

#1 **Dead Pawns Society** 3½ #2 **Londoners against the system** 4½

## Games

B1	Thu 18:00	B7	Thu 19:00	B4	Fri 18:45	B8	Fri 19:30	B3	Sun 17:00	B5	Sun 16:00	B6	Sun 19:00	B2	Sun 21:00
frostypanda37	1	MattHasFun	0	val1313	1	prostidude	0	Astronominoff	1	JustChillJoe	0	Ivory12	½	CrazyMerlyn	0
bufferunderun	0	greysensei	1	Akibart	0	Waxy	1	applebub	0	T0Sharaff8200	1	bushiel23	½	rojazu	1

ah9V479H

wUcjWWQw

rlei4KBG

IQWg9zmI

xli9Kcrh

cwako7tn

PPkLX5BY

Aa8DONV6

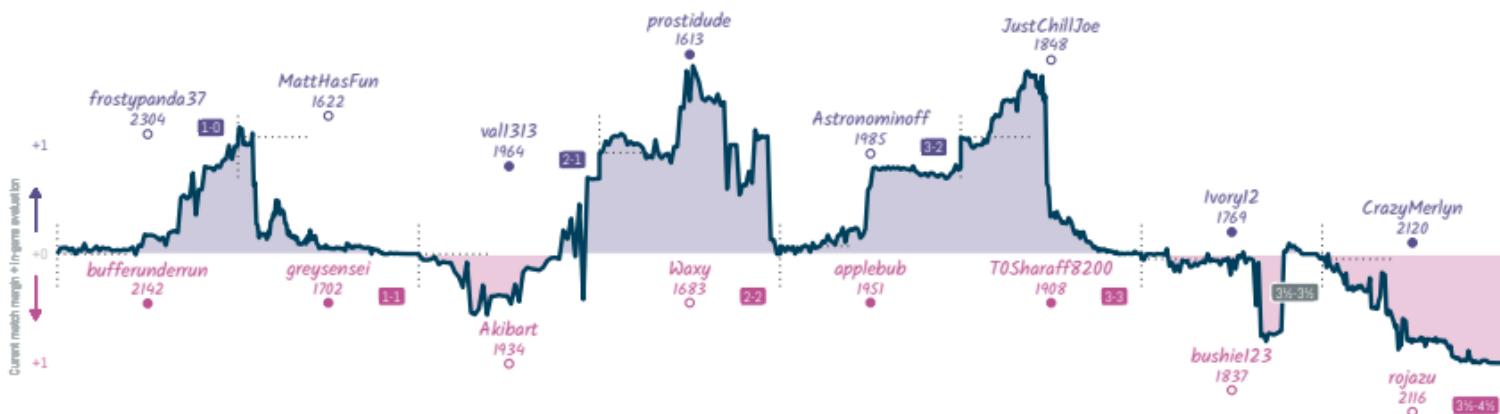
D45 Semi-Slav Defense:  
Main LineB01 Scandinavian Defense:  
Modern VariationD04 Queen's Pawn Game:  
Colle System

C21 Danish Gambit

A07 King's Indian Attack

C44 Scotch Game: Scotch  
Gambit, Advance VariationB10 Caro-Kann Defense:  
Accelerated Panov Attack,  
Modern VariationA20 English Opening: Drill  
Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dead Pawns Society	3%	3	4	1	0	0	0	8h 4m 39s	38.8	5.5%	1.7%	4.1%
Londoners against the system	4%	4	3	1	0	0	0	7h 38m 13s	34.3	6.7%	2.9%	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/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.

#7 **Good Knight, My Dears** | 7 #3 **Lucena's Revenge**

## Games

B1	Wed 18:00	B5	Wed 20:30	B4	Thu 19:00	B8	Fri 21:15	B3	Sat 13:00	B6	Sat 19:00	B2	Sat 20:00	B7	Sun 19:30	
Kjar rise_bishop	0 1	STCLion esersens	0 1	Moccy Drotciv	0 1	caodanny Pughie	0 1	scarff dave3	0 1	JeffMorris SaucySailorJac...	0 1	Abolizer root2	0 1	JeffMorris Thaitanium101	0	1
1y4gL3Jx		z9F1RQez		If9wJkib		uhUmTo4v		qeZBnneQ		X6nLvj1T		gKWWgYCN		GJ1zhep		
D03 Queen's Gambit Declined		D05 Queen's Pawn Game: Colle System		B01 Scandinavian Defense: Gubinski-Malts Defense		D15 Slav Defense: Chameleon Variation, Advance System		C50 Italian Game: Giuoco Pianissimo, Normal		A04 Zukertort Opening: Pirc Invitation		B06 Modern Defense: Pseudo-Austrian Attack		C55 Italian Game: Two Knights Defense, Penneux Variation		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Good Knight, My Dears	1	1	7	0	0	0	0	7h 38m 43s	37.6	10.2%	3.3%	2.5%
Lucena's Revenge	7	7	1	0	0	0	0	8h 44m 49s	24.7	6.6%	3.6%	1.4%

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## #9 My pawns are sweaty, knights weak, ro... 5½ 2½ #4 Why can't I berserk this?

## Games

B5	Tue 19:00	B3	Fri 16:00	B8	Fri 18:45	B2	Sat 17:00	B7	Sat 17:00	B1	Sat 17:00	B6	Sat 17:30	B4	Sun 13:00
Lupo_Jones	%	highcup	1	wernervolkmann	0	pulsar512b	1	thiccclouds	0	yago666	1	fake_switch	1	Timvier	1
Soreby	%	Elodonor	0	chess131969	1	grenbork	0	lepertoe	1	Magagna	0	giziti	0	mgold	0
<b>9q8RACbN</b>		<b>sQX5XQTA</b>		<b>pU55AvRv</b>		<b>AfzoNsMN</b>		<b>cUsw4hDm</b>		<b>z9sdVCmm</b>		<b>XQa7t1t39</b>		<b>1WSYyT73</b>	
B01 Scandinavian Defense: Richter Variation		C53 Italian Game: Classical Variation, Giuoco Pianissimo		C01 French Defense: Exchange Variation, Monza Carlo Variation		D21 Queen's Gambit Accepted: Slav Gambit		B30 Sicilian Defense: Old Sicilian		B23 Sicilian Defense: Brand Prix Attack		A01 Nimzo-Larsen Attack: Modern Variation		B03 Alkhaiev Defense: Exchange Variation	

## Story



## Stats

## Team

My pawns are sweaty, knights weak, rocks are heavy, I've blundered my bishop already  
Why can't I berserk this?

