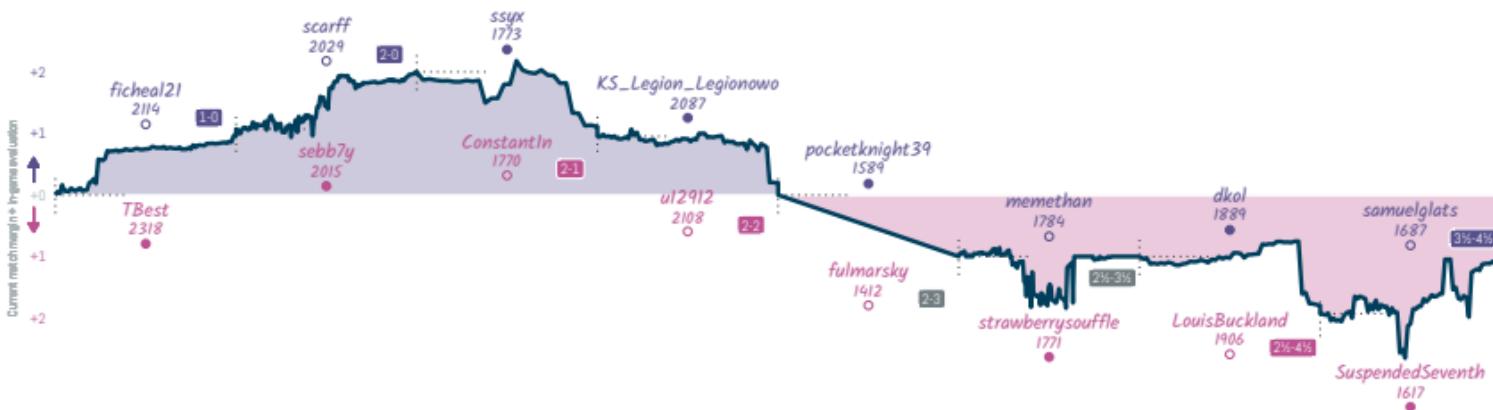


NA Firouzja's Fashionistas 3½ 4½ #6 increasing our activity through harmo...

Games

B1	Wed 20:00	B3	Wed 19:00	B6	Thu 11:00	B2	Thu 18:00	B8	B5	Fri 22:00	B4	Sun 14:15	B7	Sun 18:45	
ficheal21	1	scarff	1	ssyx	0	KS_Legion_Legi...	0	pocketknight39	0F	memethan	½	dkol	0	samuelglats	1
TBest	0	sebb7y	0	Constantln	1	u12912	1	fulmarsky	1X	strawberrysouffle	½	LouisBuckland	1	SuspendedSeventh	0
xusHQRE8		IZ1iQNjnd		ryZLiXq1		hcexSmD1				hQkanYgN		gr23e769		bnPMnQcL	
A46 Indian Defense: Polish Variation		B30 Sicilian Defense: Nyazhnedinov-Rossolimo Attack		B07 Lion Defense: Anti-Philidor, Lion's Cave		A38 English Opening: Symmetrical Variation, Full Symmetry Line				D55 Queen's Gambit Declined Neo-Orthodox Variation, Main Line		A86 Dutch Defense: Classical Variation, Huzel Variation		B23 Sicilian Defense: Brand Prix Attack	

Story



Stats

Team

Firouzja's Fashionistas

increasing our activity through harmonious piece play in order to deliver mate against the opponent's king: the team

Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
3½	3	3	1	0	1	0	6h 52m 35s	35.0	9%	2.4%	3.1%
4½	3	3	1	1	0	0	5h 47m 32s	37.2	6.9%	2.1%	3.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (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 13 March 2023.

#4 b8 and switch 2½ 5½ #1 The Cambridge Springs Breakers

Games

B2	Wed 12:00	B8	Thu 16:00	B1	Sat 12:15	B5	Sat 12:00	B3	Sat 14:00	B6	Sat 14:30	B7	Sun 01:00	B4	Sun 16:00
lucyismywaifu	1	ribrubrib	0	RSInterocio	0	aloo_bhaloo	0	Groger12	1	Slamchops	0	kamekura	0	aloo_bhaloo	%
Underkkover	0	arghasen	1	Chesstrix01	1	kesew	1	Paulze2000	0	Birdsell	1	texasadom	1	sideshow_bob	%
e6R587GU		0wNYErem		CBjYofwN		tzlbUcoF		EFBCtSI4		21Z200nS		gQ0lml3L		FCUh5Y6M	
B33 Sicilian Defense: Lasker-Polakian Variation		E71 King's Indian Defense: Makagonov Variation		B90 Sicilian Defense: Najdorf Variation; Adams Attack		B41 Sicilian Defense: Kan Variation, Maroczy Bind, Riti Variation		C01 French Defense: Exchange Variation		A96 Dutch Defense: Classical Variation, Hulst Variation		A01 Nimzo-Larsen Attack: Indian Variation		A46 Indian Defense: Wade-Tartakower Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
b8 and switch	2%	2	5	1	0	0	0	7h 14m 59s	37.0	4.7%	1.7%	4%
The Cambridge Springs Breakers	5%	5	2	1	0	0	0	7h 33m 18s	31.3	3.5%	1.4%	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/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 13 March 2023.

