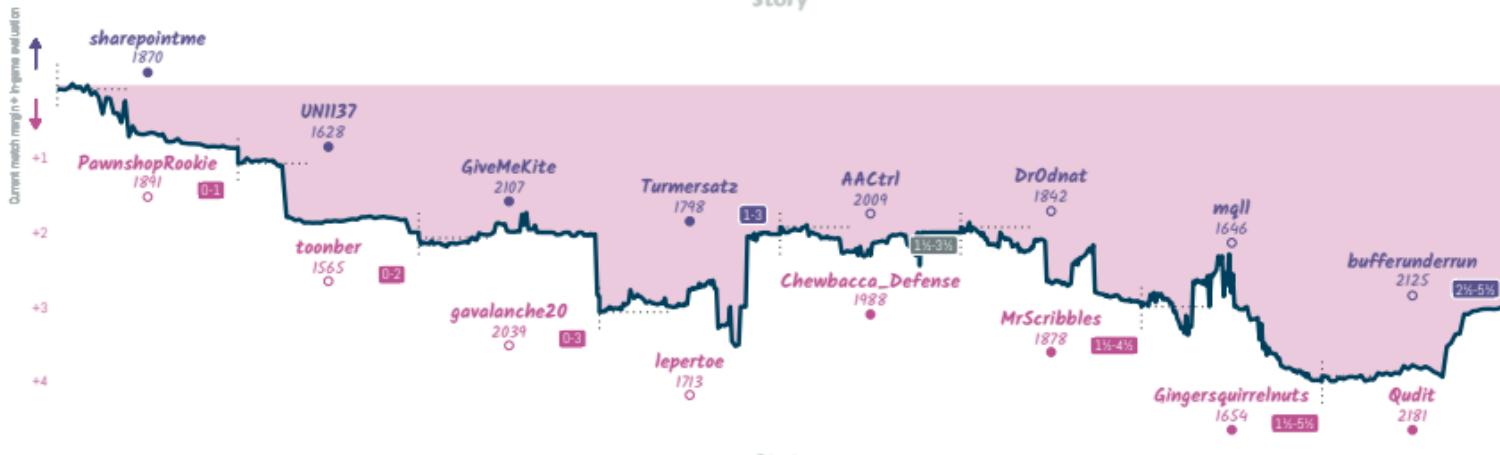


#1 **Chessmaster Ate My Hamster** 2½ #5 **MrScribbles' Lost Pawns Collection**

Games

| B4 | Wed 15:00 | B8 | Thu 18:00 | B2 | Fri 01:00 | B6 | Sat 10:30 | B3 | Sat 13:00 | B5 | Sat 16:00 | B7 | Sat 19:00 | B1 | Sun 21:00 |
|--|-----------|--|-----------|---|-----------|--|-----------|--|-----------|--|-----------|--------------------------------------|-----------|--|-----------|
| sharepointme | 0 | UN1137 | 0 | GiveMeKite | 0 | Turmersatz | 1 | AACtrl | % | DrDnat | 0 | mqll | 0 | bufferunderrun | 1 |
| PawnshopRookie | 1 | toonber | 1 | gevalanche20 | 1 | leptoe | 0 | Chewbacca_Defense | % | MrScribbles | 1 | Gingersquirrel... | 1 | Qudit | 0 |
| eP0wAkai | | oH7aQ7Te | | 1w1YlazU | | Hb3Glv8H | | kjGwtoGt | | jCuyCjEq | | SvbeZYBm | | izuNWtBL | |
| B12 Caro-Kann Defense: Maroczy Variation, Maroczy Gambit | | B22 Sicilian Defense: Alapin Variation, Barman Defense | | B01 Scandinavian Defense: Valencian Variation | | C47 Four Knights Game: Scotch Variation Accepted | | A08 Nimzo-Larsen Attack: Classical Variation | | B22 Sicilian Defense: Alapin Variation | | A65 Benoni Defense: King's Pawn Line | | B99 Sicilian Defense: Najdorf Variation, Main Line | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Chessmaster Ate My Hamster | 2½ | 2 | 5 | 1 | 0 | 0 | 0 | 7h 54m 45s | 35.9 | 5.7% | 1% | 4.5% |
| MrScribbles' Lost Pawns Collection | 5½ | 5 | 2 | 1 | 0 | 0 | 0 | 7h 4m 44s | 29.1 | 4.5% | 3.2% | 2.2% |

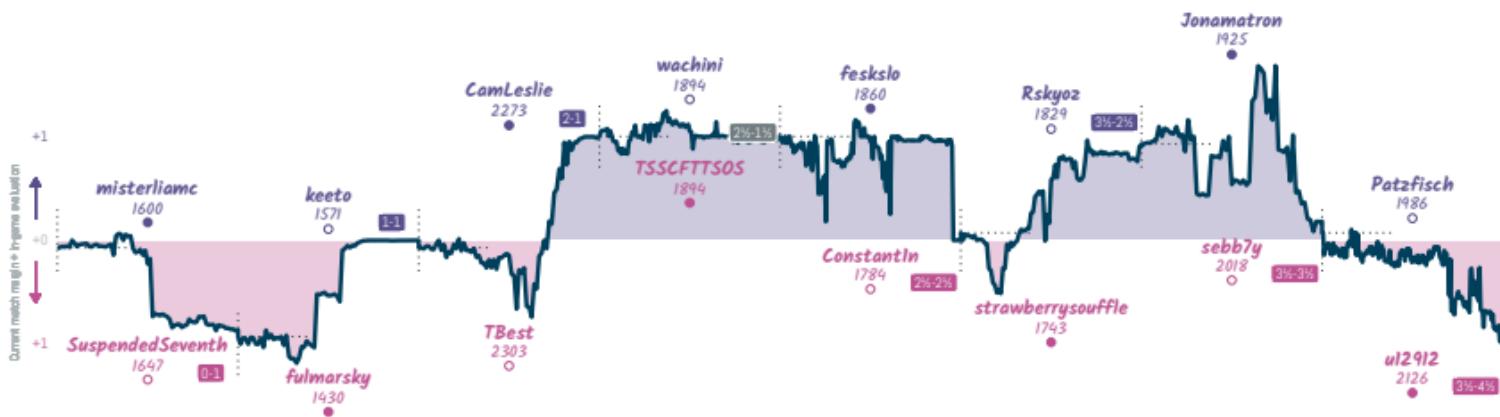
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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 4 April 2023.