	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
5½	5	2	1	0	0	0	0	7h 19m 16s	40.1	7.3%	2.9%	4.1%
2½	2	5	1	0	0	0	0	8h 30m 2s	48.0	9.6%	2.3%	4.9%

# How to train your accelerated dragon 2½ 5½ #6 Vishy the KID

## Games

B3	Thu 20:00	B7	Fri 17:30	B6	Sat 18:00	B4	Sat 17:00	B2	Sat 20:00	B1	Sat 19:00	B8	Sat 18:30	B5	Sun 15:00
sebb7y	0	kibenur	0	darkfl0me	0	davidthepawn	0	u12912	0	slackwyrm	1	Apidae	½	gorgol	1
M0rl	1	Kry1001	1	DAQTP2T	1	rsandzimier	1	leartt	1	ElChivo	0	Baltyk_Boy	½	Laffguys101	0

YWxWftW1

KxlhtJeN

pwwB7fzy

JNK3CMhg

g84fFymZ

EOohkBfU

9BEpp3NH

DtmQigRz

C06 French Defense:  
Tarrasch Variation, Closed  
Variation, Main LineB01 Scandinavian Defense:  
Branstein VariationA16 English Opening:  
Angle-Indian Defense,  
Queen's Knight VariationE12 Queen's Indian Defense:  
Kasparov-Petrosian  
VariationA30 English Opening:  
Symmetrical Variation

B23 Sicilian Defense: Closed

D02 Queen's Pawn Game:  
Chigorin VariationB12 Caro-Kann Defense:  
Advance Variation, Short  
Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How to train your accelerated dragon	2½	2	5	1	0	0	0	6h 19m 21s	57.6	7.6%	5.7%	6.9%
Vishy the KID	5½	5	2	1	0	0	0	6h 12m 53s	47.4	8%	5.3%	5.7%

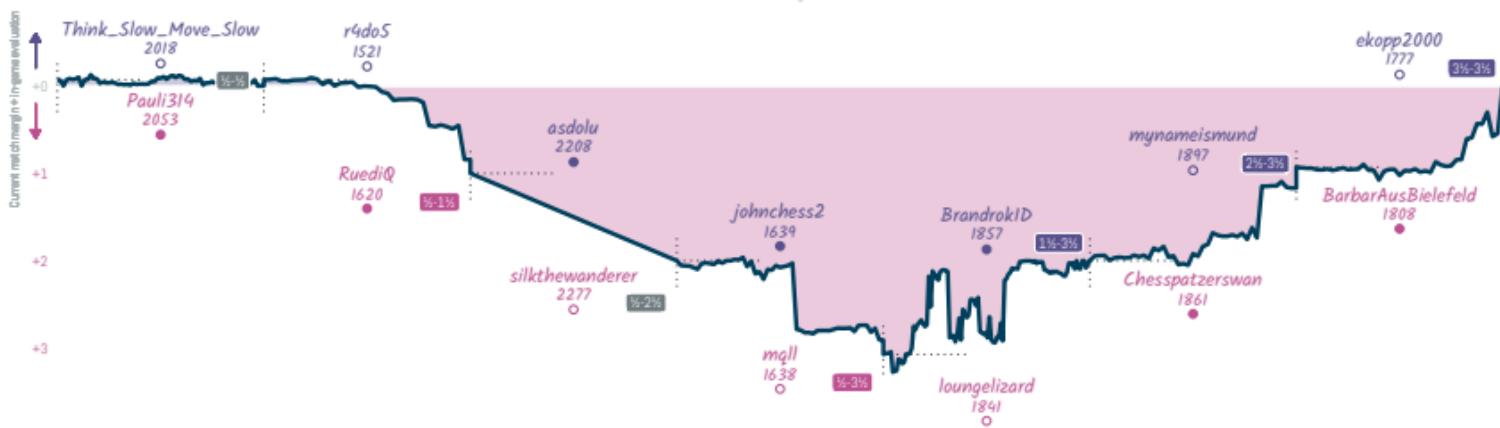
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## #5 Hans Off My King! 4 4 #8 Ignorance is Blitz

## Games

B2	Wed 19:30	B8	Thu 19:00	B1	B7	Fri 20:00	B5	Sat 09:00	B4	Sun 16:00	B6	Sun 17:00
Think_Slow_Mov...	%	r4d05	0	asdolu	0F	johnchess2	0	mynameismund	1	ekopp2000	1	
Pauli314	%	RuediQ	1	silkthewanderer	1X	mqll	1	Brandrok1D	0	Chesspatzerswan	0	BarbarAusBiele...
RT9R1FYL		nA1EkEt0		QKjrgT1		loungelizard		mynameismund		ekopp2000		1
B44 Sicilian Defense: Taimanov Variation		B15 Caro-Kann Defense: Tartakower Variation		D31 Queen's Gambit Declined: Queen's Knight Variation		Chesspatzerswan		Brandrok1D		BarbarAusBielefeld		0

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Hans Off My King!	4	3	2	1	0	1	0	NA	NA%	NA%	NA%
Ignorance is Blitz	4	2	3	1	1	0	0	NA	NA%	NA%	NA%

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# Paranoid Hansdroid 5½ 2½ #10 The Silence of the Pawns

## Games

BB	Wed 00:45	BB	Fri 14:00	B3	Sat 01:00	B2	Sat 15:00	B7	Sun 09:30	B4	Sun 10:00	B1	Sun 15:15	B5	Sun 17:00
PocketKnight39	1	MilsBees	1	ButterPecan	½	ficehal21	½	jurica_c	0	palet_master	1	Rcyx	1	SadFrenchFry	½
SuspendedSeventh	0	Constantin	0	deathmetalled	½	drchessdad	½	RodGammon	1	seius	0	jessehf	0	Arvpas	½
JRQdAhQ		zVQnyGzr		IRh0K1Xu		NVYqo7s1		rzZsmQ1X		nN9gjLWs		hBX2mWAT		PCDPKAuK	
D30 Queen's Gambit Declined: Traditional Variation		E04 Catalan Opening: Open Defense		A40 Dutch Defense: Stonewall Variation, Modern Variation		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		A01 Nimzo-Larsen Attack: Modern Variation		D30 Queen's Gambit Declined		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		B06 Modern Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Paranoid Hansdroid	5%	4	1	3	0	0	0	7h 4m 11s	29.5	7.5%	1.6%	3.1%
The Silence of the Pawns	2%	1	4	3	0	0	0	6h 33m 58s	39.0	11.6%	1.2%	4.4%

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 14 February 2023.

