

## #2 Londoners against the system 4½ 3½ #1 Lucena's Revenge

## Games

B4	Thu 01:00	B1	Fri 17:00	B8	Fri 20:00	B7	Fri 20:00	B3	Sat 10:00	B2	Sat 20:00	B5	Sun 18:00	B6	Sun 20:00
Akibart	1	bufferunderrun	½	greysensei	0	Waxy	1	applebub	1	rojazu	½	TOSharaff8200	0	bushiel23	½
Drotciv	0	Mediocratic	½	Thaitanium101	1	Puglie	0	dave3	0	root2	½	esersens	1	SaucySailorJac...	½
ISaH0FS2		IZqsSNRt		BrpRc0sk		S7NIzF06		HKxkU9aX		148n2yDr		XlaQTF0c		ZzFamjAS	
A45 Indian Defense		C65 Ruy Lopez: Berlin Defense		C24 Bishop's Opening: Vienna Hybrid		D10 Slav Defense		E61 King's Indian Defense: Smyslov Variation		A14 English Opening: Agincourt Defense, Neo-Catalan Declined		C53 Italian Game: Classical Variation, Glouce Pianissimo		A10 English Opening	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Londoners against the system	4	3	2	3	0	0	0	8h 16m 9s	27.5	4.7%	2.5%	1.9%
Lucena's Revenge	3	2	3	3	0	0	0	8h 18m 39s	29.1	8.9%	3.1%	1.4%

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.

#3 **Dead Pawns Society** 5½ 2½ #4 **Vishy the KID**

## Games

B3	Mon 20:30	B1	Tue 18:00	B2	Tue 19:00	B4	Tue 20:00	B7	Fri 13:00	B5	B6	Sat 18:00	B8	Sat 20:00	
Astronominoff	1	frostypanda37	1	CrazyMerlyn	1	val1313	0	MattHasFun	0	justchilljoe	1X	Ivory12	1	prostidude	%
M0rl	0	ElChivo	0	learrt	0	rsandzimier	1	Kry1001	1	kappa78	0F	DAQTP2T	0	Baltyk_Boy	%

**hxHAAj1F****2qEBeiCe****JGFRwmMG****uw6QjB0****POT02zpZ****CgmfuBrM****Fbc4CJVe**B00 Nimzwitsch Defense:  
Colorado Counter-gambitB12 Caro-Kann Defense:  
Mandycz VariationB33 Sicilian Defense:  
Lesko-Pelikan Variation,  
Sveshnikov Variation,  
Chelyabinsk Variation

A45 Trompowsky Attack

B13 Caro-Kann Defense:  
Exchange VariationB32 Sicilian Defense:  
Kalashnikov VariationC42 Russian Game: Italian  
Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Dead Pawns Society	5½	4	2	1	1	0	0	6h 41m 33s	38.1	6.5%	3.9%	3.6%
Vishy the KID	2½	2	4	1	0	1	0	7h 34s	41.2	10.4%	1.6%	4.9%

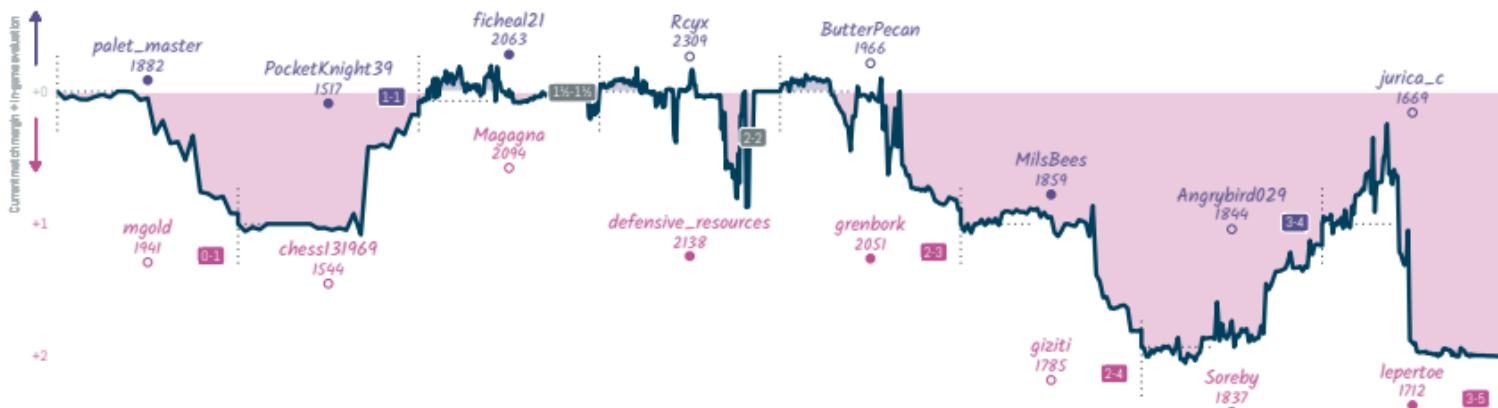
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

## #7 Paranoid Hansdroid 3 #6 Why can't I berserk this?

## Games

B4	Fri 14:15	B8	Fri 19:00	B2	Sat 19:00	B1	Sun 12:00	B3	Sun 13:00	B6	Sun 15:00	B5	Sun 16:00	B7	Sun 20:00
palet_master	0	PocketKnight39	1	ficheal21	5	Rcyx	5	ButterPecan	0	MilsBees	0	Angrybird029	1	jurica_c	0
mgold	1	chess131969	0	Magagna	5	defensive_reso...	5	grenbork	1	giziti	1	Soreby	0	leptoe	1
jbMTfWHRs		JFnMmIVK		u8ypEU31		41Mu3ZnM		KlupvZNS		2TrGDEZd		JJKesolv		LV6e4gKb	
D92 Grünfeld Defense: Three Knights Variation, Hungarian Attack		A48 Queen's Pawn Game: Bary Attack, Grünfeld Variation		B13 Caro-Kann Defense: Exchange Variation		E68 Catalan Opening: Closed		D20 Queen's Gambit Accepted: Central Variation, McDonnell Defense		A45 Trompowsky Attack: Raptor Variation		B90 Sicilian Defense: Najdorf Variation		A48 East Indian Defense	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Paranoid Hansdroid	3	2	4	2	0	0	0	6h 30m 43s	34.0	7.7%	1.9%	3.7%
Why can't I berserk this?	5	4	2	2	0	0	0	7h 26m 32s	28.5	7.4%	3.7%	2.8%