#3 **Ding! There it is** 3½ 4½ #4 *increasing our activity through harmo...*

Games

| B7 | Tue 17:00 | B8 | Wed 17:00 | B1 | Thu 12:15 | B4 | Thu 18:00 | B5 | Sat 07:00 | B6 | Sat 13:00 | B3 | Sat 15:00 | B2 | Sun 07:30 |
|--|-----------|---|-----------|---|-----------|-------------------------------|-----------|---|-----------|--|-----------|---|-----------|--|-----------|
| misteriamc | 0 | keeto | 1 | CamLeslie | 1 | wachini | ½ | fesklo | 0 | Rskyoz | 1 | Jonamatron | 0 | Patzfisch | 0 |
| SuspendedSeventh | 1 | fulmarsky | 0 | TBest | 0 | TSSCFTTSOS | ½ | ConstantIn | 1 | strawberrysouffle | 0 | sebb7y | 1 | u12912 | 1 |
| Oo4jmsYr | | dzx99GZm | | 1C1oJ4nT | | cZRwJecX | | SCvJdY3e | | W9Cyus83 | | MtCmQGgv | | tsPLEFNd | |
| C05 Ruy Lopez: Berlin Defense, Rio Gambit Accepted | | C02 French Defense: Advance Variation, Paulsen Attack | | B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense | | D11 Slav Defense: Modern Line | | C02 French Defense: Advance Variation, Wada Variation | | C01 French Defense: Exchange Variation | | C52 Italian Game: Evans Gambit, Tartakower Attack | | C36 King's Gambit Accepted: Abkhazia Defense | |

Story



Stats

Team

Ding! There it is

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 | 4 | 1 | 0 | 0 | 0 | 9h 22m 6s | 36.2 | 9% | 1.5% | 3.4% |
| 4½ | 4 | 4 | 3 | 1 | 0 | 0 | 0 | 8h 56m 35s | 37.1 | 7.7% | 3.4% | 3.6% |

#6 Mellon Colle System and the Infinite ...

4 4 #2 The Cambridge Springs Breakers

Games

| B2 | Tue 17:00 | B7 | Fri 17:00 | B5 | Sat 14:00 | B1 | Sat 15:30 | B6 | Sat 17:00 | B3 | Sat 18:00 | B8 | Sun 09:00 | B4 | Sun 15:00 |
|--|-----------|--------------------------------------|-----------|---|-----------|---|-----------|---|-----------|---------------------------------------|-----------|---|-----------|---|-----------|
| Astronominoff | 0 | MattHasFun | ½ | OldBenY | 0 | learrt | 1 | alexllstar | 1 | Geigenzaehler | ½ | prostidude | 0 | thepaul1 | 1 |
| Brundd | 1 | texasadam | ½ | keaaw | 1 | Chesstrix01 | 0 | Birdsell | 0 | Paulze2000 | ½ | arghasen | 1 | sideshow_bob | 0 |
| ezz4TxAp | | g9vq5Ael | | dcpmlKTy | | B71vJRN | | QfQ8lXuw | | DV5TFP01 | | TjH8178x | | 9baa9tGc | |
| AD6 Zukertort Opening: Tarrasch Gambit | | D15 Slav Defense: Alekhine Variation | | C52 Italian Game: Evans Gambit, Main Line | | D43 Semi-Slav Defense: Anti-Moscow Gambit | | B32 Sicilian Defense: Kalashnikov Variation | | C00 French Defense: Steiner Variation | | A01 Nimzo-Larsen Attack: Modern 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 |
|--|-----|---|---|---|----|----|----|-----------|------|--------------|----------|----------|
| Mellon Colle System and the Infinite Sadness | 4 | 3 | 3 | 2 | 0 | 0 | 0 | 6h 23m 7s | 38.5 | 7.8% | 2.7% | 4.7% |
| The Cambridge Springs Breakers | 4 | 3 | 3 | 2 | 0 | 0 | 0 | 7h 3m 22s | 35.2 | 9.1% | 3% | 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 (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 4 April 2023.

#9 **Erigaisi and the Arjuna**ts **5½ 2½ NA** Hey, where's Dan?