# Overachieving and Underpromoted 3 5 We'll sue for the mod yacht if we don...

## Games

B2	Tue 23:30	B4	Fri 01:00	B8	Sat 13:00	B6	Sat 14:00	B5	Sat 14:00	B3	Sat 19:00	B7	Sun 14:00
NLance	0	patk74	1	dama_x_rey	0	Rivimies	0	imikacic	0	unluckyniko	1X	TheChessArchives	0
irongalaxy	1	thepaul1	0	McChamoLegend	1	Clarinetref	1	samhagen	1	littleeggpants	0F	Lelouch_Vi_Bri...	1
Pm8DxgUs		31aRX110		Kt7jXSJZ		t9wv32nn		sYLhtfn0		RSIRwiBH		I2vrXzMO	
B40 Sicilian Defense: Delayed Alapin Variation		B23 Sicilian Defense: Grand Prix Attack		B08 Pirc Defense: Classical Variation		E20 Nimzo-Indian Defense		A01 Nimzo-Larsen Attack: Classical Variation		D40 Queen's Gambit Declined: Semi-Tarrasch Defense		C80 Ruy Lopez: Open	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Overachieving and Underpromoted	3	2	5	0	1	0	0	6h 1m 38s	48.6	10.7%	2%	3.7%
We'll sue for the mod yacht if we don't win	5	5	2	0	0	1	0	7h 34m 48s	39.3	6.4%	2%	3.7%

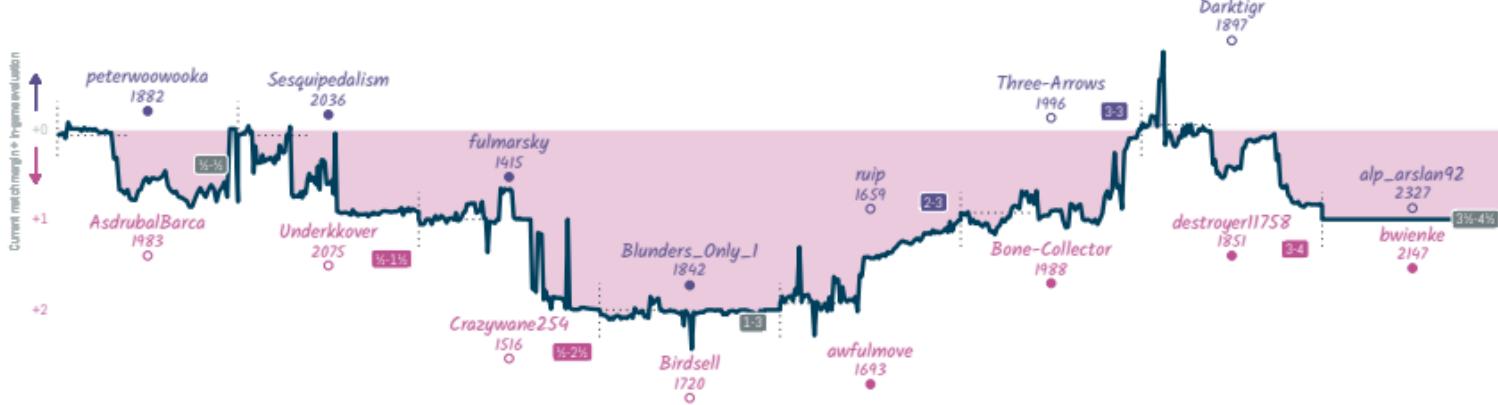
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# How the Grischuk stole Christmas 3½ 4½ Who cares about the name?

## Games

B4	Thu 22:00	B2	Thu 21:00	B8	Sat 16:30	B6	Sat 20:00	B7	Sun 14:30	B3	Sun 18:00	B5	Sun 18:00	B1
peterwoowooka	%	Sesquipedalism	0	fulmarsky	0	Blunders_Only_1	%	ruip	1	Three-Arrows	1	Darktigr	0	alp_arslan92
AsdrubalBarca	%	Underkover	1	Crazywane254	1	Birdsell	%	awfulmove	0	Bone-Collector	0	destroyer11758	1	bwienne
U9gIpMqn		4RAjwG4		cFw3luPN		hSC0Q9yt		WfCEHtHN		VQHS9jBB		u20HD6CH		
B25 Sicilian Defense: Closed		C47 Four Knights Game		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		D34 Tarrasch Defense: Classical Variation, Advance Variation		B07 Pirc Defense		B23 Sicilian Defense: Brandt Prix Attack		A18 English Opening: Mikenasz-Carls Variation		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How the Grischuk stole Christmas	3%	2	3	2	0	0	1 7h 27m 26s	48.0	7.7%	2.6%	5.2%
Who cares about the name?	4%	3	2	2	0	0	1 6h 52m 42s	44.4	7.4%	1.3%	5.5%

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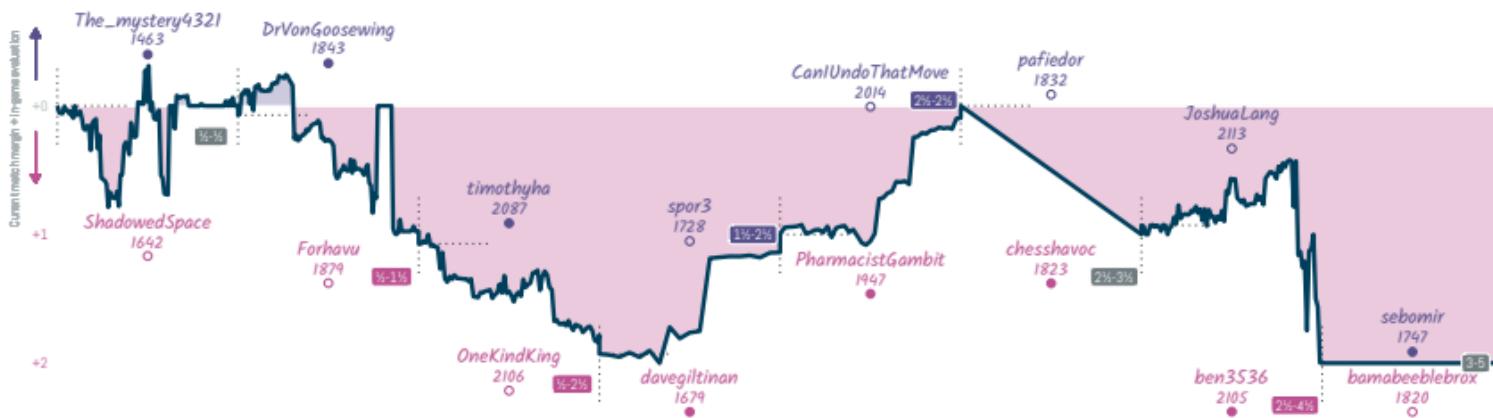
# All We Have to Play With Are Squirrel...