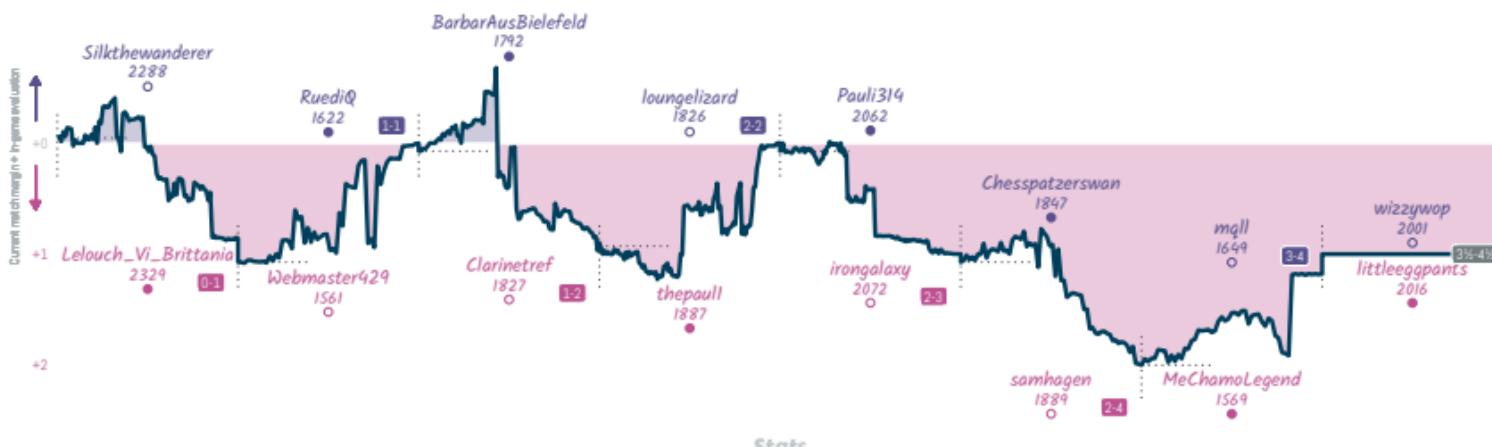
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## #9 Ignorance is Blitz 3½ 4½ #10 We'll sue for the mod yacht if we don...

## Games

B1	Wed 20:30	B8	Fri 18:00	B6	Sat 14:00	B5	Sat 18:30	B2	Sun 18:00	B4	Sun 21:00	B7	Sun 21:00	B3
Silkthewanderer	0	RuediQ	1	BarbarAusBielefeld	0	loungelizard	1	Pauli314	0	Chesspatzerswan	0	mqll	1	wizywop
Lelouch_Vi_Bri...	1	Webmaster429	0	Clarinetref	1	thepoull	0	irongalaxy	1	samhagen	1	MeChamoLegend	0	littleeggpants
7XkkkgW7		FSgx6Wbz		sSwDkTCA		R111rd7G		01ja993e		elqdWKdo		xNcTJ34R		
E77 King's Indian Defense: Four Pawns Attack, Normal Attack		B15 Caro-Kann Defense: Tartakower Variation		B10 Caro-Kann Defense: Apocalypse Attack		B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined		B33 Sicilian Defense: Lasker-Polikan Variation, Sveshnikov Variation, Chelyabinsk Variation		A05 King's Indian Attack: Symmetrical Defense		E73 King's Indian Defense: Averbakh Variation, Flexible Defense		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ignorance is Blitz	3½	3	4	0	0	0	1	6h 39m 56s	30.3	6.5%	1.9%	2.9%
We'll sue for the mod yacht if we don't win	4½	4	3	0	0	0	1	7h 37m	27.8	5.2%	2.6%	2.9%

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#8 **Hans Off My King!** 8 **O Here to make amends**

## Games

BB	B4	Wed 22:30	B7	Thu 01:15	B6	Fri 17:30	B2	Sat 13:00	B1	Sat 21:00	B3	Sat 21:00	B5		
r4do5 aka4053602	1X 0F	mynameismund TheVaciousRom	1 0	awfulmove SrinivasBharathNK	1 0	Hamed997 Macalda	1 0	invinci7777 mrnmore	1 0	antazhi8 wohen1	1 0	gerondon elliotp	1 0	brandrokid alex11star	1X 0F