#7 **Chessmaster Ate My Hamster** 5 3 #2 **Fork Over Knives**

Games

B2	Tue 18:00	B8	Thu 22:45	B6	Fri 19:30	B3	Fri 20:00	B5	Sat 12:15	B4	Sun 05:00	B1	Sun 12:00	B7	Sun 19:00
GiveMeKite	%	UN1137	1	Turmersatz	%	AACtrl	0	DrOdnat	1	adandel	1	bufferunderrun	0	jurica_c	1
b_elyay	%	Pauet01	0	andersch	%	Mixalaki2705	1	behaviorist	0	pepepibote	0	Theknugeldorf	1	charlie1000r	0
JYellw00Q		YV8VtuZu		5NskRuvS		oNXvBhAM		fH835f2P		tJMn5wLW		KrjoJyNh		FZYpGU9v	
A05 King's Indian Attack		B33 Sicilian Defense: Open		D01 Rapport-Java System		A00 Saragossa Opening		C01 French Defense: Exchange Variation, Svenniss Variation		D02 Queen's Pawn Game: Chigorin Variation		B22 Sicilian Defense: Alapin Variation		A46 Torre Attack: Classical Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Chessmaster Ate My Hamster	5	4	2	0	0	0	0	6h 30m 30s	31.8	8.5%	2%	2.4%
Fork Over Knives	3	2	4	2	0	0	0	6h 9m 57s	39.3	7.5%	3.4%	3.7%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams of the round (ignoring forfeits); ranks not shown for Round 1. This plot was compiled on 13 March 2023.

#3 MrScribbles' Lost Pawns Collection

5 3 #9 Nobody Expects The Spanish Lucenaposi...

Games

B6	Thu 21:00	B8	Fri 00:00	B3	Fri 22:30	B4	Sat 15:00	B2	Sat 17:00	B7	Sat 19:30	B5	Sun 16:30	B1	Sun 20:00
alexllstar	%	hwelman	0	Chewbacca_Defense	1	MrScribbles	1	avalanche20	0	zandbelt	1	PawnshopRookie	1	Qudit	%
Puglie	%	Hildingr	1	Drotciv	0	FunnyLikeAClown	0	dave3	1	Thaitanium101	0	SaucySailorJac...	0	root2	%
lppoknwX		HB77tjjL		vD2V27uc		htFbF3I3		2MsRehoA		7MtBdm5y		B4x9udf1		KQm6mv4w	
ED6 Catalan Opening: Closed		B08 Pirc Defense: Classical Variation, Quiet System		A05 Zukertort Opening: Nimzo-Larsen Variation		A04 Zukertort Opening: Dutch Variation		D93 Grünfeld Defense: Three Knights Variation, Hungarian Variation		C53 Italian Game: Classical Variation, Guoco Pianissimo		B12 Caro-Kann Defense: Maróczy Variation		B90 Sicilian Defense: Najdorf Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
MrScribbles' Lost Pawns Collection	5	4	2	2	0	0	0	7h 16m 46s	37.0	9.6%	2.7%	3.3%
Nobody Expects The Spanish Lucenaposi...	3	2	4	2	0	0	0	8h 18m 26s	44.2	8.4%	5.4%	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 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 13 March 2023.

#5 **Ding! There it is** 4½ 3½ #10 **Encyclopedias of Perfection**

Games

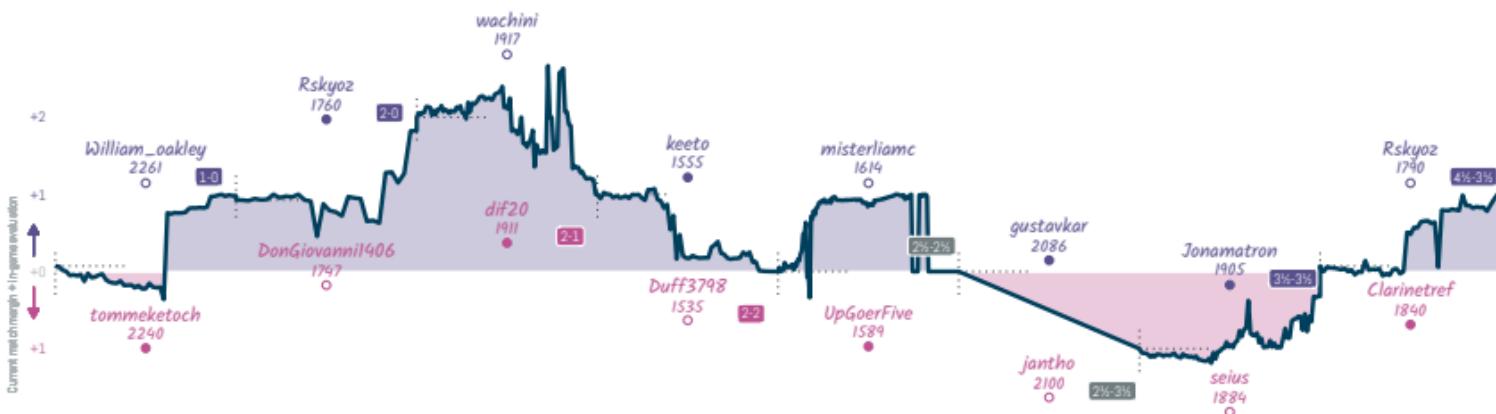
B1	Tue 13:15	B6	Tue 17:00	B3	Wed 19:00	B8	Fri 20:00	B7	Sat 19:00	B2	B4	Sun 16:30	B5	Mon 00:00	
William_oakley	1	Rskyoz	1	wachini	0	keeto	0	misterliamc	½	gustavkar	0F	Jonamatron	1	Rskyoz	1
tommeketoch	0	DonGiovanni1406	0	dif20	1	Duff3798	1	UpGoerFive	½	jantho	1X	seius	0	Clarinetref	0

sF8df9UA**h7unD09Z****FHDUhG71****PvKTSaVd****wmZt91sY****GwXM2syb****TTPYu2c3**B21 Sicilian Defense:
Smith-Morra Gambit
Accepted, Paulsen
FormationB13 Caro-Kann Defense:
Exchange VariationE73 King's Indian Defense:
Avorbakh Variation, Geller
Defense

D01 Rapport-Jabava System

D00 Queen's Pawn Game:
Accelerated London SystemD34 Tarrasch Defense:
Classical Variation, Carlbad
VariationC01 French Defense:
Exchange Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Ding! There it is	4	4	2	1	0	1	6h 28m 32s	47.2	4.3%	1.9%	7%
Encyclopedias of Perfection	3	2	4	1	1	0	6h 28m 50s	50.0	6.2%	1.9%	5.4%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (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 13 March 2023.