Games

| B4 | Thu 19:15 | B8 | Thu 23:00 | B7 | Fri 10:00 | B3 | Sat 07:00 | B1 | Sat 12:30 | B5 | Sat 22:00 | B6 | Sun 18:00 | B2 | Sun 20:00 |
|--|-----------|--------------------|-----------|--|-----------|---|-----------|-----------------------------------|-----------|---|-----------|---|-----------|-----------------------|-----------|
| aerDNA69 | % | reddevil906 | 1 | anmrose | 1 | val1313 | 0 | Zyfaro | 1 | JustChillJoe | 0 | PatchyThePirate | 1 | gercondon | 1 |
| gorgol | % | blindAdrenaline | 0 | kamekura | 0 | FODonovan | 1 | Spot88877 | 0 | nvasquez | 1 | TheOnoZone | 0 | NLance | 0 |
| WWVfSLYH | | wedeU4QL | | gMR0lqK8 | | 19d0ylfN | | TI1N3aHR | | 3WE1WNN | | hgKFgLn4 | | EhRfuIPu | |
| B12 Caro-Kann Defense: Maroczy Variation | | A45 Indian Defense | | A01 Nimzo-Larsen Attack: Classical Variation | | B17 Caro-Kann Defense: Karpov Variation, Modern Variation | | A46 Indian Defense: London System | | A05 Zukertort Opening: Nimzo-Larsen Variation | | B12 Caro-Kann Defense: Advance Variation, Botvinnik-Carls Defense | | C47 Four Knights Game | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---------------------------|-----|---|---|---|----|----|----|-----------|------|--------------|----------|----------|
| Erigaisi and the Arjunats | 5% | 5 | 2 | 1 | 0 | 0 | 0 | 6h 6m 24s | 27.2 | 8.8% | 0.7% | 2.2% |
| Hey, where's Dan? | 2% | 2 | 5 | 1 | 0 | 0 | 0 | 5h 7m 9s | 37.6 | 6.6% | 2.6% | 3.3% |

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 4 April 2023.

#10 Accidental Brilliancy 4 4 #8 Avengers: Middlegame

Games

| B5 | Tue 17:30 | B2 | Wed 17:15 | B3 | Thu 04:00 | B7 | Thu 16:00 | B8 | Fri 20:00 | B4 | Sat 13:00 | B6 | Sun 10:00 | B1 | Sun 20:00 |
|---|-----------|-----------------------------|-----------|-------------------------------------|-----------|--|-----------|---|-----------|--|-----------|-----------------------|-----------|--|-----------|
| paulinesernine | 0 | AlexGaul | 0 | rsandzimier | 0 | rturni | 1 | MrDetonia | 0 | Timvier | 1 | awfulmove | 1 | NeetleFarseer | 1 |
| Thooorin | 1 | Thomsi | 1 | CanIUndoThatMove | 1 | tone_fresh | 0 | The_mystery4321 | 1 | ScotchWhisky | 0 | Sebomir | 0 | yqel_way_to_2000 | 0 |
| SELIPqfH | | mfkTt4wl | | UAevip9x | | VscqchJr | | wARDSFDs | | 9C9FSqkb | | KI9XXUTM | | q6DdBfz | |
| B11 Caro-Kann Defense: Two Knights Attack, Mindanao Variation | | E06 Catalan Opening: Closed | | B01 Scandinavian Defense: Main Line | | B22 Sicilian Defense: Alapin Variation | | B12 Caro-Kann Defense: Advance Variation, Short Variation | | B22 Sicilian Defense: Alapin Variation | | B10 Caro-Kann Defense | | A29 English Opening: King's English Variation, Four Knights Variation, Fianchetto Line | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-----------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Accidental Brilliancy | 4 | 4 | 4 | 0 | 0 | 0 | 0 | 6h 24m 22s | 29.0 | 4.9% | 1.4% | 2% |
| Avengers: Middlegame | 4 | 4 | 4 | 0 | 0 | 0 | 0 | 7h 30m 5s | 26.1 | 5.8% | 1.7% | 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 (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 4 April 2023.

Drink like a grandmaster! 6½ 1½ THE MONSTER DUCKS OF CHESS: Don't mis...

Games

| B6 | Wed 01:00 | B2 | Wed 20:30 | B8 | Wed 20:15 | B5 | B7 | Thu 19:00 | B3 | B4 | Sat 17:00 | B1 | Sun 14:00 | | |
|------------------------|-----------|---------------------------------|-----------|--------------------------------|-----------|------------------------|----------|------------------------|--------|---------------------|-----------|--------------------------|-----------|----------------------------------|--------|
| masedog91 ekopp2000 | 1 0 | Think_Slow_Mov... pulsar512b | 1 0 | Crazywane254 wernervolkmann | 0 1 | chetmanley hamed997 | 1X 0F | johnchess2 Boomer34 | 1 0 | scvrf lupo_jones | 1X 0F | mynameismund jeremyjh | 1 0 | LittlePawnFriends wookash_888 | % % |
| ogvbHaK3 | | somt0w6J | | 9h9jlrqE | | | CWJywGrO | | | qVg3JLq1 | | asJnwLne | | | |

B13 Caro-Kann Defense:
Panov Attack, Modern
Defense

D31 Queen's Gambit
Declined: Queen's Knight
Variation

A45 Indian Defense

B13 Caro-Kann Defense:
Exchange Variation

C88 Ruy Lopez: Closed

D30 Queen's Gambit
Declined

Story



b8 and switch 4 4 NA Firouzja's Fashionistas

Games

| B2 | Thu 18:15 | B1 | Thu 18:30 | B6 | Fri 02:30 | B7 | Sat 10:00 | B8 | Sun 11:30 | B3 | Sun 12:00 | B5 | Sun 15:00 | B4 | Sun 15:00 |
|---------------------|-----------|--------------|-----------|-----------|-----------|-------------|-----------|------------|-----------|--------|-----------|-------------|-----------|-----------------|-----------|
| seb32 | 0 | RSInternecio | 0 | Siamchops | 1 | JamieDW | 1 | ribrubrib | 1 | mgold | 0 | alo0_bhaloo | 0 | sidetracked_owl | 1 |
| KS_Legion_Legion... | 1 | ficheal21 | 1 | memethan | 0 | samuelglats | 0 | gigantaura | 0 | scarff | 1 | chessfefe | 1 | dkol | 0 |