my8twnRX

1vntDM9u

1pT5BwJj

uM2f8j1H

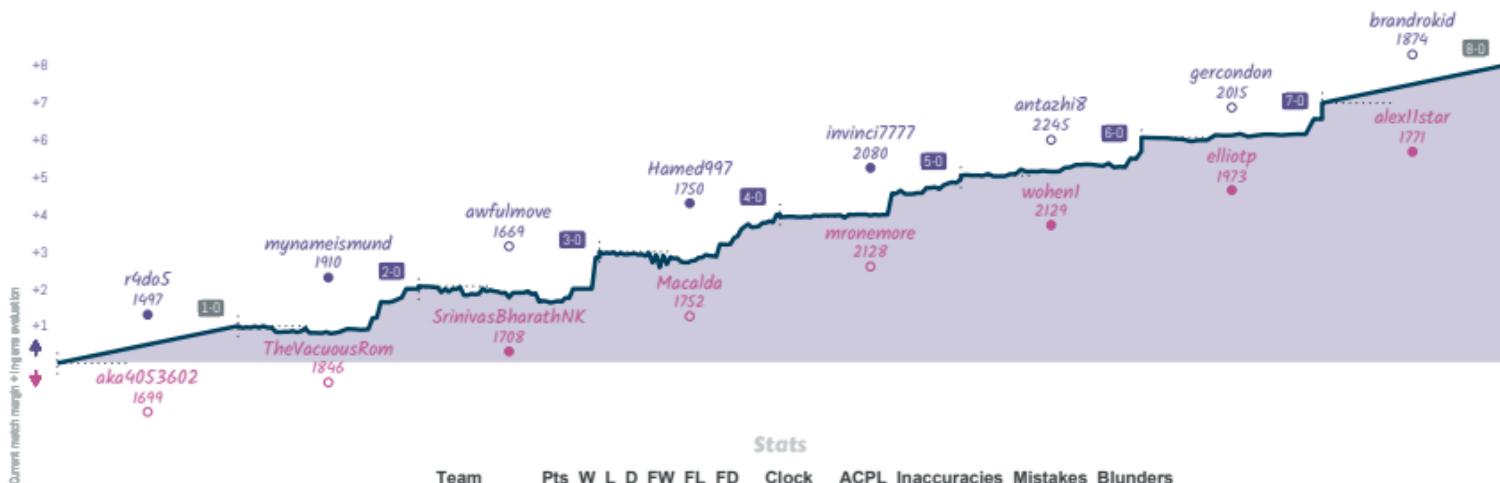
CRvpG6Tm

153VoT4n

E38 Nimzo-Indian Defense:  
Classical Variation, Berlin  
VariationC51 Italian Game: Evans  
Gambit, Anderssen VariationD35 Queen's Gambit  
Declined Exchange  
Variation, Positional  
VariationC77 Ruy Lopez: Murphy  
Defense, Anderssen  
VariationA35 English Opening:  
Symmetrical Variation, Four  
Knights Variation

C47 Four Knights Game

## Story



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## #5 My pawns are sweaty, knights weak, ro... 4½ 3½ The Silence of the Pawns

## Games

B1	Wed 14:00	B6	Thu 18:00	B2	Fri 17:00	B7	Sat 15:00	B5	Sat 17:30	B8	Sat 19:15	B3	Sun 04:00	B4	Sun 10:15
yago666 drchessdad	1 0	Lupo_Jones ConstantIn	½ ½	pulsar512b RSInternecio	0 1	thicclouds RodGammon	0 1	false_switch Arvpas	1 0	wernervolkmann SuspendedSeventh	0 1	avalanche20 deathmetalled	1 0	Timvier seius	1 0
Sm3e9BRF		qzv2CJEA		0eVCharW		yvf0n19T		q91jVeUb		HSo2VVWZ		yA185Q9f		4HpDej1n	
ED4 Catalan Opening: Open Defense		A45 Indian Defense: Reversed Chigorin Defense		C69 Ruy Lopez: Exchange Variation, Elgorig Variation		B00 Queen Defense		C46 Three Knights Opening		C42 Russian Game: Niznitsch Attack		C47 Four Knights Game: Scotch Variation Accepted		D43 Semi-Slav Defense: Anti-Moscow Gambit	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
My pawns are sweaty, knights weak, rocks are heavy, I've blundered my bishop already	4%	4	3	1	0	0	0	6h 51m 22s	32.9	9%	1%	2.9%
The Silence of the Pawns	3%	3	4	1	0	0	0	7h 14m 19s	35.0	8.3%	4.2%	2.2%

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# Good Knight, My Dears 2½ 5½ Overachieving and Underpromoted

## Games

B2	Tue 13:00	B7	Wed 18:00	B4	Wed 17:00	B5	Wed 20:00	B6	Thu 18:00	B3	Sat 15:00	B8	Sat 20:15	B1	
b_elayay NLance	0 1	JeoffMorris SlowChess73	0 1	Moccy patk74	0 1	STCLion imikacic	0 1	JeoffMorris SlowChess73	1 0	scarff UnLuckyNiko	½ ½	caodanny dama_x_rey	1 0	kjar thechessarchives	0F 1X

FCrqnQMU

MAQYceWC

xg8V2hE4

saPVTW7D

JhNYWSnB

VNvmGYqI

Ws2z4hVJ

CB7 Ruy Lopez: Berlin Defense, Río Gambit Accepted

B22 Sicilian Defense: Alapin Variation

C47 Four Knights Game: Scotch Variation Accepted

B27 Sicilian Defense: Katalinov Variation

D00 Queen's Pawn Game: Accelerated London System, Stinitz Counter-gambit

A45 Indian Defense

D02 Queen's Pawn Game: Chigorin Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Good Knight, My Dears	2½	2	4	1	0	1	0	6h 20m 13s	44.7	10.8%	2.8%	5.6%
Overachieving and Underpromoted	5½	4	2	1	1	0	0	5h 37m 5s	42.7	6.5%	3.7%	5%

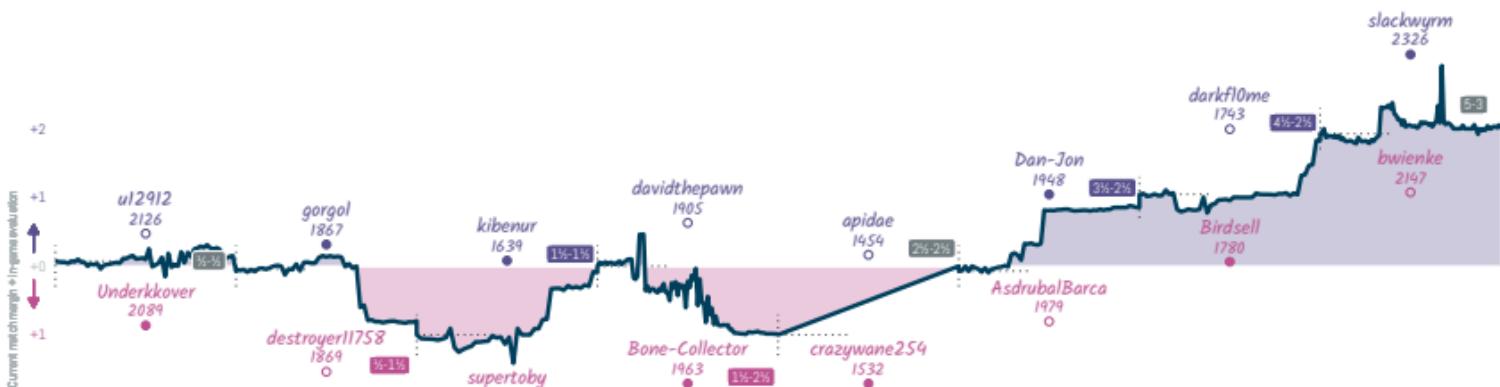
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# How to train your accelerated dragon 5 3 Who cares about the name?