THE MONSTER DUCKS OF CHESS: Don't mis...

6 2 Vanguard Brigade Victors

Games

B5	Tue 17:15	B7	Thu 15:00	B8	Thu 19:00	B3	Fri 10:30	B4	Sat 17:45	B2	Sat 18:00	B6	B1	Sun 19:00	
Hamed997	0	Boomer34	1	wernervolkmann	1	Lupo_Jones	1	FaridDz21	1	pulsar512b	0	johan	1X	wookash_888	1
Matt365	1	igb	0	WoundedWolf	0	lion88	0	mo_mo	0	Fierolocchio	1	jaeckobh	0F	qablo	0

3Xp1KbdK

2r9bB3mM

a0dnrmLa

4XFnedgH

GX71R52C

yFzv0g8U

c1zodgS

D02 Queen's Pawn Game:
Krause VariationA34 English Opening:
Symmetrical Variation,
Fianchetto VariationD32 Tarrasch Defense:
Scholar GambitE80 King's Indian Defense:
Normal Variation, King's
Knight Variation

A00 Van't Kruis Opening

B23 Sicilian Defense: Closed

E32 Nimzo-Indian Defense:
Classical Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
THE MONSTER DUCKS OF CHESS: Don't mistake our waddle for weakness	6	5	2	0	1	0	0	5h 59m 27s	33.1	7.2%	2.7%	2.4%
Vanguard Brigade Victors	2	2	5	0	0	1	0	6h 13m 45s	44.8	8.2%	3.8%	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 (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 13 March 2023.

A team with no name 3½ 4½ Mellon Colle System and the Infinite ...

Games

B1	Tue 16:00	B3	Tue 20:00	B4	Thu 01:00	B2	Sat 09:00	B8	Sat 13:00	B7	Sat 19:00	B5	Sun 15:00	B6	Sun 18:00	
birdperson leartt	0 1	Poldi_der_Drache MDr1	0 1	p_s_q thepaull	1 0	mini_karpov Astronominoff	1 0	dama_x_rey MattHasFun	0 1	kygreek prostidude	1 0	Darktigr OldBenY	1 0	xkm Ducati_01	0 1	% %

1RyzvH1X

Zh7vKPp4

D6seyHNP

vY5IH1TL

TUI12woD

qWK9pLDJ

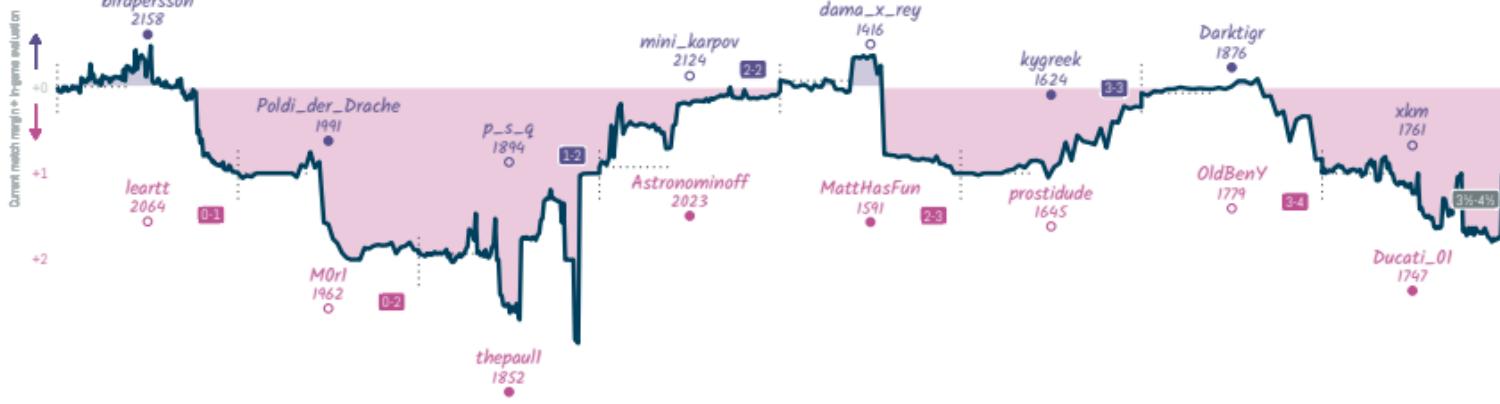
izqeNLVO

ctbKNCeJ

D32 Tarrasch Defense:
Symmetrical VariationA48 Queen's Pawn Game:
Bazan Attack, Grünfeld
VariationCB9 Ruy Lopez: Marshall
AttackA04 Zukertort Opening:
Queen-side Fianchetto
VariationD02 Queen's Pawn Game:
London SystemA01 Nimzo-Larsen Attack:
Classical VariationC45 Scotch Game: Schmidt
Variation

A45 Indian Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
A team with no name	3½	3	4	1	0	0	0	6h 46m 55s	46.8	7.7%	1.7%	5.2%
Mellon Colle System and the Infinite Sadness	4½	4	3	1	0	0	0	6h 26m 30s	42.0	7%	4.9%	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) (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 13 March 2023.

Check, please! 2 6 Drink like a grandmaster!

Games

B1	Wed 19:30	B2	Wed 19:00	B5	Thu 12:00	B7	Fri 20:00	B8	Fri 20:30	B6	Sat 00:00	B3	Sat 08:00	B4	Sat 19:30
Scrooge	%	grenbork	1	hvfda	0	a2c4	%	chess131969	0	alex-arsenault	0	donjar	0	gilbert	0
Radmarkaruf	%	Think_Slow_Mov...	0	chetmanley	1	johnchess2	%	Crazywane254	1	masedog91	1	scvrf	1	mynamemismund	1
AtGwde0		yyAvwyVx		TkRNysap		T1DweuUK		tXH1AeLc		P1ggwk7		d869ghKM		0ZjMb89I	
B30 Sicilian Defense: Portsmouth Gambit		B01 Scandinavian Defense: Gubinsky-Malta Defense		B48 Sicilian Defense: Taimanov Variation, Bastringa Variation, English Attack		D30 Queen's Gambit Declined		D02 Queen's Pawn Game: Symmetrical Variation, Pseudo-Catalan		A46 Indian Defense: Knights Variation		B44 Sicilian Defense: Taimanov Variation, Sämisch Variation		A50 Queen's Indian Accelerated	

Story



Stats

Team	Pts	W	L	D	FW	FL	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Check, please!	2	1	5	2	0	0	0 7h 59m 7s	40.3	6.2%	2.1%	4.7%
Drink like a grandmaster!	6	5	1	2	0	0	0 8h 1m 1s	33.3	5.3%	2.4%	3.8%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/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 13 March 2023.

