 11s	42.8	6.4%	2.7%	5.2%

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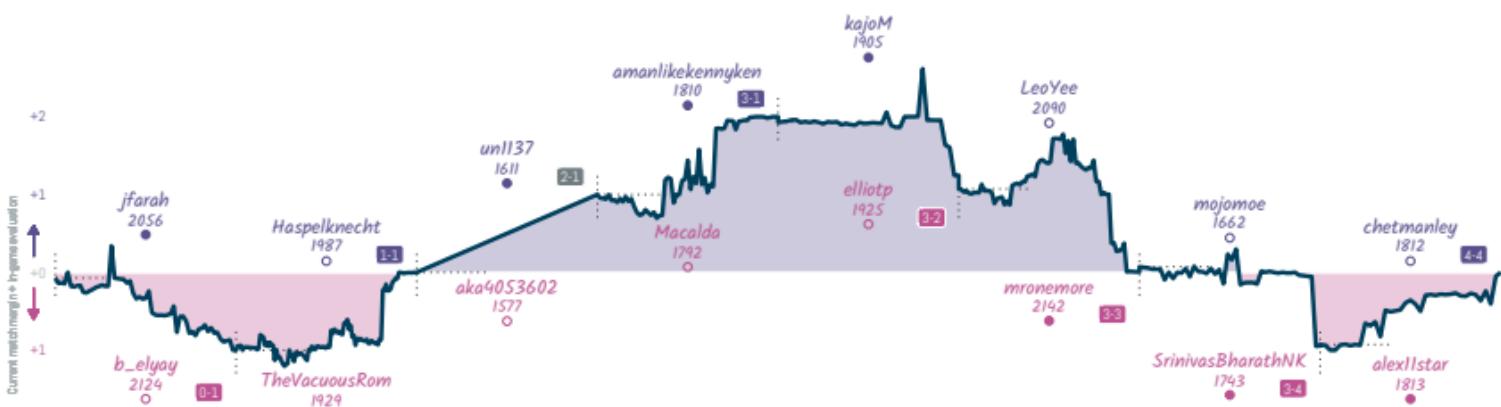
Hello, my name is Mikhail Tal, you to...

4 4 Here to make amends

Games

B2	Tue 23:00	B3	Thu 21:00	B8	B6	Fri 22:30	B4	Sat 18:00	B1	Sun 03:00	B7	Sun 13:00	B5	Sun 14:00
jfarah	0	Haspelknecht	1	un1137	1X	amanlikekenyken	1	kajoM	0	LeoYee	0	mojomoe	0	chetmanley
b_elayay	1	TheVacuousRom	0	aks4053602	0F	Macalda	0	elliotp	1	mronomore	1	SrinivasBharathNK	1	alex11star
1K5snSLb		PR2WqHdN			0JqHg0bz		ny1R369d		az15PtUO		ogX0AWBL		LIn1KRG9	
BB6 Modern Defense		BB3 Queen's Gambit Declined			EB1 King's Indian Defense: Simenisch Variation, Bobitov-Karsten-Petrosian Variation		C92 Ruy Lopez: Closed, Fisher System		C25 Vienna Game: Anderssen Defense		C51 Italian Game: Evans Gambit, Anderssen Variation		B33 Sicilian Defense: Open	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hello, my name is Mikhail Tal, you took my knight, prepare to die	4	3	4	0	1	0	0	5h 38m 25s	44.1	8.3%	3.2%	5%
Here to make amends	4	4	3	0	0	1	0	4h 38m 57s	41.7	9.6%	3.7%	4.1%

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Quite quiet queens 1½ 6½ Vishy the KID