KwCs1qmZ

DJhrVgSF

oeS6z7lC

MsnYJMHO

BBNjZVmR

MZhjsyCQ

d4mr8rGc

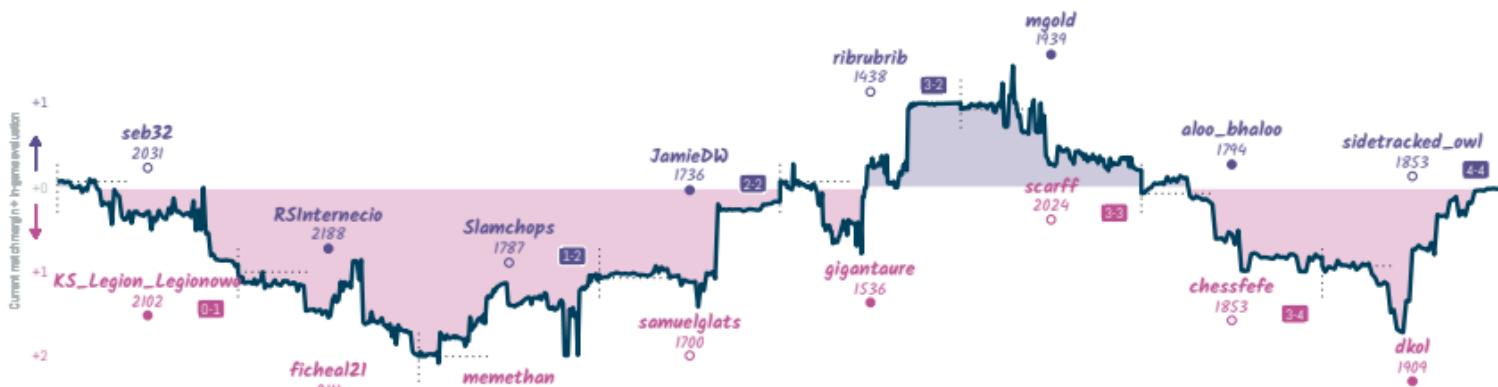
xlxxgmp1

B13 Caro-Kann Defense:
Panov Attack, Modern
Defense

A80 Dutch Defense

D77 Neo-Grünfeld Defense:
Classical Variation, Modern
DefenseC45 Scotch Game: Schmidt
VariationB11 Caro-Kann Defense: Two
Knights Attack, Mindanao
VariationC58 Italian Game: Two
Knights Defense, Polonio
Defense, Bishop Check LineB21 Sicilian Defense:
Smith-Morra GambitC05 French Defense:
Tarrasch Variation, Closed
Variation

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| b8 and switch | 4 | 4 | 4 | 0 | 0 | 0 | 0 | 7h 47m 13s | 42.8 | 7.5% | 4.2% | 4.7% |
| Firouzja's Fashionistas | 4 | 4 | 4 | 0 | 0 | 0 | 0 | 8h 23m 44s | 44.7 | 7.5% | 3.9% | 4.5% |

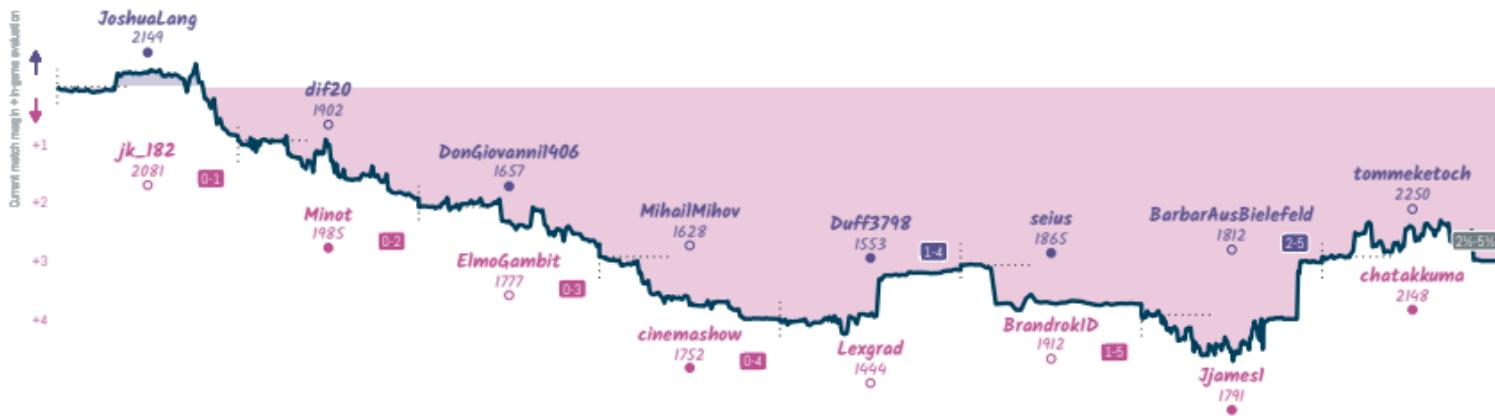
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Encyclopedias of Perfection 2½ 5½ The Distant Opposition