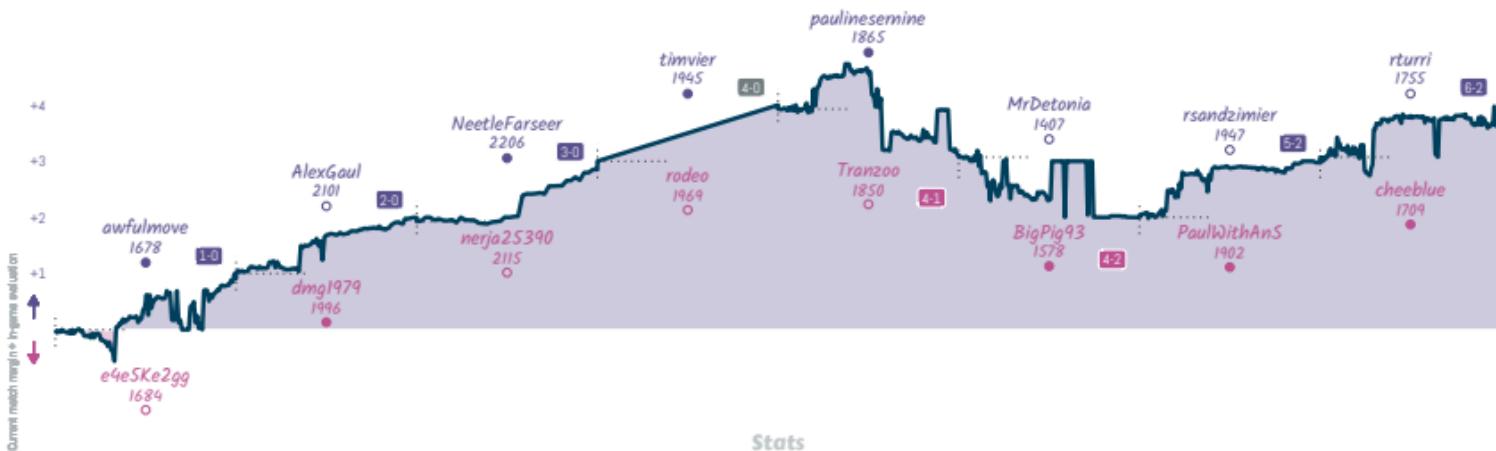
Accidental Brillancy

6 2 Zwischen zwei Zwischenzügen zwitscher...

Games

B7	Wed 01:00	B2	Wed 21:00	B1	Thu 21:15	B3	B5	Fri 19:00	B8	Sat 13:00	B4	Sun 15:00	B6	Sun 17:00	
awfulmove e4e5Ke2gg	1 0	AlexGaul dmg1979	1 0	NeetleFarseer nerja25390	1 0	timvier rodeo	1X 0F	paulinesernine Tranzoo	0 1	MrDetonia BigPig93	0 1	rsandzimier PaulWithAnS	1 0	rturri cheeblue	1 0
PC1QhKHY		6HDX8TNQ		hESS5h0o			f2yzUV0I		sSnQE3IR		nX65u0yp		1eto06cQ		
A49 Indian Defense: Praeporka Variation		D02 Queen's Pawn Game: Symmetrical Variation		B62 Sicilian Defense: Richer-Rauzer Variation			B12 Caro-Kann Defense: Advance Variation, Short Variation		B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense		D53 Queen's Gambit: Declined		C00 French Defense: St. George Defense, Traditional Line		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Accidental Brillancy	6	5	2	0	1	0	0	5h 46m 51s	43.0	6.2%	2.2%	4.9%
Zwischen zwei Zwischenzügen zwitscher...	2	2	5	0	0	1	0	5h 19m 8s	49.1	6.5%	2.4%	6.2%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original schedule 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 13 March 2023.

Erigaisi and the Arjunauts 4 4 The DARK Knights

Games

B7	Mon 20:30	B6	Wed 18:00	B3	Thu 18:00	B8	Fri 09:00	B5	Fri 19:30	B1	Sat 18:00	B4	Sat 18:30	B2	Sun 21:00
anmrose	0	PatchyThePirate	0	val1313	0	reddevil906	1	JustChillJoe	1	okoros	1	fake_switch	1	gercondon	0
ruip	1	Figurlix	1	Dan-Jon	1	r4do5	0	EnchantedBoard	0	defensive_reso...	0	aeroplanino1986	0	jfarah	1

QjEb562A

pybgjcUP

3waDKHFE

gZd3L4bn

DVc1OYBL

7xWzqK8s

1GBRoQRx

kqpPaAVb

C27 Bishop's Opening: Boden-Kieseritzky Gambit

B90 Sicilian Defense: Najdorf Variation, English Attack

D31 Semi-Slav Defense: Nonboam Variation

B23 Sicilian Defense: Closed, Traditional

B36 Sicilian Defense: Accelerated Dragon, Maroczy Bind, Gurgenidze Variation

A59 Banks Gambit Accepted: King Walk Variation

C24 Bishop's Opening: Berlin Defense

A05 King's Indian Attack: Symmetrical Defense

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Erigaisi and the Arjunauts	4	4	4	0	0	0	0	8h 24m 57s	33.8	6.2%	2.1%	3.9%
The DARK Knights	4	4	4	0	0	0	0	7h 41m 38s	31.2	8.5%	1.3%	2.3%