## 3 5 Forking Ridiculous

### Games

BB	Mon 21:30	B4	Tue 20:30	B2	Wed 18:00	B7	Fri 00:00	B3	Sun 02:00	B5	B1	Sun 20:00	B6	
The_mystery4321	%	DrVonGoosewing	0	timothyha	0	spor3	1	CanIUndoThatMove	1	pafiedor	0F	JoshuaLang	0	sebomir
ShadowedSpace	%	Forhavu	1	OneKindKing	1	davegiltinan	0	PharmacistGambit	0	chesshavoc	1X	ben3536	1	bamabeeblebrox
<b>IpBXr7fK</b>		<b>xMREizJP</b>		<b>HHljeghs</b>		<b>4fv64sRa</b>		<b>GjbnzhJU</b>		<b>MZUMN3Hf</b>				<b>%Z</b>
E01 Catalan Opening: Closed		B20 Sicilian Defense: Wing Gambit, Marshall Variation		B10 Caro-Kann Defense: Breyer Variation		B23 Sicilian Defense: Closed, Traditional		B11 Slav Defense: Modern Line		B33 Sicilian Defense: Lasker-Pelikan Variation, Bird Variation				

### 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	3	2	3	1	0	1	1	4h 36m 10s	38.3	8.2%	2.3%	4.6%
Forking Ridiculous	5	3	2	1	1	0	1	4h 38m 52s	34.1	5.9%	4.6%	2.7%

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# Hello, my name is Mikhail Tal, you to... 4 4 Oh no my King!

## Games

B5	Thu 17:00	B8	Fri 17:00	B4	Fri 19:00	B7	Fri 22:00	B2	Sat 14:30	B1	Sat 18:00	B6	Sat 22:00	B3	Sun 19:00
chetmanley	%	UN1137	1	kajoM	%	mojomoe	0	jfarah	1	LeoYee	0	amanlikekennyken	1	Haspelknecht	0
cyclop3000	%	Covni	0	AACtrl	%	easy-money-sniper	1	jwells42	0	ani85	1	Rskyoz	0	Poldi_der_Drache	1

38S2INVg

QeIiwAOP

9c5x8ThB

veo7shje

opuaifq5

m3M9KBOf

J0pxMtGJ

fVzyDSG1

E94 King's Indian Defense:  
Orthodox Variation,  
Positional Defense

D00 Queen's Pawn Game:  
Accelerated London System

D00 Queen's Pawn Game:  
Accelerated London System

C44 Scotch Game: Scotch  
Gambit, Advance Variation

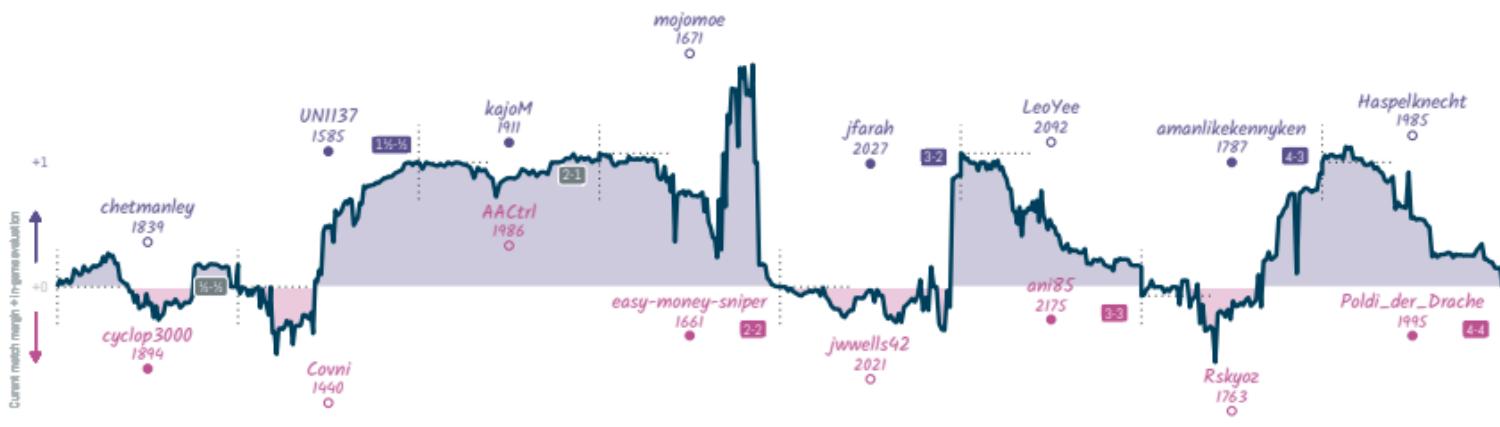
A00 Polish Opening

C29 Vienna Game: Vienna  
Gambit, Bandalben Variation

B22 Sicilian Defense: Alapin  
Variation, Smith-Morra  
Declined

D96 Grünfeld Defense:  
Russian Variation

## 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	3	2	0	0	0	7h 49m 39s	35.0	9.7%	3.3%	3%
Oh no my King!	4	3	3	2	0	0	0	7h 32m 9s	35.8	5.4%	3%	4%