## Games

B2	Wed 18:00	B5	Thu 19:00	B7	Thu 19:00	B4	Sat 01:00	B8	B3	Sat 19:00	B6	Sun 13:00	B1	Sun 16:00
u12912	%	gorgol	0	kibenur	1	davidthepawn	0	apidae	1X	Dan-Jon	1	darkfl0me	1	slackwyrm
Underkover	%	destroyer11758	1	supertoby	0	Bone-Collector	1	crazywane254	0F	AsdrubalBarca	0	Birdsell	0	bwienke
WPgWfK1j		CI4q8lgh		aj4NoeYz		LOU62XTM				12SwtYEq		ltt5qVZB		xVy8Rd7f
C74 Ruy Lopez: Morphy Defense, Modern Steinitz Defense, Siesta Variation		A37 English Opening: Symmetrical Variation, Three Knights, Fianchetto Variation		D15 Slav Defense: Beller Gambit		D91 Grünfeld Defense: Three Knights Variation, Petrosonian System				A09 Risi Opening		A18 English Opening: Mikenas-Carls Variation		B38 Sicilian Defense: Accelerated Dragon, Mordzky Bind

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How to train your accelerated dragon	5	3	2	2	1	0	0	4h 58m 55s	33.9	5.4%	5.4%	3.1%
Who cares about the name?	3	2	3	2	0	1	0	4h 52m 30s	36.4	6.3%	2.2%	4.9%

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# All We Have to Play With Are Squirrel... 3 5 Live. Laugh. Blunder.

## Games

B4	B5	Tue 19:00	B1	Wed 18:30	B7	Fri 17:00	B3	Sat 18:00	B2	Sun 19:00	B8	Sun 21:00	B6		
pafiedor gilbert	0F 1X	DrVonGoosewing chessfefe	1 0	Razorneck	0 1	Sebomir BigPig93	0 1	CanIUndoThatMove pavermesh	0 1	timothyha HippoShaman	5% 5%	The_mystery4321 osumarko	1 0	spor3 pawnshoprookie	52% 52%

t37X3ygM

21Gy0XgW

3kV7d8E5

vXsd54MB

KBAF6oro

USKHFT1xo

B21 Sicilian Defense:  
Smith-Morra GambitB10 Caro-Kann Defense: Two  
Knights AttackD15 Slav Defense: Three  
Knights Variation

A45 Trompowsky Attack

D78 Neo-Grünfeld Defense:  
Classical Variation, Original  
Defense

A45 Indian Defense

## 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	5h 16m 13s	54.2	11.2%	2.8%	3.6%
Live. Laugh. Blunder.	5	3	2	1	1	0	1	4h 38m 36s	51.9	8.4%	0.8%	4.8%

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# Forking Ridiculous 3½ 4½ Hello, my name is Mikhail Tal, you to...

## Games

B1	Wed 23:30	B5	Thu 23:00	B2	Sat 14:00	B4	Sat 15:30	B3	Sun 20:00	B6	Sun 21:30	B7	Mon 01:00	B8
ben3536	%	Bamabeeblebrox	0	OneKindKing	1	Forhavu	0	PharmacistGambit	0	chesshavoc	1	davegiltinan	%	ender_dincer
LeoYee	%	chetmanley	1	jfarah	0	kajom	1	Haspelknecht	1	amanlikekennyken	0	mojomoe	%	un1137

RrV9tnq8

heWtGC1T

iorwcJBC

qZE1x1HG

TMw3qNdt

Z70WRzG4

xlc9xbAZ

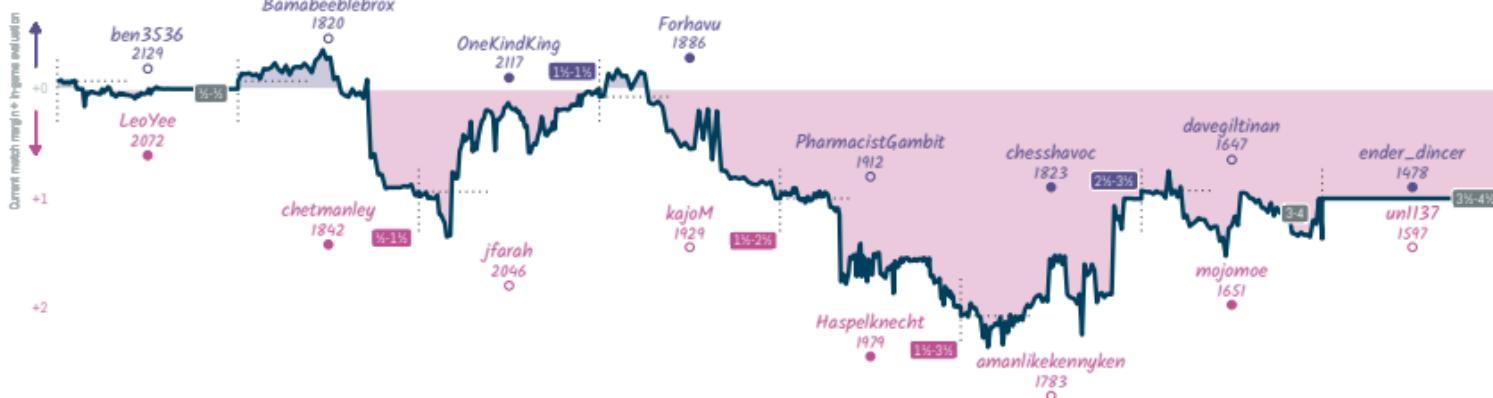
B15 Caro-Kann Defense:  
Tartakower Variation

B06 Modern Defense

A02 Bird Opening

C33 King's Gambit Accepted:  
Bishop's GambitE04 Catalan Opening: Open  
Defense, Modern Sharp  
VariationB23 Sicilian Defense: Brand  
Prix AttackC65 Ruy Lopez: Berlin  
Defense

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Forking Ridiculous	3%	2	3	2	0	0	1	5h 44m 39s	42.7	9%	3.9%	2.2%
Hello, my name is Mikhail Tal, you to... die	4%	3	2	2	0	0	1	6h 44m 30s	38.6	7.9%	3.6%	2.9%

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.