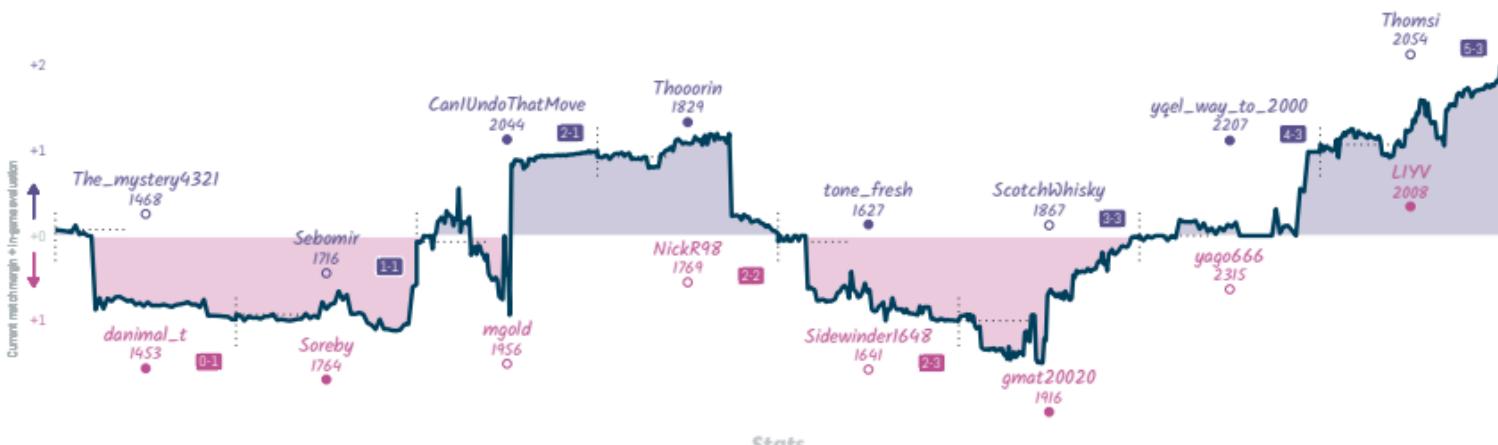
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (played games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round; (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 13 March 2023.

Avengers: Middlegame 5 3 The Blunder Bus

Games

B8	Tue 22:15	B6	Wed 16:30	B3	Thu 01:30	B5	Thu 17:30	B7	Fri 15:00	B4	Fri 18:45	B1	Sun 15:00	B2	Sun 19:00
The_mystery4321	0	Sebomir	1	CanIUndoThatMove	1	Theoarin	0	tone_fresh	0	ScotchWhisky	1	yqel_way_to_2000	1	Thomsi	1
danimal_t	1	Soreby	0	mgold	0	NickR98	1	Sidewinder1648	1	gmat20020	0	yago666	0	LIYV	0
8FH1Gc3T		sSE8gKim		1tz9m9kX		IMqphdUJ		ESe2CY2T		nGe7VnMT		sbYKBaz7		QJNB12Hz	
B83 Ruy Lopez: Schliemann Defense, Exchange Variation		B22 Sicilian Defense: Alapin Variation, Barman Defense		B12 Caro-Kann Defense: Mariczy Variation		B12 Caro-Kann Defense: Advance Variation, Tal Variation		C02 French Defense: Advance Variation, Milner-Barry Gambit		D11 Slav Defense: Modern Line		A45 Indian Defense		B22 Sicilian Defense: Alapin Variation, Barman Defense	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Avengers: Middlegame	5	5	3	0	0	0	0	7h 16m 47s	37.8	7.5%	2.6%	2.6%
The Blunder Bus	3	3	5	0	0	0	0	6h 57m 1s	42.0	7.5%	2.6%	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 13 March 2023.

Middle-game-life crisis 3½ 4½ Sack Everything Everywhere All At Once

Games

BB	Wed 11:30	B1	Thu 14:00	B7	Thu 15:00	B3	Thu 22:00	B5	Fri 19:30	B2	Sat 10:00	B4	Sat 15:00	B6	Sat 18:00
ragnarokgame	1	drchessdad	0	Lyrurus	1	juandeleon	1	ipr	0	Goatsrock	0	juandeleon	½	The_Red_Joker	0
lone_rangerheavy	0	alms	1	Fey22	0	mathalias	0	MilsBees	1	Meeklydim	1	Jasonjones	½	darkfl0me	1
oHorg2Db		4W40hemp		1gkczgV2		wn1PSfHA		g5d8KPUp		SBXcdHN9		6wVJFU7I		IzRSe1SU	
C53 Italian Game: Classical Variation		D02 Queen's Pawn Game: London System		CB4 Ruy Lopez: Closed		C56 Italian Game: Scotch Gambit, Anderssen Attack		A08 Nimzo-Larsen Attack: Classical Variation		C77 Ruy Lopez: Morphy Defense, Womad Attack		C29 Vienna Game: Vienna Gambit, Paulsen Attack		A20 English Opening: King's English Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Middle-game-life crisis	3½	3	4	1	0	0	0	7h 27m 14s	36.1	7.7%	2.2%	3.6%
Sack Everything Everywhere All At Once	4½	4	3	1	0	0	0	7h 49m 2s	34.3	6%	1.6%	4.6%

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 (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 13 March 2023.

1.f4 is the word 3½ 4½ NA Hey, where's Dan?