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## Games

B1	Wed 16:00	B6	Thu 17:15	B5	Thu 17:30	B2	Fri 07:00	B3	Sat 09:00	B8	B7	Sat 13:00	B4	Sat 20:00
William oskley	%	MomoSapiens	1	jcurielB5	0	jk_182	%	Gustavkar	0	mrngoodparty	DF	joehan	1	keresch
Razomeck	%	PawnshopRookie	0	chessfefe	1	WilliamShookspair	%	pavermesh	1	osumarko	1X	BigPig93	0	gilbert
ofB3dFJu		tBc5oAwZ		wG4S9Zwv		VPvVLYsV		k5AvPHHA		fa1dCTHr		u7hupCcN		

## B01 Scandinavian Defense: Main Line, Leonhardt Gambit

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

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

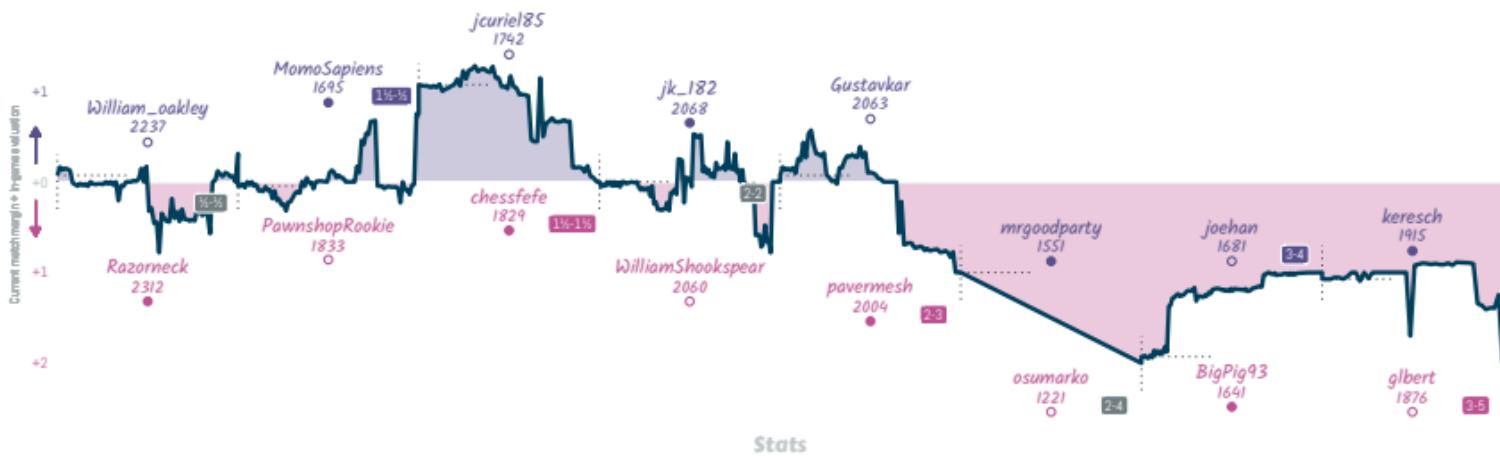
058 Queen's Rabbit

### B71 Sound insulation Data

faUdCTHr

## u7hupCcN

## Story



## Stats

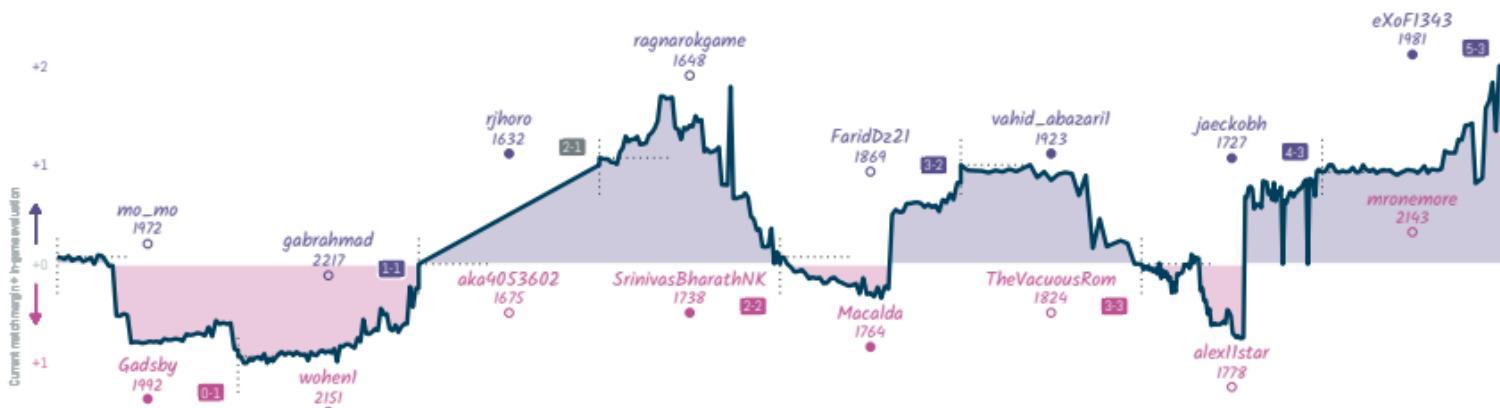
Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunders and Wonders	3	2	3	2	0	1	0	6h 13m 20s	39.3	7.2%	2.3%	5.7%
Live Laugh Blunder	5	3	2	2	1	0	0	5h 53m 47s	36.2	8.7%	2.5%	4.5%

## &lt;&lt;dragons&gt;&gt; 5 3 Here to make amends

## Games

B3	Wed 08:30	B1	Thu 18:00	B8	B7	Fri 15:45	B5	Fri 18:30	B4	Fri 21:00	B6	Sat 20:00	B2	Sun 13:00	
mo_mo	0	gebrahmad	1	rjhor0	1X	0F	ragnarokgame	0	FaridDz21	1	vahid_abazaril	0	jseckobh	1	
Gadsby	1	wohen1	0	aks4053602	0F	SrinivasBharathNK	1	Macalda	0	TheVacuousRom	1	alexllstar	0	mronomore	0
<b>rEOVgBUH</b>		<b>8IIaU4Hr</b>		<b>WAaPH8nq</b>		<b>C45 Scotch Game</b>		<b>ZVzrxQB1</b>		<b>A82KS8ar</b>		<b>TeCzuIBO</b>		<b>XSUZZjdQ</b>	
B33 Sicilian Defense: Accelerated Dragon, Modern Bot4 Variation		B69 Sicilian Defense: Richter-Rauzer Variation, Neo-Modern Variation, Nyazhmedinov Attack				A08 Zukertort Opening: Old Indian Attack				D31 Queen's Gambit Declined Charousek Variation		D04 Queen's Pawn Game: Colle System, Anti-Colle		B33 Sicilian Defense: Lasker-Pelikan Variation, Sveshnikov Variation, Delyatinsk Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
«dragons»	5	4	3	0	1	0	4h 17m 6s	53.7	8.7%	3.4%	6.3%
Here to make amends	3	3	4	0	0	1	6h 15m 5s	53.7	10.6%	2.4%	4.8%