# No More Lonely Knights 3½ 4½ Red Hot Chilli Checkers

## Games

B3	Wed 01:00	B1	Wed 17:00	B7	Fri 12:45	B8	B6	Sat 16:00	B5	Sun 07:30	B4	B2	Sun 17:15	
Surangad	0	ChessInsomniac	½	Bauernmahlzeit	0	dnhlbt	1X	0	aloobhaloo	0	ineptitudeinac...	1	ijazbru	0
Wealth_And_Taste	1	wilfj	½	Sidewinder1648	1	masoscot44	0F	1	paulinesernine	0	Anthammer	0	paulze2000	1
<b>8w9BHbgU</b>		<b>JQFTg2a3</b>		<b>IKoPPe8x</b>		<b>E7pA47JU</b>		<b>MsuxJRck</b>		<b>ipnTLGzX</b>		<b>Davidc2214</b>	0	
Ad4 Zukertort Opening: Dutch Variation		C47 Four Knights Game: Scotch Variation Accepted		B15 Caro-Kann Defense: Camponanes Attack		B12 Caro-Kann Defense: Advance Variation, Bonniville-Carls Defense		B31 Sicilian Defense: Nyazhmetdinov-Rosolimo Attack, Fianchetta Variation		B94 Sicilian Defense: Najdorf Variation				

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
No More Lonely Knights	3½	1	4	1	2	0	0	5h 29m 22s	37.4	5.7%	2.8%	3.6%
Red Hot Chilli Checkers	4½	4	1	1	0	2	0	6h 24m 26s	29.1	5%	3.2%	2.5%

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

## &lt;&lt;dragons&gt;&gt; 4 4 Oh no my King!

## Games

B3	Mon 19:00	B5	Tue 18:00	B2	Wed 10:30	B7	Thu 20:45	B8	Fri 14:30	B4	Sat 19:15	B1	Sat 20:00	B6	Sun 16:00
mo_mo	1	FaridDz21	1	eXoFl343	1	ragnarokgame	1	rjhor0	0	vahid_abazaril	0	gabrahmad	0	ekopp2000	0
Poldi_der_Drache	0	cyclop3000	0	Elodonor	0	Nairwolf	0	Covni	1	AACtr1	1	SycoraxCirce	1	Rskyoz	1
<b>8HWhYnc1</b>		<b>4IFysfzc</b>		<b>ndceM07T</b>		<b>U24s1G8Z</b>		<b>1VXc6Y5v</b>		<b>53w7VM10</b>		<b>zDDJ1X4D</b>		<b>ULuK5Afs</b>	
B01 Scandinavian Defense: Modern Variation		A45 Trompowsky Attack		A01 Nimzo-Larsen Attack: Modern Variation		C88 Ruy Lopez: Dosed, Anti-Marshall		A84 Dutch Defense		A40 Queen's Pawn Game: Modern Defense		D37 Queen's Gambit Declined: Three Knights Variation		B13 Caro-Kann Defense: Panov Attack	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
«dragons»	4	4	4	0	0	0	0	5h 57m 29s	46.7	9.5%	4.2%	5%
Oh no my King!	4	4	4	0	0	0	0	7h 32s	48.5	8.4%	3.4%	6.1%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': '(?)/W/L/D/L' (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: teams 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 5½ 2½ Red Hot Sicilian Preppers

## Games

B4	Wed 17:15	B2	Wed 21:45	B8	Fri 17:00	B7	Sat 02:00	B3	Sat 14:00	B1	Sat 16:00	B6	Sat 15:30	B5	Sun 19:00
g4lois mvasquez	1 0	KnightFury21 danbcock	1 0	lone_rangerheavy blindAdrenaline	1 0	rickerw NoviceCitations	0 1	Meeklydim Salah_legend	1 0	HoudinicisMedicis Shrekmatied	½ ½	Ptro NickR98	0 1	PatchyThePirate TheOnoZone	1 0
<b>06oZU8W1</b>		<b>CV2Xc2QF</b>		<b>tItyCRvs</b>		<b>HbNafye5</b>		<b>g5F9vAVr</b>		<b>aVv3Wa1K</b>		<b>Q1qRY2B7</b>		<b>KVQH5Y5d</b>	

B12 Caro-Kann Defense: Advance Variation, Short Variation

D01 Rapport-Jobava System

A01 Nimzo-Larsen Attack: Modern Variation

E81 King's Indian Defense

B01 Scandinavian Defense: Bronstein Variation

E49 Nimzo-Indian Defense: Normal Variation, Botvinnik System

B12 Caro-Kann Defense: Advance Variation, Tal Variation

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

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
French Defence: Qatar Variation	5½	5	2	1	0	0	0	5h 56m 28s	36.3	9.8%	1.3%	3.3%
Red Hot Sicilian Preppers	2½	2	5	1	0	0	0	6h 30m	45.5	8.5%	5.2%	4.3%

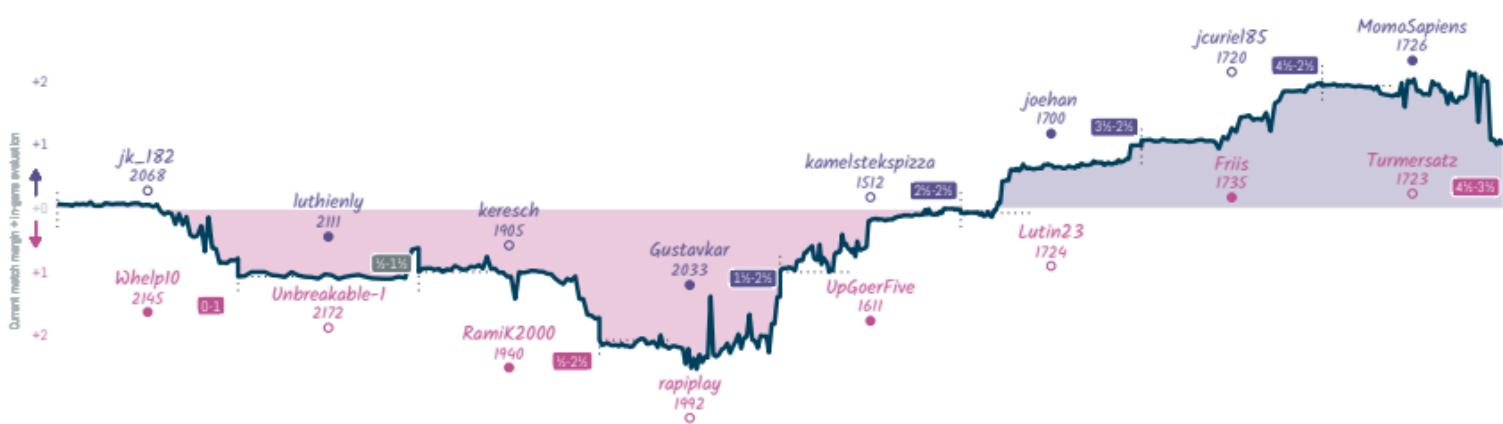
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