Games

B4	Tue 17:00	B2	Thu 14:00	B6	Thu 19:00	B8	Thu 19:00	B7	Thu 21:00	B1	Fri 15:00	B5	Sat 17:00	B3	OF
destroyer11758	0	Mangojaatee	½	greysensei	1	Chess24768	0	ehGolden	1	DioBrando12345	1	Laffguys101	0	brooklyngambit	
gorgol	1	NLance	½	TheOnoZone	0	Yakera	1	ChessVonDoom	0	Spot88877	0	nvasquez	1	fodonovan	1X
7gNDZvn		11U1VUWY		sJoY8q0x		AGoWiArn		536c90oN		b7TX2t1l		mp7JfdvA			
A37 English Opening: Symmetrical Variation, Three Knights, Fianchette Variation		A40 Horwitz Defense		B10 Caro-Kann Defense: Accelerated Panov Attack		B12 Caro-Kann Defense: Mariczy Variation		C43 Bishop's Opening: Urusov Gambit		D27 Queen's Gambit Accepted: Classical Defense, Main Line		C19 French Defense: Winawer Variation, Poisoned Pawn Variation			

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
1.f4 is the word	3%	3	3	1	0	1	0	5h 35m 6s	28.1	6.4%	4.9%	1.1%
Hey, where's Dan?	4%	3	3	1	1	0	0	4h 7m	28.3	6%	1.4%	2.8%

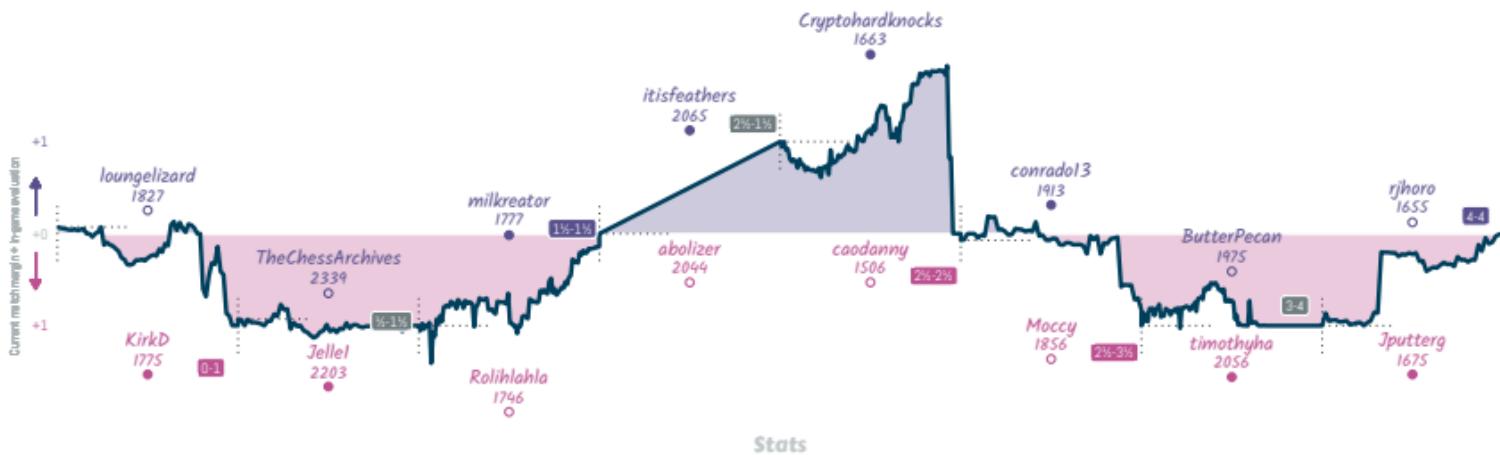
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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 13 March 2023.

Knookout Blow 4 4 Unacceptable Gambits

Games

B5	Tue 19:00	B1	Wed 20:00	B6	Thu 14:30	B2	B8	Thu 23:30	B4	Fri 20:00	B3	Fri 21:00	B7	Sat 20:30	
loungelizard	0	TheChessArchives	½	milkreator	1	itisfeathers	1X	Cryptohardknocks	0	conrado13	0	ButterPecan	½	rjhoro	
KirkD	1	Jelle1	½	Rolihlahla	0	abolizer	0F	caodanny	1	Moccy	1	timothyha	½	Jputterg	0
8hs12Feq		Tk28oIAS		0fDsXie7				wQWpLkMm		Lenn3R6j		yv6Qx8eM		K8KGSSqPE	
C53 Italian Game: Classical Variation, Giuoco Pianissimo		B40 Sicilian Defense: Delayed Alapin Variation		B00 Queen's Pawn Game: Chigorin Variation, Alburn Defense				A45 Indian Defense		B51 Sicilian Defense: Moscow Variation		A40 Queen's Pawn Game: Modern Defense		D94 Grünfeld Defense: Three Knights Variation, Burila Variation	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Knookout Blow	4	2	3	2	1	0	0	5h 51m 59s	32.1	5.9%	2.6%	2.2%
Unacceptable Gambits	4	3	2	2	0	1	0	6h 48m 18s	27.0	11.9%	1.5%	0.7%

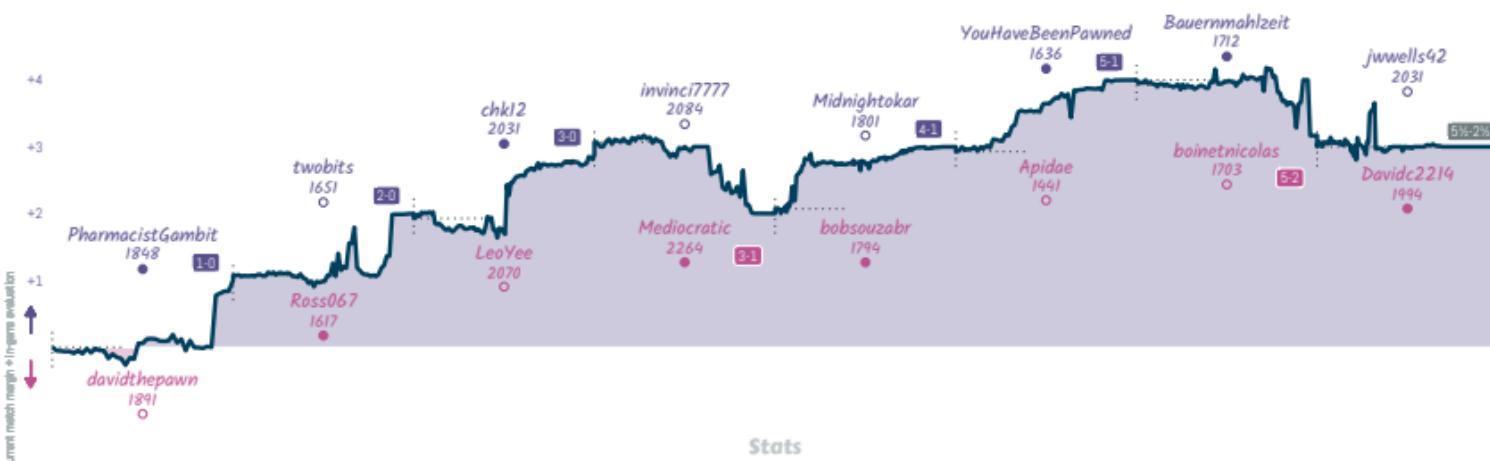
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility: games in the match are 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 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 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 13 March 2023.