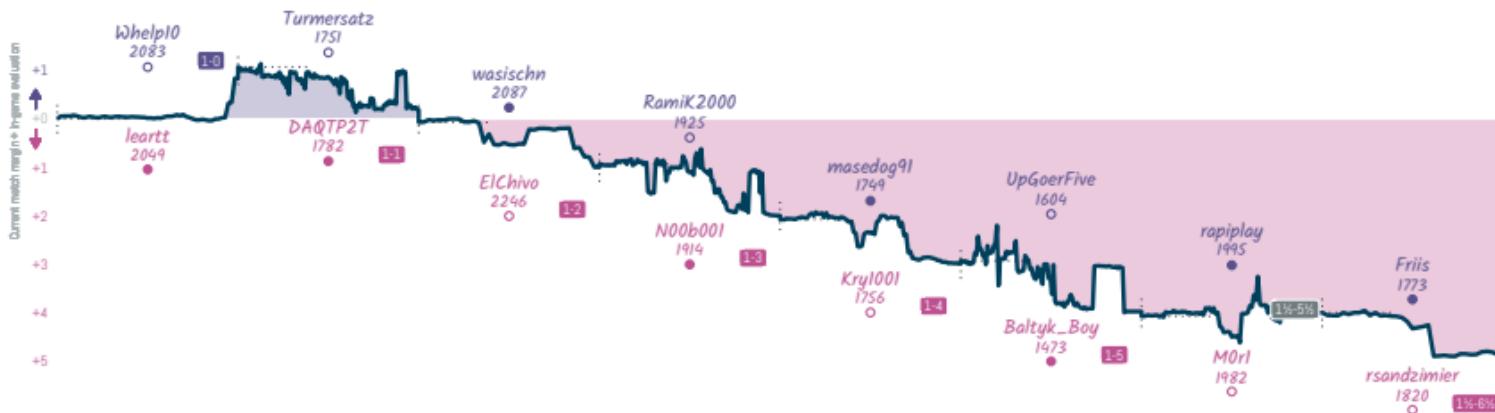
Games

B2	Wed 16:00	B6	Wed 16:00	B1	Thu 18:00	B4	Fri 15:00	B7	Sat 15:00	B8	Sun 18:15	B3	Sun 19:30	B5	Sun 20:00
Whelp10 learnt	1 0	Tummersatz DAQTP2T	0 1	wasischn ElChivo	0 1	RamiK2000 N00b001	0 1	masedog91 Kry1001	0 1	UpGoerFive Baltyk_Boy	0 1	rapiplay M0rl	½ ½	Friis rsandzimier	0 1

wkHEBrcw wuLS9uUg 0My0pSUq 2VvqBvX q20ZMYXJ 739qhoS1 8XKYgBoB 3vnLbB8X

D43 Semi-Slav Defense B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined C47 Four Knights Game C53 Italian Game: Classical Variation, Giuoco Pianissimo B13 Caro-Kann Defense: Exchange Variation C47 Four Knights Game: Scotch Variation Accepted B10 Caro-Kann Defense: Two Knights Attack D30 Queen's Gambit Declined: Traditional Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Quite quiet queens	1½	1	6	1	0	0	0	5h 40m 15s	51.6	8.8%	4.4%	6.1%
Vishy the KID	6½	6	1	1	0	0	0	5h 55m	39.1	4.7%	2.9%	5.8%

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Forking Ridiculous 3 5 Good Knight, My Dears

Games

		Tue 15:00	E2	Wed 13:00	B7	Wed 15:00	B5	Thu 01:00	B8	B4	Fri 23:00	B1	Sat 17:00	B6	Sun 19:00
PharmacistGambit		1	ben3536	1	davegiltinan	½	Bamabeeblebrox	0	shadowedspace	½	Forhavu	0	OneKindKing	0	
Moccy		0	scarff	0	JeffMorris	½	STCLion	1	caodanny	½	Abolizer	1	Kjar	1	KirkD

W5wWI5r5

TCN4D50g

F1ZvhW64

bKShq0PS

P6Y1y181

G0ER4SMH

zdgP5jr0

B51 Sicilian Defense:
Moscow VariationB96 Sicilian Defense:
Najdorf Variation

A45 Indian Defense

A04 Zukertort Opening:
Queen's Gambit InvitationB06 Modern Defense:
Standard DefenseA52 Indian Defense:
Budapest Defense, Adler
VariationC50 Italian Game: Giuoco
Piano

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Forking Ridiculous	3	2	4	1	0	0	1	6h 28m 19s	42.7	7.7%	3.5%	4.2%
Good Knight, My Dears	5	4	2	1	0	0	1	6h 43m 20s	38.6	9.3%	4.5%	2.6%

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Ignorance is Blitz 4½ 3½ No More Lonely Knights