# Blunders and Wonders 4½ 3½ Quite quiet queens

## Games

B2	Wed 12:15	B1	Fri 17:00	B4	Fri 18:00	B3	Fri 17:00	B8	Fri 18:30	B7	Sat 14:30	B6	Sat 16:00	B5	Sun 09:00
jk_182 Whelp10	0 1	luthienly Unbreakable-1	% %	keresch RamiK2000	0 1	Gustavkar rapiplay	1 0	kamelstekspizza UpGoerFive	1 0	joehan Lutin23	1 0	jcuriel85 Fris	1 0	MomoSapiens Turmersatz	0 1
KqPX8in9		3GZ1v1JT		yFWDBnLw		cG7VcJDT		HLRU6Fa7		qnK11zQQ		EItiyYXCF		CHT4XY7z	
CB2 Ruy Lopez: Open, Dilworth Variation		B51 Sicilian Defense: Moscow Variation		D45 Semi-Slav Defense: Main Line		A96 Dutch Defense: Classical Variation, Hulst Variation		D45 Semi-Slav Defense: Main Line		B13 Caro-Kann Defense: Exchange Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		CB2 Ruy Lopez: Closed; Flair System	

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunders and Wonders	4%	4	3	1	0	0	0	5h 39m 16s	38.3	8.3%	4.6%	3.8%
Quite quiet queens	3%	3	4	1	0	0	0	5h 2m 31s	45.0	10%	3.8%	5.4%

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

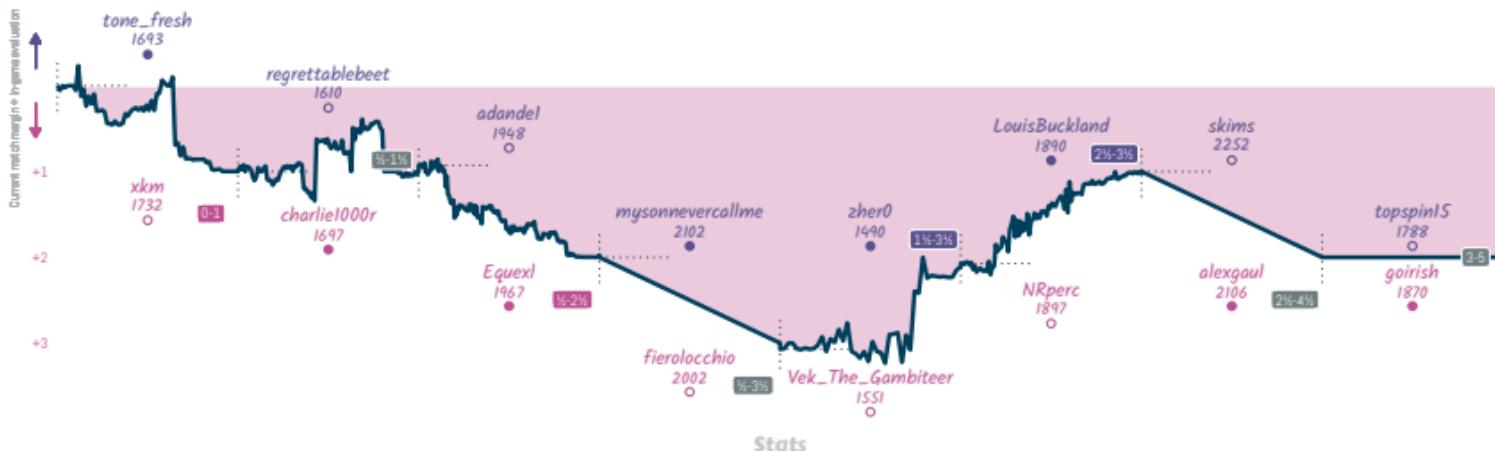
## NA if only footballers could long castle...

## 3 5 What a blunderful World

## Games

B6	Wed 02:00	B7	Sat 19:00	B3	Sun 03:00	B2	B8	Sun 13:00	B4	Sun 15:00	B1	B5
tone_fresh xkm	0 1	regrettablebeet charlie1000r	% %	adandel Equexl	0 1	mysonnevercallme fierolocchio	OF 1X	zher0 Vek_The_Gambiteer	1 0	LouisBuckland NRperc	1 0	skims alexgaul
au3zqxz8		oX0rvjFd		aL5Ffq0y			eCvL558T					topspin15 goirish
D00 Queen's Pawn Game: Accelerated London System, Steinitz Counter-gambit		E12 Nimzo-Indian Defense: Three Knights Variation, Duchamp Variation		B12 Caro-Kann Defense: Advance Variation, Bronstein Variation			B33 Sicilian Defense: Lasker-Polak Variation, Schlechter Variation					%Z %Z

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders	
if only footballers could long castle... there'd be no	0-0	3	2	2	1	0	2	1	5h 8m 38s	36.4	11.6%	2.9%	2.5%
What a blunderful World	5	2	2	1	2	0	1	4h 31m 16s	34.6	10.8%	2.5%	2.5%	

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

## Team 40 2 6 These Chess Puns Are Getting Stalemate

## Games

B1	Wed 08:00	B2	Thu 16:00	B3	Thu 19:45	B7	Fri 15:30	B6	Fri 16:00	B4	Fri 17:00	B8	Sat 20:00	B5	Sun 09:45
yqel_way_to_2000 chatakkuma	1 0	SundanceXLC GroneN	1 0	0 1	0 1	0 1	0 1	0 1	1 0	0 1	0 1	0 1	0 1	0 1	0 1

T11tG4dk

fegJKkAp

44h1UWJF

20HGZB6I

WTThNf1B

t6ajY67G

YyymgJR2

6E8Zp1UX

E12 Queen's Indian Defense:  
Kasparov-Petrosian  
Variation, Petrosian Attack.C45 Scotch Game: Pomer  
VariationC00 French Defense: King's  
Indian AttackD30 Queen's Gambit  
DeclinedD80 Ruy Lopez: Fianchetto  
DefenseB36 Sicilian Defense:  
Accelerated Dragon, Mardzay  
BindB14 Caro-Kann Defense:  
Panov AttackB12 Caro-Kann Defense:  
Advance Variation, Short  
Variation

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Team 40	2	2	6	0	0	0	0	6h 14m 2s	43.7	11.6%	4.3%	4%
These Chess Puns Are Getting Stalemate	6	6	2	0	0	0	0	6h 54m 53s	34.6	7.3%	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 sorted 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 with 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 14 February 2023.