Fork vs. Soup 5½ 2½ Talladega Knights: The Ballad of Bobb...

Games

B4	Thu 23:00	B7	Fri 14:00	B2	Fri 22:00	B1	Sat 04:00	B6	Sat 09:30	B8	Sat 10:30	B6	Sat 19:00	B3	Sun 21:30	
PharmacistGambit	1	twobits		1	chk12		1	invinci7777	0	Midnightokar	1	YouHaveBeenCalled	1	Bauemmahlzeit	0	jwells42
davidthepawn	0	Ross067		0	LeoYee		0	Mediocratic	1	bobsouzabz	0	Apidae	0	boinecnicolas	1	Davidc2214
dnBq679f		1gNFDpWn		VvK6shNR		OPPzhclf		eTYSqgzq		Ksi17tspS		LkjE74Zz		D14II6dz		
D20 Queen's Gambit		B13 Caro-Kann Defense		B20 Sicilian Defense		B31 Sicilian Defense		B12 Caro-Kann Defense:		B22 Sicilian Defense:		E13 Queen's Indian Defense:		D25 Queen's Gambit		
Accepted: Old Variation		Exchange Variation				Nyzhentsev-Rassafimo		Maróczy Variation, Mardzy		Alapin Variation, Baran Defense		Ruyan Variation		Accepted: Normal Variation		

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Fork vs. Soup	5½	5	2	1	0	0	0	7h 42m 50s	25.2	6.1%	0.9%	2.3%
Talladeepa Knights: The Ballad of Bobby Fischer	2½	2	5	1	0	0	0	7h 21m 57s	32.8	6.1%	0.6%	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. (Uploaded games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': (W)W(L)D(L) (forfeit) wins/losses/draws; Clock: total clock time used; KCP: tiebreakers; last move: the last move of each team; Alice: ranks only shown for the top 10 teams at the start of the round; *longmove*: tiebreaks: ranks not shown for Round 1; this plot was compiled on 13 March 2023.

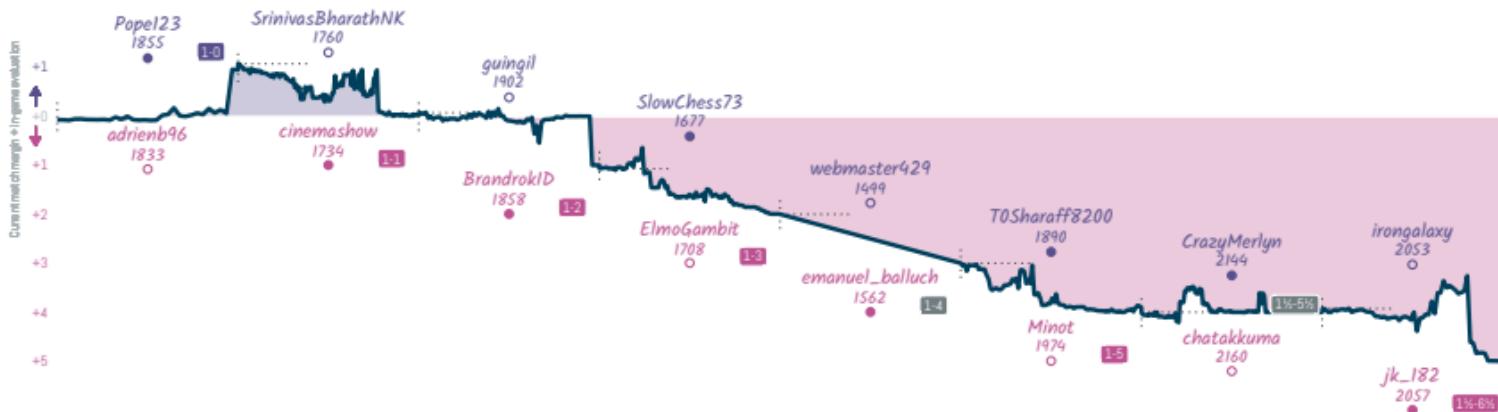
Bishop Better Have My Money 1½ 6½ The Distant Opposition

Games

B5	Tue 16:00	B6	Thu 14:30	B4	Fri 20:00	B7	Sat 10:00	B8	B3	Sat 17:00	B1	Sun 12:30	B2	Sun 19:00	
Popel23 adrienb96	1 0	SrinivasBharathNK cinemashow	0 1	guingil BrandroklD	0 1	SlowChess73 ElmoGambit	0 1	webmaster429 emanuel_balluch	0F 1X	TDScharaff8200 Minot	0 1	CrazyMerlyn chatakuma	% %	irongalaxy jk_182	0 1
ndvBxEkc		sk8Mjf1b		u8mzKsdS		nNmhPDJ4			Po083HQd		0FC1IJF0q		RtFexECQ		

B15 Caro-Kann Defense:
Tartakower VariationB21 Sicilian Defense:
Smith-Morra Gambit
Accepted, Pin DefenseB23 Sicilian Defense: Grand
Prix AttackC80 Ruy Lopez: Open, Main
LineD96 Grünfeld Defense:
Russian VariationD31 Queen's Gambit
Declined: Sämisch,
Abrahams VariationE90 Sicilian Defense:
Najdorf Variation

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Bishop Better Have My Money	1%	1	5	1	0	1	0	6h 32m 23s	40.0	6.6%	3.4%	4.1%
The Distant Opposition	6%	5	1	1	1	0	0	7h 24m 42s	30.2	6.2%	3.4%	3.4%

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D/L (forfeit) wins/losses/draws; Clock: total clock time used; ACPL: team average centipawn loss (adjusted for moves); Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams of the round (ignoring tiebreaks); ranks not shown for Round 1. This plot was compiled on 13 March 2023.