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

# No More Lonely Knights 4 4 Quite quiet queens

## Games

B7	Fri 08:30	B8	Fri 18:00	B6	Fri 19:30	B4	Sat 15:00	B5	Sun 12:00	B2	Sun 15:00	B3	Sun 17:00	B1	
Bauernmahlzeit	%	dnihlt	0	alo0_bhaloo	1	iljazbru	%	ineptitudeinact...	1	Davidc2214	0	Surangad	0	luzhinacademy	1X
Lutin23	%	UpGoerFive	1	Friis	0	RamiK2000	%	Tummersatz	0	Whep10	1	rapiplay	1	artian12	0F

sm0BJENE      tTdKxv3t      1WuxAeel      SjjHebII      YTbH7whY      j9jze7DS      Ht1oF1WI

B02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan  
B13 Caro-Kann Defense: Exchange Variation  
B22 Sicilian Defense: Alapin Variation  
C55 Italian Game: Two Knights Defense, Modern Bishop's Opening  
D37 Queen's Gambit Declined: Barman Variation  
D20 Queen's Gambit Accepted: Central Variation, McDonnell Defense  
D00 Queen's Pawn Game: Accelerated London System, Steinitz Counter-gambit

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No More Lonely Knights	4	2	3	2	1	0	0	4h 25m 25s	56.4	10.4%	2.7%	7.1%
Quite quiet queens	4	3	2	2	0	1	0	3h 44m 56s	44.8	9.3%	3.8%	6%

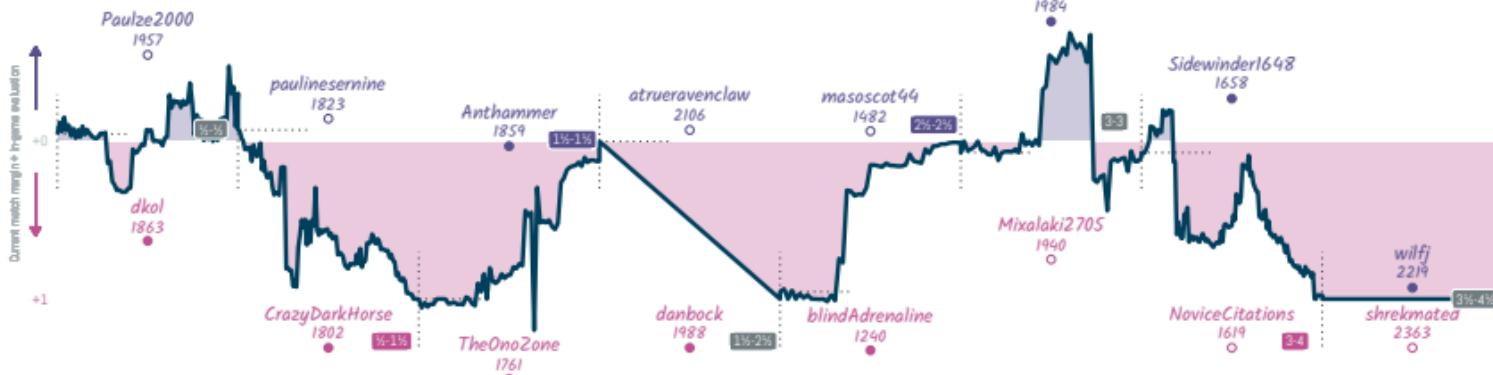
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

# Red Hot Chilli Checkers 3½ 4½ Red Hot Sicilian Preppers

## Games

B4	Wed 14:00	B6	Thu 23:00	B5	Fri 19:30	B2	B8	Sat 17:00	B3	Sat 21:00	B7	Sun 20:00	B1
Paulze2000	%	paulinesernine	0	Anthammer	1	atrueravenclaw	0F	mascot44	1	Wealth_And_Taste	%	Sidewinder1648	0
dkol	%	CrazyDarkHorse	1	TheOnoZone	0	danbcock	1X	blindAdrenaline	0	Mixalaki2705	%	NoviceCitations	1
eNXgM2wP		qamoB5kJ		3FcM4MBA				HtnYyZqy		3yAJDxCu		1GJ17W10	
A10 English Opening: Anglo-Dutch Defense		B21 Sicilian Defense: Smith-Morra Gambit		D02 Queen's Pawn Game: Symmetrical Variation				A36 English Opening: Symmetrical Variation, Bonnink System		C09 French Defense: Tarrasch Variation, Open System, Main Line		B10 Caro-Kann Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Red Hot Chilli Checkers	3%	2	2	2	0	1	1	5h 12m 53s	33.3	6.8%	2.6%	1.7%
Red Hot Sicilian Preppers	4%	2	2	2	1	0	1	5h 13m 38s	34.0	9.8%	3%	2.1%

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 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.

# These Chess Puns Are Getting Stalemate

# 4 4 What a blunderful World

## Games

B7	Mon 20:45	B1	Wed 04:45	B3	Thu 19:00	B2	Fri 20:00	B4	Sun 17:30	B8	Sun 17:00	B6	Sun 20:00	B5	Mon 01:00
z0x	1	chatakkuma	1	cathode-ray-je...	0	GroneN	1	Minet	1	rafaelnajera	0	cinemashow	0	JJames1	0
charlie1000r	0	AlexGaul	0	Fierolocchio	1	Equexl	0	NRperc	0	Vek_The_Gambiteer	1	xkm	1	goirish	1

GgIcJShq

9s5LAb4w

7IDCbXJt

yNfFULU

jr8dj7s1

c8DDB2sk

LN7K9QJN

zTVOWNQA

A02 Bird Opening

D30 Queen's Gambit Declined

B23 Sicilian Defense: Closed, Traditional

B12 Caro-Kann Defense: Advance Variation, Short Variation

D40 Queen's Gambit Declined: Semi-Tarrasch Defense, Pitfalls Variation

B38 Sicilian Defense: Accelerated Dragon, Middlegame Bind

B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation

E19 Queen's Indian Defense: Classical Variation, Traditional Variation, Main Line

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
These Chess Puns Are Getting Stalemate	4	4	4	0	0	0	0	7h 19m 17s	42.0	9.1%	2.9%	3.4%
What a blunderful World	4	4	4	0	0	0	0	7h 46m 19s	40.6	10.1%	2.7%	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/(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.