Games

B3	Wed 17:00	B7	Fri 20:00	B4	B6	Sat 13:00	B8	Sat 19:00	B5	Sun 17:00	B2	Sun 19:00	B1	Sun 20:00
wizzywop	0	mgll	½	king_killer27	0F	BarbarAusBiele...	1	RuediQ	1	loungelizard	½	Pauli314	1	Silkthewanderer
Davidc2214	1	Bauernmahlzeit	½	ijazbru	1X	aloo_bhaloo	0	ender_dincer	0	ineptitudeinac...	½	artintd	0	LuzhinAcademy
R1CAHsNB		xgQTmMDx		o8fQAgcE		hKrNIvEh		FHvGIxof		KqsvgaH6		EIZcjYhk		
B32 Sicilian Defense: Kalashnikov Variation		D30 Queen's Gambit Declined		B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Chelyabinsk Variation		D02 Queen's Pawn Game: Chigorin Variation		D12 Slav Defense: Quiet Variation, Schallopp Defense		E73 King's Indian Defense: Normal Variation, Standard Development		D91 Grünfeld Defense: Three Knights Variation, Petrovian System		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ignorance is Blitz	4½	3	1	3	0	1	0	6h 21m 4s	33.3	6.5%	1.9%	4.2%
No More Lonely Knights	3½	1	3	3	1	0	0	5h 41m 42s	38.8	9.2%	3.1%	3.4%

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«dragons» 6 2 NA if only footballers could long castle...

Games

B8	Thu 15:00	B6	Fri 20:00	B7	Fri 20:45	B4	Sat 13:00	B3	B1	Sat 19:00	B2	Sun 14:00	B5	Sun 18:00
david7874	0	sunsetspirits	1	ragnarokgame	1	FaridDz21	1	mo_mo	1X	1	eXoF1343	0	vahid_abazaril	1
zher0	1	tone_fresh	0	regrettablebeet	0	adandel	0	louisbuckland	0F	0	mysonnevercallme	1	topspin15	0
vZXn1E11		MIRq2nia		KAVM17Hw		7Y1HnrWM			SIRGFNYK		qBm0uUON		Gf8Pt0Uy	
C01 French Defense: Exchange Variation		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		C45 Scotch Game: Potter Variation		B60 Pirc Defense			B15 Caro-Kann Defense: Tartakower Variation		A03 Bird Opening: Dutch Variation		B15 Caro-Kann Defense: Tartakower Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
«dragons»	6	5	2	0	1	0	0	5h 30m 11s	42.4	8.5%	3.1%	5%
if only footballers could long castle... there'd be no 0-0	2	2	5	0	0	1	0	6h 25m 16s	50.7	7.8%	2.3%	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 first). '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 14 February 2023.

Overachieving and Underpromoted 4½ 3½ Red Hot Sicilian Preppers

Games

BB	Wed 14:00	BB	Thu 16:00	BB	Fri 18:00	BB	Fri 21:00	BB	Sat 03:00	BB	Sat 18:00	BB	Sat 20:30	BB	Sun 08:00
dama_x_rey	1	Rolihlahla	1	imikacic	0	NLance	1	chessyesmen	½	UnLuckyNiko	0	patk74	1	SlowChess73	0
blindAdrenaline	0	NoviceCitations	0	TheOnoZone	1	darbcock	0	Shrekmastered	½	Lou-E	1	nvasquez	0	kylekorea	1
Jjh6SovI		1X47MJ4b		4kW1P6q0		oaYpZsCr		XIJrwl0s		mSir4vHk		X9u2RvA6		dj43uYQ2	
AD4 Zukertort Opening: Queen's Gambit Invitation		B22 Sicilian Defense: Alapin Variation		D14 Slav Defense: Exchange Variation, Symmetrical Line		B51 Sicilian Defense: Moscow Variation		A57 Benko Gambit Accepted: Modern Variation		B07 Lien Defense: Anti-Philidor, Lien's Cave		B12 Caro-Kann Defense: Advance Variation, Batvinnik-Carls Defense		D09 Queen's Gambit Declined: Albin Countergambit, Fianchetto Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Overachieving and Underpromoted	4%	4	3	1	0	0	0	7h20m12s	33.0	9.1%	1.9%	2.7%
Red Hot Sicilian Preppers	3%	3	4	1	0	0	0	7h43m19s	35.7	6.7%	2.4%	3.2%

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 (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/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 14 February 2023.