Games

| B2 | Tue 19:00 | B3 | Wed 17:00 | B6 | Fri 12:00 | B7 | Fri 14:00 | B8 | Fri 17:00 | B4 | Sat 22:00 | B5 | Sun 09:00 | B1 | Mon 07:15 |
|--|-----------|---|-----------|---|-----------|---------------------------------------|-----------|---|-----------|------------------------------------|-----------|--|-----------|--------------------------|-----------|
| Joshualang | 0 | diff20 | 0 | DonGiovanni1406 | 0 | MihailMihov | 0 | Duff3798 | 1 | seius | 0 | BarbarAusBiele... | 1 | tommeketoch | % |
| jk_182 | 1 | Minot | 1 | ElmoGambit | 1 | cinemashow | 1 | Lexgrad | 0 | BrandrokID | 1 | Jjames1 | 0 | chattakkuma | % |
| xKr6aKff | | SemoVkB8 | | M1vwIHb8 | | HPhCrPAs | | 7ZmjR7xC | | 8U013YKs | | d6S9rxAH | | jJMSnSY7 | |
| D36 Queen's Gambit Declined Exchange Variation, Rasiakovsky Variation | | B21 Sicilian Defense: McDonnell Attack | | C79 Ruy Lopez: Morphy Defense, Steinitz Deferred | | C45 Scotch Game: Schmidt Variation | | A16 English Opening: Angle-Indian Defense, Queen's Knight Variation | | C43 Russian Game: Modern Attack | | C05 French Defense: Tarrasch Variation, Closed Variation | | A07 King's Indian Attack | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|-----------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Encyclopedias of Perfection | 2% | 2 | 5 | 1 | 0 | 0 | 0 | 8h 28m 11s | 30.1 | 9.3% | 3.4% | 2% |
| The Distant Opposition | 5% | 5 | 2 | 1 | 0 | 0 | 0 | 7h 50m 46s | 25.9 | 7.9% | 2.5% | 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/(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 4 April 2023.

1.f4 is the word 2½ 5½ Kopycat Knights

Games

| BB | Tue 13:00 | B5 | Wed 19:00 | B1 | Wed 19:30 | B2 | Sat 06:00 | B6 | Sat 08:00 | B3 | Sat 15:00 | B4 | Sat 18:00 | B7 | Sun 15:00 |
|------------|-----------|-------------|-----------|-------------------|-----------|--------------|-----------|------------|-----------|-------------|-----------|----------------|-----------|------------------|-----------|
| Chess24768 | 1 | Laffguys101 | 0 | Silkthewanderer | 0 | Fierolocchio | ½ | ehGolden | 0 | Kingcowgirl | 0 | destroyer11758 | 1 | greysensei | 0 |
| zher0 | 0 | austin745 | 1 | Lelouch_Vi_Bri... | 1 | eXoF1343 | ½ | BenEdwards | 1 | sidfanDX | 1 | civilian | 0 | jamesdarwinblind | 1 |

fdLG5hja

C2lbIDes

B1Aez8Na

VTTb25h4

dg15GmCM

AyYBBe4G

X3ZDxSDE

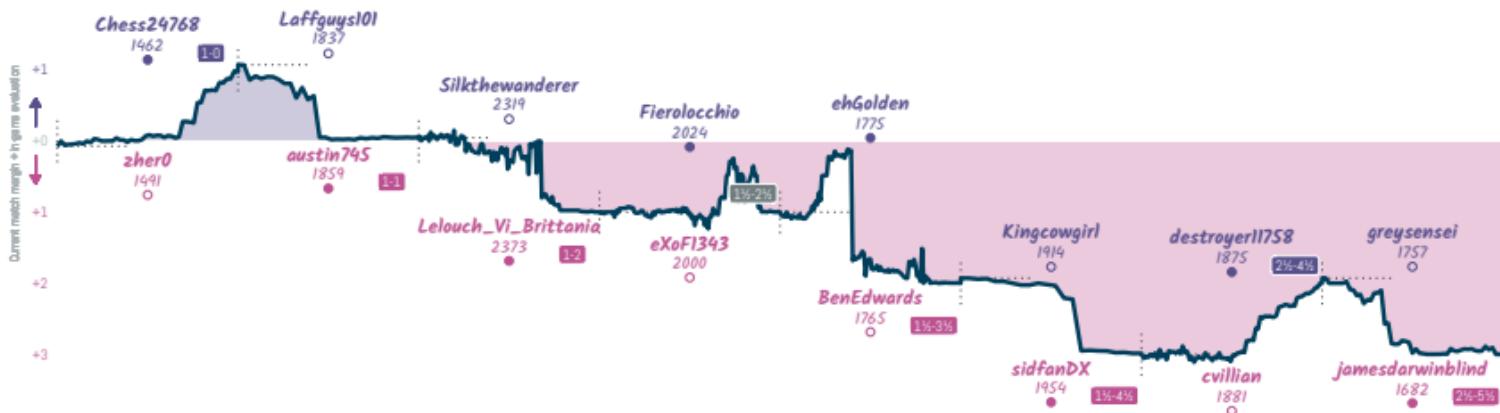
d02pjS2M

C01 French Defense:
Exchange VariationC34 King's Gambit Accepted:
Schallopp DefenseA19 English Opening:
Angle-Indian Defense,
Floh-Mikanes-Carls
Variation, Nei GambitA01 Nimzo-Larsen Attack:
Classical VariationD27 Queen's Gambit
Accepted: Classical
Defense, Rubinstein
VariationC44 Scotch Game: Scotch
Gambit, Advance Variation