# Accelerated Sloths 3 4 NA if only footballers could long castle...

## Games

B1	B6	Thu 19:30	B7	Fri 02:00	B5	Fri 16:00	B8	Sat 14:00	B3	Sat 16:15	B2	Sun 13:00	B4	Sun 14:00	
isavulpes	0F	ipr	1	stevenlongs	0	Popel23	0	T_Taylor	1	Popel23	1	VicPez	0	Zubenelgenubi	0
skims	0F	tone_fresh	0	Cryptohardknocks	1	topspin15	1	zher0	0	LouisBuckland	0	mysonnevercallme	1	adandel	1

aecJ2vKP jdCMK1ge d0b6BywW viBbtL8U s0mJ5rCs 7IiQIVIP 2Tg1rB10

B22 Sicilian Defense: Alapin Variation, Smith-Mora Declined  
 B38 Sicilian Defense: Accelerated Dragon, Mardczyk Bind  
 D00 Queen's Pawn Game: Chigorin Variation, Irish Gambit  
 C25 Vienna Game  
 D01 Ruy Lopez: Jobava System  
 A00 Anderssen's Opening  
 A80 Dutch Defense: Hooper Attack

## Story



## Team

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Sloths	3	3	4	0	0	0	0	6h 45m 16s	45.6	9.2%	2.8%	4.8%
if only footballers could long castle... there'd be no 0-0	4	4	3	0	0	0	0	5h 48m 45s	41.0	6%	2.8%	5.6%

## Stats

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.

# French Defence: Qatar Variation 5 3 panic at the d4

## Games

B4	Wed 19:00	B1	Fri 13:00	B2	Fri 22:30	B8	Sat 01:00	B7	Sat 07:00	B6	Sat 15:00	B3	Sat 16:30	B5	Sat 16:00
Dan-Jon	1	HoudinicisMedicis	0	KnightFury21	1	lone_rangerheavy	1	rickerw	0	Ptro	1	Meeklydim	1	PatchyThePirate	0
MaksBroda	0	tommeketoch	1	dmg1979	0	danimal_t	0	Sekanjabin	1	The_Red_Joker	0	The_Wayward_Pr...	0	aeroplano1986	1
<b>XEmqMwIH</b>		<b>ZlxVRWkB</b>		<b>RRQkBenu</b>		<b>DqZznAU</b>		<b>ye4CEkPe</b>		<b>Tpbpx8WC</b>		<b>9plul5oP</b>		<b>xfTzV6eZ</b>	
B02 Alekhine Defense: Two Pawns Attack		E15 Queen's Indian Defense: Fianchetto Variation, Nimzowitsch Variation, Quiet Line		A04 Zukertort Opening: Kingside Fianchetto		D37 Queen's Gambit Declined: Barman Variation		B30 Sicilian Defense: Old Sicilian		D11 Slav Defense: Modern Line		C00 French Defense: King's Indian Attack		B23 Sicilian Defense: Grand Prix Attack	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
French Defence: Qatar Variation	5	5	3	0	0	0	0	6h 21m 26s	37.7	6.7%	5.2%	3.4%
panic at the d4	3	3	5	0	0	0	0	6h 27m 58s	44.4	8.6%	1.9%	5.6%

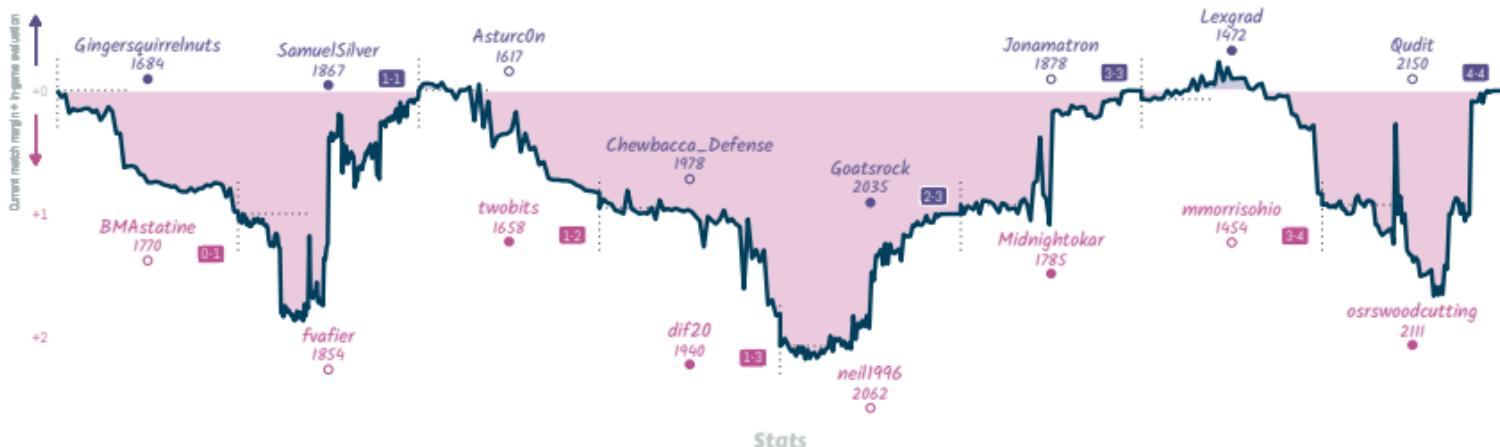
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# Is Everyone down with Lichess.org or ... 4 4 Logical Chess Blunder by Blunder