French Defence: Qatar Variation 4 4 Team 40

Games

B7	Wed 01:00	B3	Wed 16:00	B1	Thu 19:00	B5	Fri 20:00	B8	Sat 10:30	B2	Sat 20:00	B6	Sun 17:30	B4	Sun 18:30
rickerw	0	Meeklydim	1	HoudinicisMedicis	1	PatchyThePirate	1	Ione_rangerheavy	0	KnightFury21	1	Ptro	0	FourLanChurro	0
Deep_Meep	1	cristoper	0	Josue_Richard	0	p_s_q	0	Tomato_Xplosion	1	SundanceXLC	0	bobsouzabr	1	BradyW23	1
dvon5z8b		xk8p6Uhm		WDnjOeuY		4r40puZv		GeDVMnHE		qP05pZX		mnQ05pZX		Yhcbrc5e	
B32 Sicilian Defense: Open		C02 French Defense: Advance Variation, Main Line		C18 French Defense: Winawer Variation, Advance Variation		B23 Sicilian Defense: Closed		B01 Scandinavian Defense: Main Line		D15 Slav Defense: Chameleon Variation		D11 Slav Defense: Modern Line		D43 Semi-Slav Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
French Defence: Qatar Variation	4	4	4	0	0	0	0	6h 29m 36s	41.9	8.1%	2.5%	4.7%
Team 40	4	4	4	0	0	0	0	6h 58m 52s	40.5	9.5%	3.1%	3.9%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown at the end). '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 14 February 2023.

All We Have to Play With Are Squirrel...

4 4 We'll sue for the mod yacht if we don...

Games

B1	Thu 20:00	B7	Fri 00:00	B6	Fri 15:00	B8	Fri 21:30	B3	Sat 17:00	B4	Sat 23:00	B5	B2	Sun 18:00	
JoshuaLang	1	spor3	1	Sebomir	0	The_mystery4321	0	CanIUndoThatMove	0	DrVonGoosewing	1	pafiedor	0F	timothyha	1
Lelouch_Vi_Bri...	0	Webmaster429	0	Clarinetref	1	MeChamoLegend	1	LittleEggplants	1	thepaul1	0	samhagen	1X	irongalaxy	0

HHTj6qaQ

jplWYi32

ayMYuFzP

5QM8sOCg

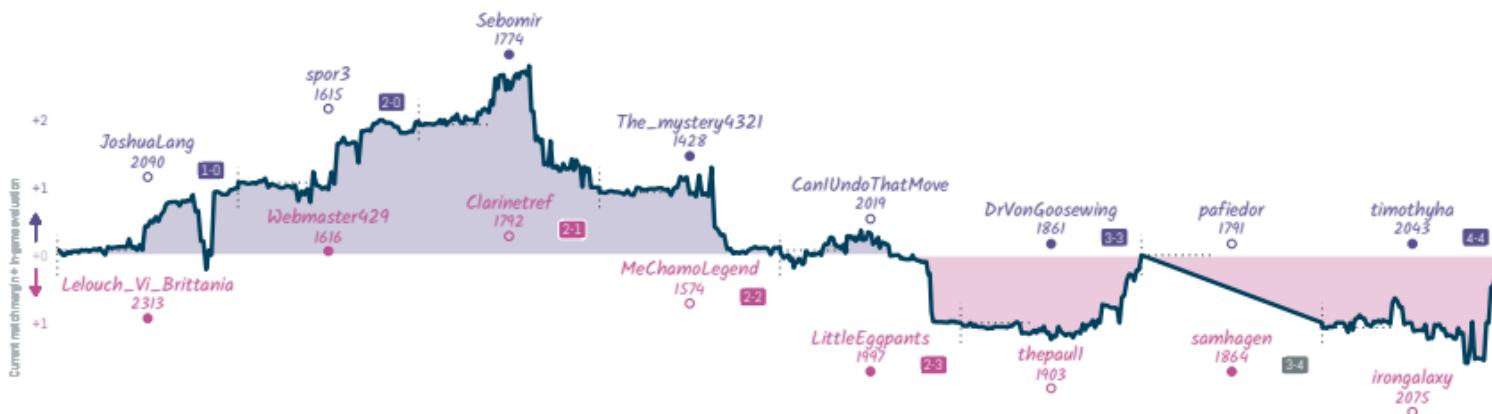
qFuHTASb

cm9Byqr5

yCmdbkQK

B80 Sicilian Defense:
Najdorf VariationB11 Caro-Kann Defense: Two
Knights Attack, Mihailo
Variation, Retreat LineB13 Caro-Kann Defense:
Exchange VariationB17 Caro-Kann Defense:
Karpov VariationB00 French Defense:
Horwitz Attack, Papa-Tiulat
BambitE18 Queen's Indian Defense:
Classical Variation,
Traditional VariationB14 Caro-Kann Defense:
Panov Attack