A48 London System

B01 Scandinavian Defense:
Panov Transfer

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| 1.f4 is the word | 2½ | 2 | 5 | 1 | 0 | 0 | 0 | 6h 50m 27s | 43.5 | 6.3% | 2% | 3.7% |
| Kopycat Knights | 5½ | 5 | 2 | 1 | 0 | 0 | 0 | 6h 41m 52s | 33.7 | 7.6% | 2.7% | 2% |

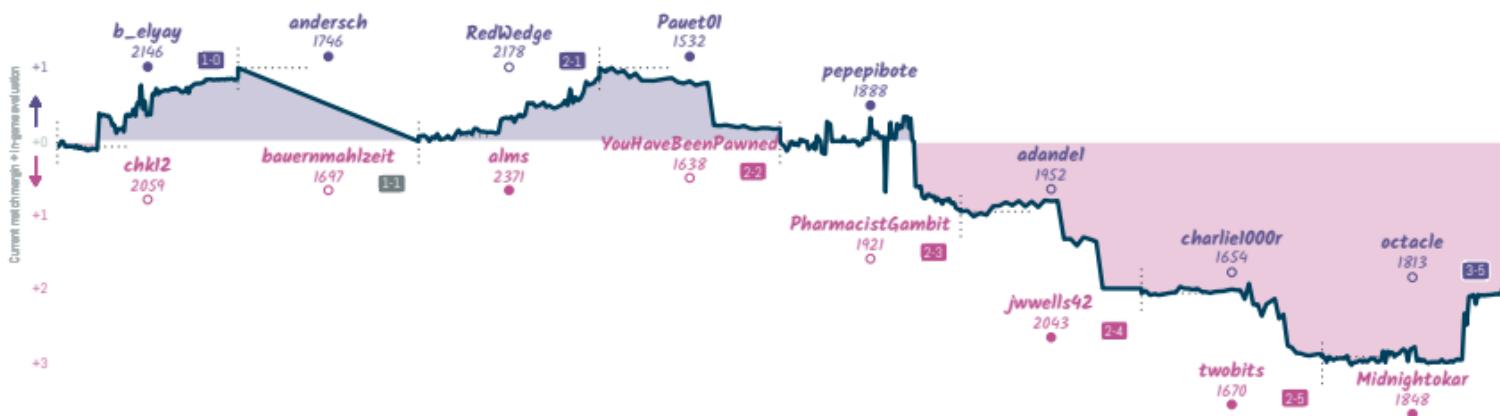
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 (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 4 April 2023.

Fork Over Knives 3 5 Fork vs. Soup

Games

| B2 | Wed 17:00 | B6 | B1 | Fri 12:00 | B8 | Fri 19:00 | B4 | Fri 23:00 | B3 | Sat 13:00 | B7 | Sat 18:30 | B5 | Sun 14:00 | |
|---|-----------|----------------|----|-----------------|----------|-----------|-------------------|-----------|-------------------|-----------|-----------------|-----------|-----------------|-----------|-----------------|
| b_elay | 1 | andersch | 0 | OF | RedWedge | 1 | Pauet01 | 0 | pepepibote | 0 | adandel | 0 | charlie1000r | 0 | 1 |
| chk12 | 0 | bauernmahlzeit | 1 | 1X | aims | 0 | YouHaveBeenCalled | 1 | PharmacistsGambit | 1 | jwells42 | 1 | twobits | 1 | 0 |
| zonnjotP | | | | ZPB6eyR5 | | | oJYmQmF | | JC87LTK9 | | 31Ra7mv8 | | k1R4Eiwm | | fekEHJuh |
| B33 Sicilian Defense: Four Knights Variation; Cobra Variation | | | | | | | | | | | | | | | |
| B12 Caro-Kann Defense: Mariczy Variation | | | | | | | | | | | | | | | |
| A45 Trompowsky Attack | | | | | | | | | | | | | | | |
| A40 English Defense | | | | | | | | | | | | | | | |
| B40 Sicilian Defense: Kramnik Variation | | | | | | | | | | | | | | | |
| A03 Bird Opening: Dutch Variation | | | | | | | | | | | | | | | |
| D11 Slav Defense: Quiet Variation | | | | | | | | | | | | | | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Fork Over Knives | 3 | 3 | 4 | 0 | 0 | 1 | 0 | 5h 11m 45s | 35.0 | 6.9% | 1.7% | 3% |
| Fork vs. Soup | 5 | 4 | 3 | 0 | 1 | 0 | 0 | 5h 48m 31s | 30.7 | 7.3% | 2.6% | 2.2% |