I. ...g5: Persistence is Futile 4 4 Kopycat Knights

Games

B4	Thu 22:00	B2	B1	Sat 12:00	B6	Sat 12:00	B7	Sat 14:00	B5	Sat 17:00	B3	Sun 12:00	B8	Sun 15:00	
samhagen	1	knightfury21	1X	rojazu	0	Rivimies	%	Ptro	0	bushiel23	0	Rainwhisker	%	ScienceGeek	1
austin745	0	exof1343	0F	mysonnevercallme	1	BenEdwards	%	jamesdarwinblind	1	civilian	1	omertil	%	zher0	0

6Mb1DVX7

HP8DSId3

F4cgwMDz

TfTXJ1X

6YhRpzvu

xjGHThK

UOlocxuw

A05 Zukertort Opening

A00 Polish Opening:
Schiffers-Sokolsky Variation

E20 Nimz-Indian Defense

E87 King's Indian Defense:
Sämisch Variation, Closed
Variation

A48 London System

A04 Zukertort Opening:
Lisitsyn Gambit DeferredD02 Queen's Pawn Game:
Symmetrical Variation,
Pseudo-Catalan

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
I. ...g5: Persistence is Futile	4	2	3	2	1	0	0	5h 41m 1s	48.5	7.5%	5%	5.4%
Kopycat Knights	4	3	2	2	0	1	0	5h 52m	49.2	9.1%	5.4%	5%

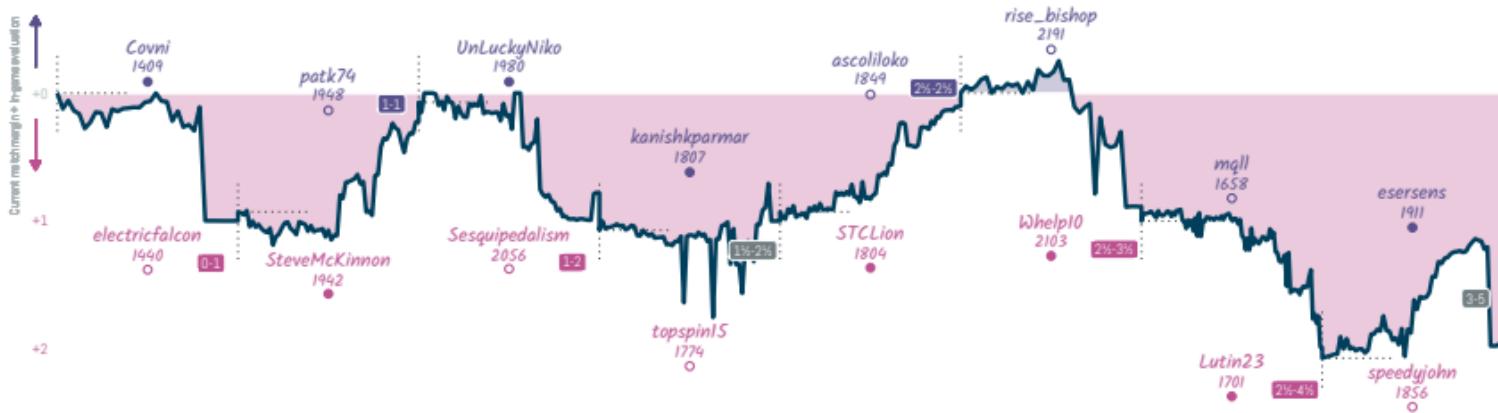
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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': - (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 13 March 2023.

Blunder speaks for itself 3 5 ChatGPT Vs Chesster: Judgement Day

Games

B8	Tue 14:00	B3	Tue 23:00	B2	Wed 21:00	B6	Thu 07:00	B5	Thu 18:00	B1	Fri 14:00	B7	Fri 19:45	B4	Fri 21:00
Covni	0	patk74	1	UnLuckyNiko	0	kanishkparmar	1	ascoliloko	1	rise_bishop	0	mqll	0	esersens	1
electricfalcon	1	SteveMcKinnon	0	Sesquipedalism	1	topspin15	1	STCLion	0	Whelp10	1	Lutin23	1	speedyjohn	0
hxFr0vC1		DQgM7aus		ltryuNw8		6vcG6ots		41f0MIGs		HDUM1161		yUuWGsN		wtqIuYIX	
AB0 Dutch Defense		B23 Sicilian Defense: Brand Prix Attack		B00 Pirc Defense		C01 French Defense: Exchange Variation		A04 Zukertort Opening: Sicilian Invitation		A43 Indian Defense: Pseudo-Banjo		D19 Slav Defense: Czech Variation		C51 Italian Game: Evans Gambit, Anderssen Variation, Cordel Line	

Story



Stats

Team	Pts	W	L	D	FW	FL	FD	Clock	ACPL	Inaccuracies	Mistakes	Blunders
Blunder speaks for itself	3	2	4	2	0	0	0	5h 44m 11s	44.7	9.3%	2.4%	4.9%
ChatGPT Vs Chesster: Judgement Day	5	4	2	2	0	0	0	6h 25m 16s	33.7	10.9%	3.2%	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 (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 13 March 2023.