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
All We Have to Play With Are Squirrels and Rocks	4	4	3	0	0	1	0	7h 32m 27s	45.0	8.1%	3.7%	4.4%
We'll sue for the mod yacht if we don't win	4	3	4	0	1	0	0	7h 38m 18s	50.8	10.7%	3.7%	5.6%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time and, if unplayed, by their 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 14 February 2023.

Hans Off My King! 4 4 My pawns are sweaty, knights weak, ro...

Games

B7	Tue 21:00	B4	B8	Thu 19:00	B2	Thu 21:00	B1	Fri 20:00	B6	Sat 20:00	B3	Sun 06:00	B5	Sun 09:00
johnchess2	0	mynameismund	362	r4do5	1	Think_Slow_Mov...	1	antazhi8	0	Elodonor	1	BrandrokID	0	
jcarmody	1	lupo_jones	362	wernervolkmann	0	pulsar512b	0	barax	1	gevalanche20	0	Timvier	1	1

3E1qVwqQ

IcUkpzYf

KLH2AJlu

GeyToaab

Xws4y7DI

qgZpaJYK

BMVolM3o

C47 Four Knights Game:
Scotch Variation AcceptedC54 Italian Game: Classical
Variation, Gracchus Gambit,
Traditional LineC50 Italian Game: Hungarian
DefenseB21 Sicilian Defense:
Smith-Morra Gambit
Accepted, Paulsen
FormationC53 Italian Game: Classical
Variation, Gracchus GambitB01 Scandinavian Defense:
Grünfeld VariationCBB Ruy Lopez: Marshall
Attack, Modern Main Line

Story



Stats

Team

Hans Off My King!

My pawns are sweaty, knights weak, rooks are heavy, I've blundered my bishop already

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
4	3	3	1	0	0	1	6h 35m 45s	40.3	6.6%	5.5%	2.8%
4	3	3	1	0	0	1	6h 24m 11s	44.6	10%	3.8%	2.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P) win/draw/loss (forfeit); - (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 14 February 2023.

Blunders and Wonders 4 4 Who cares about the name?

Games

B6	Tue 17:00	B3	Wed 22:00	B1	Fri 18:00	B5	Fri 20:00	B7	Sat 12:15	B8	Sat 13:00	B4	Sat 16:00	B2	Sun 11:00
MomoSapiens	1	jk_182	½	Ahedrista	1	izcms02	1	joehan	½	mrGoodparty	0	keresch	0	Gustavkar	0
Birdsell	0	AsdrubalBarca	½	bwienke	0	destroyer11758	0	supertoby	½	Crazywane254	1	Bone-Collector	1	Underkkover	1