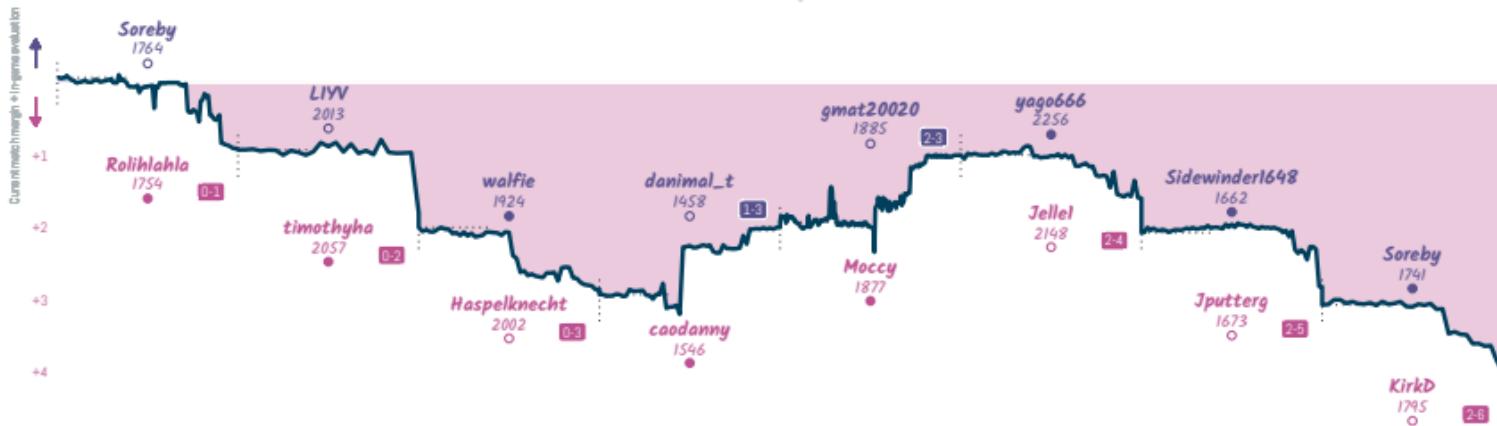
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 4 April 2023.

The Blunder Bus 2 6 Unacceptable Gambits

Games

| B6 | Thu 20:00 | B2 | Fri 20:00 | B3 | Sat 06:30 | B8 | Sun 01:30 | B4 | Sun 07:00 | B1 | Sun 13:00 | B7 | Sun 13:00 | B5 | Sun 19:00 |
|--------------------------------|-----------|-------------------------------------|-----------|--|-----------|---|-----------|--|-----------|---------------------------|-----------|--|-----------|---|-----------|
| Soreby | 0 | LIYV | 0 | walfie | 0 | danimal_t | 1 | gmat20020 | 1 | yago666 | 0 | Sidewinder1648 | 0 | Soreby | 0 |
| Rolihlahla | 1 | timothyha | 1 | Haspelknecht | 1 | caodanny | 0 | Moccy | 0 | Jellel | 1 | Jputterg | 1 | KirkD | 1 |
| V1SqNbDA | | ML22Uhu4 | | CM3jjnsF | | yGTzEKGB | | DDvLDsgr | | 2KRzdQVT | | 9HEK3oBI | | JKWjNbBz | |
| C42 Russian Game: Cozio Attack | | B14 Caro-Kann Defense: Panov Attack | | EB3 King's Indian Defense: Fianchetto Variation, Panno Variation | | B10 Caro-Kann Defense: Two Knights Attack | | B01 Scandinavian Defense: Dubinsky-Meltz Defense | | D01 Rapport-Jobava System | | A13 English Opening: Agincourt Defense, Catalan Defense Accepted | | B90 Sicilian Defense: Najdorf Variation, English Attack | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|----------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| The Blunder Bus | 2 | 2 | 6 | 0 | 0 | 0 | 0 | 5h 20m 27s | 28.0 | 7.1% | 2.5% | 2.8% |
| Unacceptable Gambits | 6 | 6 | 2 | 0 | 0 | 0 | 0 | 6h 16m 46s | 22.9 | 5.7% | 1.8% | 1.8% |

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 4 April 2023.

Check, please! 4 4 Vanguard Brigade Victors

Games

| B1 | Wed 17:00 | B6 | Wed 18:00 | B4 | Fri 08:30 | B8 | Fri 18:30 | B3 | Sat 12:00 | B5 | Sat 15:00 | B2 | Sat 17:15 | B7 | Sat 21:00 |
|---------|-----------|----------|-----------|---------------|-----------|-------------|-----------|-------------|-----------|---------------|-----------|----------------|-----------|-------|-----------|
| Scrooge | % | z0x | | gibert | 1 | chess131969 | 1 | riverschess | 0 | snyderjosephd | 0 | grenbork | % | Frlis | 1 |
| qablo | % | jaeckobh | | peterwoowooka | 0 | WoundedWolf | 0 | lion88 | 1 | Matt365 | 1 | ATrueRavenclaw | % | iqb | 0 |

CLbnqmw0

nRyVt6ji

QhGxVLly

qED1JUN9

87WBjgvy

p0VSYRFK

Dx18JYoh

0gT205ql

A30 English Opening:
Symmetrical Variation,
Hedgehog DefenseD00 Queen's Pawn Game:
Accelerated London SystemB50 Sicilian Defense:
Delayed AlapinD00 Queen's Pawn Game:
Accelerated London System,
Steinitz Counter-gambit

C42 Russian Game

C16 French Defense:
Winawer Variation, Advance
VariationA20 English Opening: King's
English VariationB10 Caro-Kann Defense: Two
Knights Attack

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Check, please! | 4 | 3 | 3 | 2 | 0 | 0 | 0 | 8h 19m 36s | 35.2 | 7.2% | 2.4% | 2.7% |
| Vanguard Brigade Victors | 4 | 3 | 3 | 2 | 0 | 0 | 0 | 8h 25m 28s | 32.4 | 7.2% | 3.3% | 2.7% |

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)' (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 4 April 2023.