# How the Grischuk stole Christmas 2½ 5½ Logical Chess Blunder by Blunder

## Games

B1	Thu 17:00	B5	Fri 16:00	B7	Sat 14:30	B6	Sun 09:00	B4	Sun 14:00	B2	Sun 14:00	B8	Sun 15:00	B3	Sun 19:00
alp_arslan92 osrwoodcutting	0 1	Darktigr BMAstatine	1 0	ruip twobits	0 1	Blunders_Only_1 Midnightokar	0 1	sideshow_bob fvafier	0 1	Sesquipedalism far1108	1 0	electricfalcon mmorrisohio	0 1	Three-Arrows highcup	% %

JZ9aILLn

DepJI6kf

Tx8AnnN7

FwQgAfq9

yIbaJtwX

UBkm2gmS

SuFW08dI

BevT4ZJN

D31 Semi-Slav Defense:  
Marshall GambitD10 Slav Defense: Slav  
Gambit, Alekhine AttackC53 Italian Game: Classical  
Variation, Greco GambitD15 Slav Defense:  
Chameleon VariationA23 English Opening: King's  
English Variation, Two  
Knights Variation, Karlsruhe  
VariationB48 Sicilian Defense:  
Taimanov Variation,  
Bastrikov Variation, English  
Attack

A10 English Opening

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
How the Grischuk stole Christmas	2½	2	5	1	0	0	0	7h 21m 46s	39.1	12.5%	2.3%	3.5%
Logical Chess Blunder by Blunder	5½	5	2	1	0	0	0	7h 11m 47s	37.5	9.4%	2.3%	3.1%

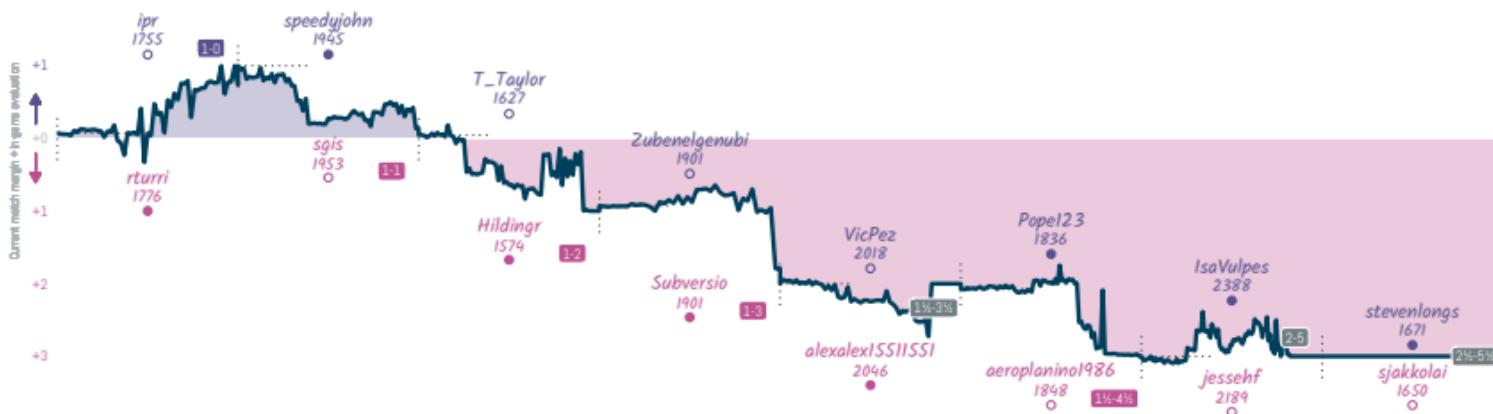
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move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

# Accelerated Sloths 2½ 5½ The Lion Ding

## Games

B6	Thu 19:30	B3	Fri 04:45	B8	Sat 01:00	B4	Sat 15:00	B2	Sun 15:00	B5	Sun 17:15	B1	Sun 19:30	B7
ipr	1	speedyjohn	0	T_Taylor	0	Zubenelgenubi	0	VicPez	%	Popel23	0	IsaVulpes	%	stevenlongs
rturri	0	sgis	1	Hildingr	1	Subversio	1	alexalex15511551	%	aeroplanino1986	1	jessehf	%	sjakkolai
<b>F7k1kiBh</b>		<b>HlrXySPP</b>		<b>m2ls3a8U</b>		<b>PMcggaRK</b>		<b>10maGC9g</b>		<b>zKt9mnGX</b>		<b>vW7PfTjW</b>		<b>%Z</b>
C80 Ruy Lopez: Cazio Defense		A57 Benko Gambit Accepted: Modern Variation		A20 English Opening: King's English Variation		C43 Russian Game: Modern Attack, Center Variation		E35 Nimzo-Indian Defense: Classical Variation, Naa Variation		B13 Caro-Kann Defense: Exchange Variation, Rubinstein Variation		D41 Queen's Gambit Declined: Semi-Tarrasch Defense		<b>%Z</b>

## Story



## Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accelerated Sloths	2½	1	4	2	0	0	1	6h 32m 12s	52.9	10.1%	4.8%	5.2%
The Lion Ding	5½	4	1	2	0	0	1	6h 38m 26s	43.3	9.3%	3.6%	5.2%