B65 Gürkfeld Defense:
Exchange Variation, Modern
Exchange Variation

C02 French Defense:
Advance Variation,
Milner-Barry Gambit

C53 Italian Game: Classical
Variation, Glucko Pianissimo

E10 Indian Defense:
Anti-Nimzo-Indian

C00 French Defense:
Horwitz Attack, Papa-Tiuliat
Gambit

D02 Queen's Pawn Game:
Zukertort Variation

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

C46 Three Knights Opening:
Steinitz Defense

91JvasbY

bhOSBUFS

ci011sef

2cy780qm

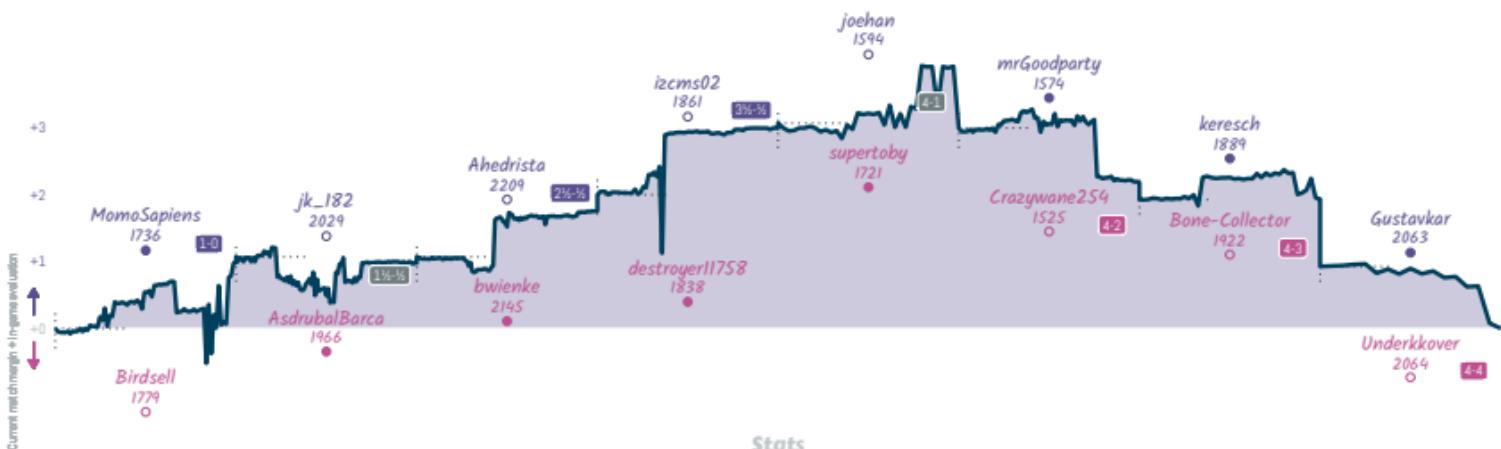
WgpezTfJ

CXQDPBBrR

oxquwoAH

pr6h1sqA

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunders and Wonders	4	3	3	2	0	0	0	5h 43m 39s	40.3	6.3%	1.2%	5.5%
Who cares about the name?	4	3	3	2	0	0	0	5h 36s	44.1	7.8%	3.1%	4.3%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(P)W/L/D' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each 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 14 February 2023.

Accelerated Sloths 4 4 These Chess Puns Are Getting Stalemate

Games

B3	Tue 19:00	B7	Thu 19:30	B8	Fri 17:00	B4	Sat 13:30	B2	Sat 13:00	B6	Sat 15:00	B5	Sun 10:00	B1	Sun 19:15
Zubenelgenubi	0	ipr	0	T_Taylor	1	rodekio	1	VicPez	1	stevenlongs	0	Thooorin	5	IsoVulpes	5
cathode-ray-jepsen	1	boinetcnicolas	1	rafaelnajera	0	Minot	0	GroneN	0	cinemashow	1	Jjames1	5	yago666	5
1mx1bsg3		qOSH4HYB		eZezaPIS		bV6eL5L		wlfLALBe		W18Fp1oN		MDdZLR26		txLKgEJk	
C43 Russian Game: Modern Attack		B12 Caro-Kann Defense: Advance Variation, Botwinnik-Carls Defense		B38 Sicilian Defense: Accelerated Dragon, Mardczyk Bind		A59 Benko Gambit		A36 English Opening: Symmetrical Variation, Bonnink System Reversed, with a3		C53 Italian Game: Classical Variation, Grace Gambit		C11 French Defense: Steinitz Variation, Boleslavsky Variation		B76 Sicilian Defense: Dragon Variation, Yugoslav Attack, Panov Variation	