## Games

BB	Thu 18:00	B4	Thu 17:00	B7	Fri 19:30	B3	Fri 22:00	B2	Sat 08:00	B5	Sat 15:00	B8	Sun 18:00	B1	Sun 22:00
Gingersquirrel...	0	SamuelSilver	1	AsturcOn	0	Chewbacca_Defense	0	Goatsrock	1	Jonamatron	1	Lexgrad	0	Qudit	1
BMastatine	1	fvafler	0	twobits	1	dif20	1	neill1996	0	Midnightokar	0	mmorrisohio	1	osrswoodcutting	0
<b>SRutFFUS</b>		<b>0yP1YKQy</b>		<b>SvGKf1KD</b>		<b>SDu350WG</b>		<b>G48dAy34</b>		<b>wSz1kg1R</b>		<b>yw8o98Kt</b>		<b>t0zX1oh4</b>	
AB8 Benko Gambit Accepted: Fully Accepted Variation		E14 Queen's Indian Defense: Spassky System		DD4 Queen's Pawn Game: Colle System, Anti-Colle		A10 English Opening: Anglo Dutch Defense		A05 Zukertort Opening		C10 French Defense: Rubinstein Variation, Blackburne Defense		B13 Caro-Kann Defense: Exchange Variation		B17 Caro-Kann Defense: Karpov Variation, Modern Variation, Kasparov Attack	

## Story

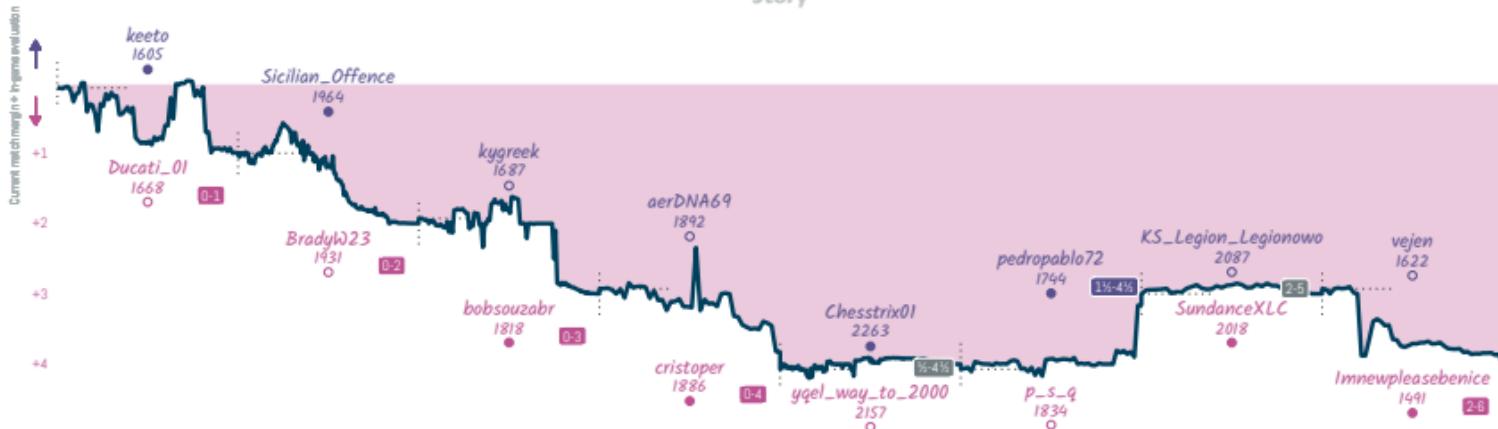


# Paul Morpheus 2 6 Team 40

## Games

B7	Wed 22:00	B3	Thu 19:00	B6	Fri 00:30	B4	Fri 19:30	B1	Sat 15:30	B5	Sun 14:15	B2	Sun 19:30	B8	Sun 21:00
keeto	0	Sicilian_Offence	0	kygreek	0	aerDNA69	0	Chestrix01	%	pedropablo72	1	KS_Legion_Legi...	%	vejen	0
Ducati_01	1	BradyW23	1	bobsouzabr	1	cristoper	1	yqel_way_to_2000	%	p_5_q	0	SundanceXLC	%	Imnewpleasebenice	1
vGVf1NYX		L59gfAzy		pLqY1IP7		k14YdnT6		gK5awu0o		9kt9iBGs		C6WdMJ2s		FNmRSJsx	
B15 Caro-Kann Defense: Camponiano Attack		B00 Queen's Pawn Game: Accelerated London System, Steinitz Counter-gambit		B10 Caro-Kann Defense		B12 Caro-Kann Defense: Mariczy Variation		B90 Sicilian Defense: Najdorf Variation, English Attack		B24 Sicilian Defense: Closed		B11 Slav Defense: Modern Line		B44 Sicilian Defense: Taimanov Variation	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Paul Morpheus	2	1	5	2	0	0	0	7h 5m 2s	38.4	10.3%	2.2%	3.8%
Team 40	6	5	1	2	0	0	0	5h 54m 35s	26.7	7.8%	1.9%	2.2%

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.

# The Lion Ding 5 2 We are so good that we should be in t...

## Games

B8	Tue 18:00	B3	Wed 20:00	B7	Thu 18:15	B6	Thu 19:00	B4	Fri 18:00	B1	B2	Sun 13:00	B5		
Hildingr ribribrib	1 0	sgis Geigenzaehler	1 0	sjakkolai jomaj	1 0	rturni Tranzoo	0 1	speedyjohn fwcj68	1 0	mediocratic allyrbsrlngtus	1X 0F	alexalex15511551 nerja25390	0 1	alex-arsenault merkava777	0F 0F
0Oct6uHSZ		LTMAQXd4		ElPOLCHg		NdbEnxY9		ko5ktMwa				dG6bnBCF			
B30 Sicilian Defense: Nyzohtdinov-Rossolimo Attack		D45 Semi-Slav Defense: Main Line		E30 Nimzo-Indian Defense: Leningrad Variation		C55 Italian Game: Two Knights Defense, Modern Bishap's Opening		C00 French Defense: Horwitz Attack, Papa-Tioulat Bambit				C42 Russian Game: Nimzowitsch Attack			

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
The Lion Ding	5	4	2	0	1	0	0	4h 48m 13s	34.1	8.4%	1.4%	2.8%
We are so good that we should be in the TCEC	2	2	4	0	0	1	0	4h 41m 10s	40.6	10.3%	2.8%	2.3%

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) win/loss/draw, 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.