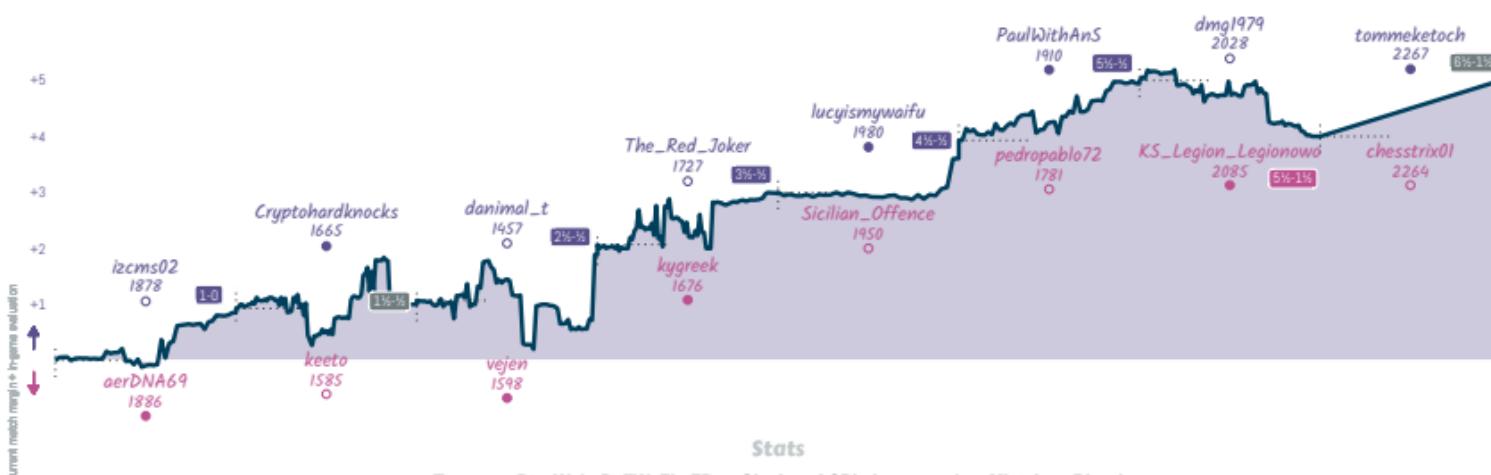
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# panic at the d4 6½ 1½ Paul Morpheus

## Games

B4	Mon 19:30	B7	Tue 20:00	B8	Thu 02:15	B6	Fri 02:00	B3	Sat 11:00	B5	Sun 15:00	B2	Sun 19:30	B1
izcms02	1	Cryptohardknocks	½	danimal_t	1	The_Red_Joker	1	lucyismywaifu	1	PaulWithAnS	1	dmg1979	0	tommeketoch
aerDNA69	0	keeto	½	vejen	0	kygreek	0	Sicilian_Offence	0	pedropablo72	0	KS_Legion_Legio...	1	chesstrix01
uQwk3PDh		01txcn13		0kGEL6h5		5PS6uZXS		T0QjegIG		C4tMhbSZ		4awVhLnX		1X0F
D30 Queen's Gambit Declined		B30 Sicilian Defense: Old Sicilian		C55 Italian Game: Scotch Gambit, de Riviére Defense		C00 French Defense: Knight Variation		D87 Grünfeld Defense: Exchange Variation, Spassky Variation		C36 King's Gambit Accepted: Abkhazia Defense		A57 Benko Gambit: Zaitsev System		

## Story



## Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
panic at the d4	6½	5	1	1	1	0	5h 24m 30s	43.9	5.9%	5.9%	5.9%
Paul Morpheus	1½	1	5	1	0	1	5h 40m 17s	54.9	11.3%	4.5%	7.2%

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

# Is Everyone down with Lichess.org or ...

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

### Games

B2 jwells42 allyrbsrlngtus	B5 lexgrad 0F crazydarkhorse	B1 Qudit 0F nerja25390	Thu 22:00 1 Lexgrad ribrubrib	Fri 18:00 1 Gingersquirrel... Tranzoo	Fri 18:00 0 Jonamatron SamuelSilver	Sat 17:00 0 Chewbacca_Defense Geigenzaehler	Sun 14:00 1 ssyx Ducati_01	Sun 17:00 0
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pzDiArAA

933hFzju

oJieJIAA

LFB6P7pU

5nHr9ldm

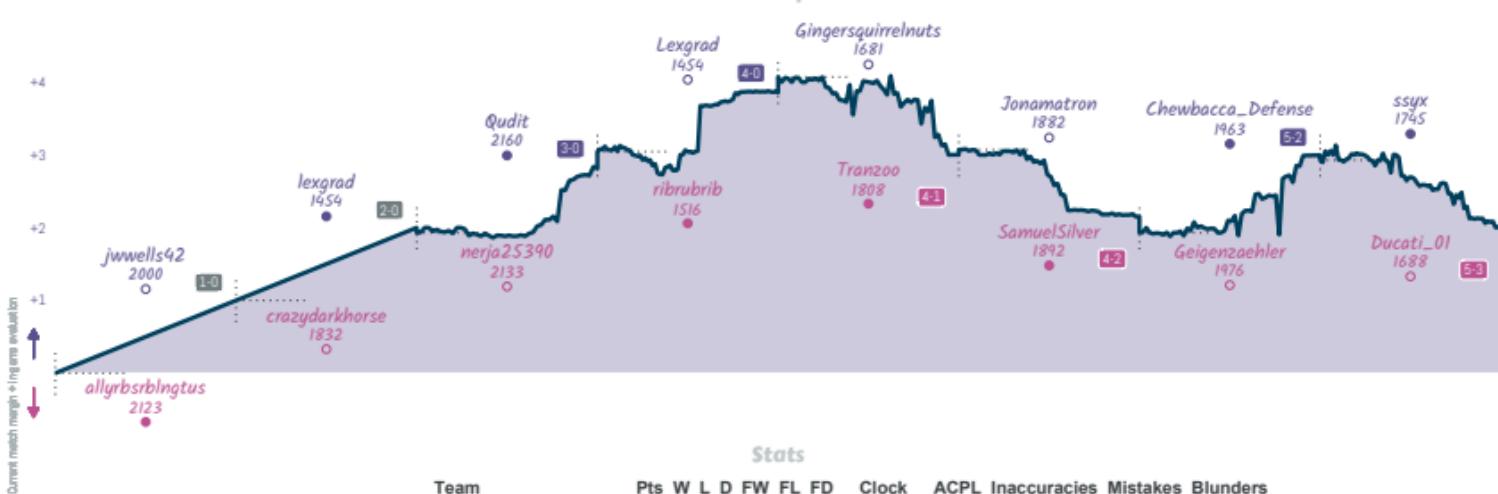
86Rz1Wyr

B99 Sicilian Defense:  
Najdorf Variation, Main Line

A10 English Opening

C02 French Defense:  
Advance Variation, Euwe  
VariationB13 Caro-Kann Defense:  
Panov Attack, Modern  
Defense, Mieses LineB46 Sicilian Defense:  
Taimanov VariationC28 Vienna Game: Stanley  
Variation, Three Knights  
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?	5	3	3	0	2	0	0	3h 38m 8s	34.3	7.4%	3.4%	2.8%
We are so good that we should be in the TCEC	3	3	3	0	0	2	0	4h 24m 16s	32.4	5.7%	4%	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 (played games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (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.