Story



Stats

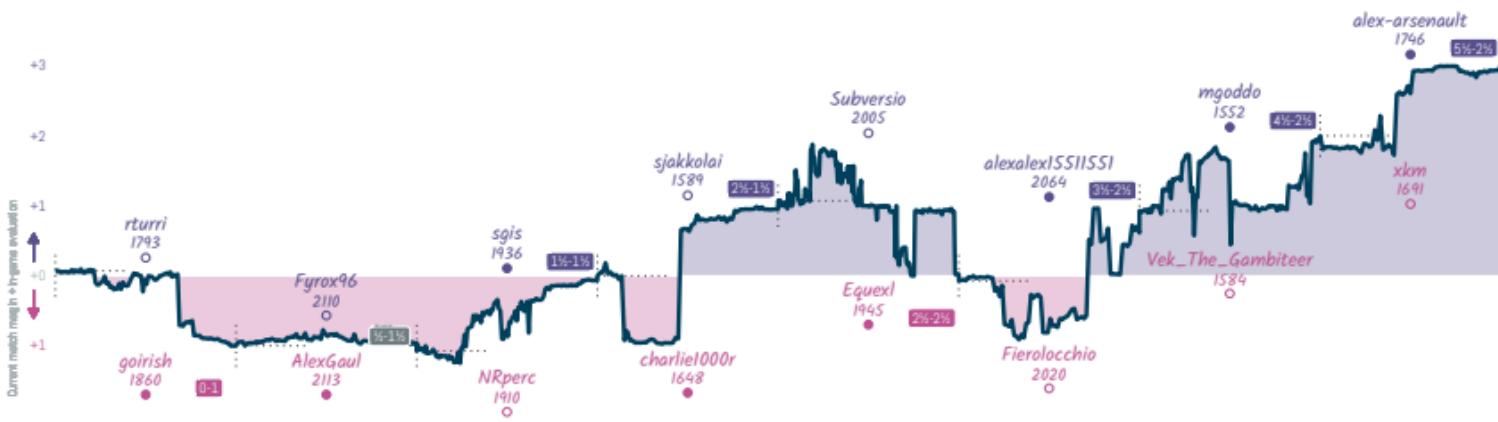
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Sloths	4	3	3	2	0	0	0	8h 53m 47s	42.7	7.2%	3.1%	3.7%
These Chess Puns Are Getting Stalemate	4	3	3	2	0	0	0	8h 39m 35s	43.4	9.7%	2.5%	5.9%

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 14 February 2023.

Games

B5	Wed 18:00	B1	Wed 19:00	B4	Thu 20:00	B7	Fri 19:00	B3	Fri 23:00	B2	Sat 09:15	B8	Sun 18:00	B6	Sun 19:00
turni	0	Fyrox96	%	sgis	1	sjakkolai	1	Subversio	0	alexalex15511551	1	mgoddo	1	alex-ersenault	1
goirish	1	AlexGaul	%	NRperc	0	charlie1000r	0	Equexl	1	Fierolocchio	0	Vek_The_Gambiteer	0	xkm	0
SMFwayfd		IapcAtW1		PuVQE7uZ		G7A0LgSJ		qnAX5Za3		vEHaMLgp		G1KQ90h8		zRw0DGHU	
B10 Caro-Kann Defense: Two Knights Attack		E06 Catalan Opening: Closed		C10 French Defense: Rubinstein Variation, Blackburne Defense		A32 English Opening: Symmetrical Variation, Anti-Benoni Variation, Sciclianien Defense		B12 Caro-Kann Defense: Maroczy Variation		C47 Four Knights Game: Scotch Variation Accepted		B11 Caro-Kann Defense: Advance Variation, Short Variation		A43 Benoni Defense: Old Benoni	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Lion Ding	5%	5	2	1	0	0	8h 29m 13s	45.6	5.8%	2.9%	4.6%	
What a blunderful World	2%	2	5	1	0	0	7h 19m 41s	50.3	8.5%	2.9%	5.4%	

NOTE: Games in all play and non-öffentlichen formats have hypothesized 0 games in the day/night timeslots, as all games are played in the match, both sides are assigned as the home team, and the match is assumed to start from left to right by the time a game started, then shown in UTC. The *start* and *end* times represent the difference between each team's overall match score, assuming each game's *start* time is recorded by the home team's broadcast availability, while the *win* is shown in UTC.

Is Everyone down with Lichess.org or ... 3 5 panic at the d4

Games

B3	Thu 04:00	B1	Thu 19:00	B8	Fri 20:00	B2	Sat 00:00	B5	Sat 18:00	B7	Sun 16:00	B4	Sun 16:00	B6	Sun 18:00
seb32	1	Qudit	%	Lexgrad	%	Chewbacca_Defense	0	Jonamatron	0	AsturOn	0	MrScribbles	0	Gingersquirrel...	1
nit246	0	tommeketoch	%	danimal_t	%	dmg1979	1	PaulWithAnS	1	The_Red_Joker	1	highcup	1	militarian	0

61Hx4PUF

BGHSx66C

fgYou81T

3kExJHTA

uRfpRu0w

wIrQRPDK

a5S0Z6Xy

JGcLzX7G

C70 Ruy Lopez: Margoly Defense, Caro Variation

D97 Grünfeld Defense: Russian Variation, Byrne Variation

E07 Catalan Opening: Closed

E20 Nimzo-Indian Defense: Kmoch Variation

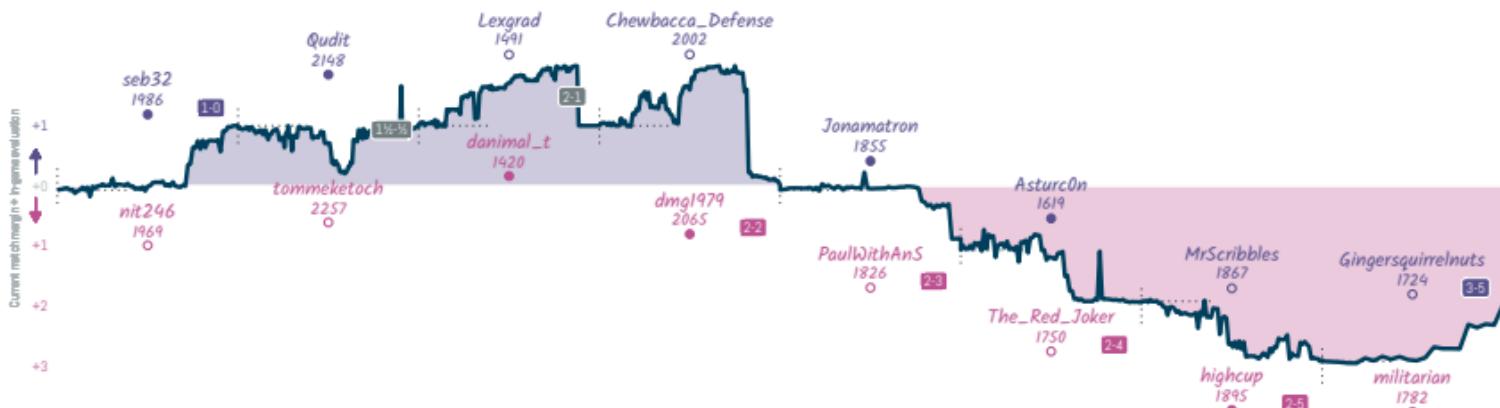
C50 Italian Game: Giuoco Piano

C02 French Defense: Advance Variation, Ninzwitsch System

B17 Caro-Kann Defense: Kagev Variation

CB3 Ruy Lopez: Schliemann Defense, Tartakower Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Is Everyone down with Lichess.org or is it just me? ... panic at the d4	3	2	4	2	0	0	0	7h 24m 13s	48.1	8.1%	3.8%	3.5%
	5	4	2	2	0	0	0	7h 54m 57s	43.9	7%	5.2%	3.2%

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 14 February 2023.

Paul Morpheus 5 3 We are so good that we should be in t...

Games

B2	B8	Fri 15:00	B7	Fri 19:00	B1	Sat 11:00	B3	Sun 15:00	B5	Sun 19:00	B6	Sun 18:30	B4	Mon 04:15	
ks_legion_legi... allyrbsrblngtus	1X 0F	joyvuu_dave ribrubrib	1 0	logitekk thiccclouds	0 1	Chesstrix01 Unbreakable-1	1 0	Sicilian_Offense Geigenzaehler	0 1	pedropablo72 Tranzoo	1 0	kygreek fesklo	0 1	pepepibote Merkava777	1 0

Fdfw2Xqg GvKXg4Tg nVcvzIJH 6kp1LA83 9URVkJ4EJ 14Ccgheo 4Y2W6eP8

B13 Caro-Kann Defense:
Exchange Variation

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

B51 Sicilian Defense:
Moscow Variation

B90 Sicilian Defense:
Scheveningen Variation,
English Attack, with $\text{f}3$

B23 Sicilian Defense: Closed

C02 French Defense:
Advance Variation

D02 Queen's Pawn Game:
Dhigrin Variation

Story



Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Paul Morpheus	5	4	3	0	1	0	0	6h 43m 12s	40.5	7%	2.8%	3.1%
We are so good that we should be in the TCEC	3	3	4	0	0	1	0	6h 4m 13s	43.1	10.8%	3.1%	4.5%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (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 14 February 2023.