ChatGPT Vs Chesster: Judgement Day 4 4 Middle-game-life crisis

Games

| B8 | Tue 13:00 | B2 | B5 | Thu 18:30 | B3 | Fri 09:00 | B1 | Sat 14:00 | B4 | Sat 14:00 | B6 | Sat 16:00 | B7 | Sat 17:00 | |
|----------------|-----------|----------------|----|-----------|----|---------------|----|------------|----|------------|----|---------------|----|-------------|---|
| electricfalcon | 0 | sesquipedalism | 0F | Lutin23 | 1 | SteveMcKinnon | 0 | Whe10 | 1 | speedyjohn | 0 | s2d | 1 | STCLion | 1 |
| ragnarokgame | 1 | goatsrock | 1X | lpr | 0 | Zubenelgenubi | 1 | drchessdad | 0 | juandeleon | 1 | The_Red_Joker | 0 | stevenlongs | 0 |

T6YBwqxG

IK5WaeU6

3kB0CYzZ

WegPNYQJ

sNz71q8I

N2VKKM13

NShYC8gR

C55 Italian Game: Two Knights Defense, Perreux Variation

B22 Sicilian Defense: Alapin Variation, Smith-Morra Declined

E34 Nimzo-Indian Defense: Classical Variation, Noa Variation

C13 French Defense: Alekhine-Chatard Attack

C04 French Defense: Tarrasch Variation, Guimard Defense, Main Line

C45 Scotch Game: Classical Variation

D05 Queen's Pawn Game: Colle System

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| ChatGPT Vs Chesster: Judgement Day | 4 | 4 | 3 | 0 | 0 | 1 | 0 | 6h 12m 14s | 40.3 | 7.8% | 3.5% | 3.5% |
| Middle-game-life crisis | 4 | 3 | 4 | 0 | 1 | 0 | 0 | 7h 10m 17s | 44.2 | 9.2% | 2.8% | 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 4 April 2023.

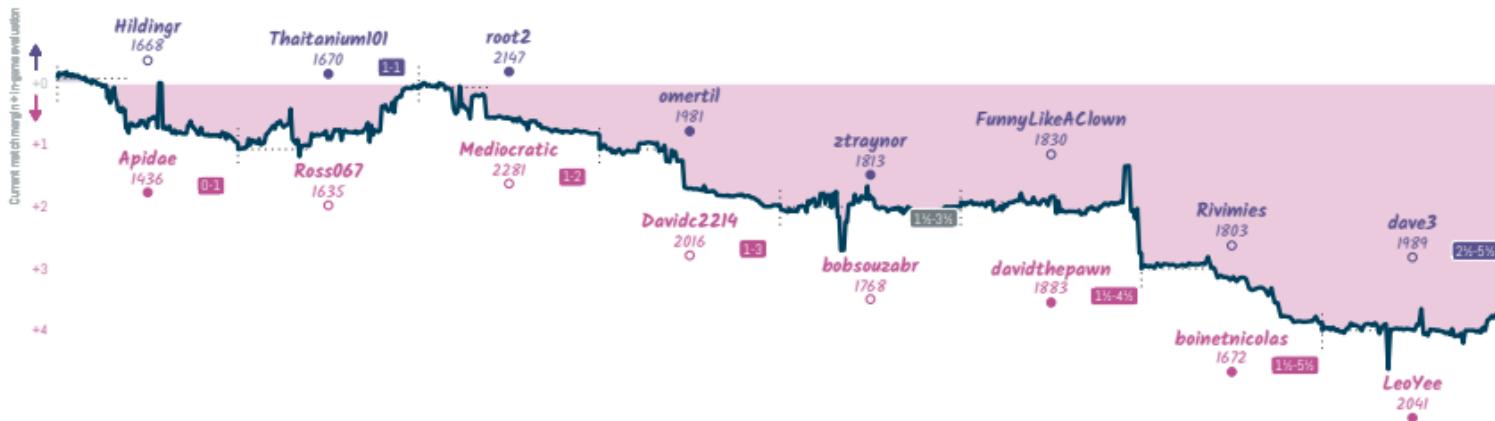
Nobody Expects The Spanish Lucenaposi...

2½ 5½ Talladega Knights: The Ballad of Bobb...

Games

| BB | Wed 16:00 | B7 | Wed 18:30 | B1 | Wed 21:30 | B3 | Thu 08:00 | B5 | Sat 13:00 | B4 | Sat 14:00 | B6 | Sat 15:00 | B2 | Sun 14:00 |
|---|-----------|---|-----------|---|-----------|--|-----------|---|-----------|--------------------------|-----------|---|-----------|--|-----------|
| Hildingr | 0 | Thaitanium101 | 1 | root2 | 0 | omertil | 0 | ztraynor | ½ | FunnyLikeAClown | 0 | Rivimies | 0 | dave3 | 1 |
| Apidae | 1 | Ross067 | 0 | Mediocratic | 1 | Davidc2214 | 1 | bobsouzabr | ½ | davidthepawn | 1 | boinetnicolas | 1 | LeoYee | 0 |
| SuzuMCsc | | 2rQ1ftTfx | | fs08IBnv | | blNNBnLB | | oeusq61o | | KOzevIAR | | OZBQ148M | | 2ZHU4GKh | |
| BB1 Scandinavian Defense: Valencian Variation | | CS2 Italian Game: Evans Gambit, Tartakower Attack | | B98 Sicilian Defense: Najdorf Variation, Traditional Line | | B38 Sicilian Defense: Accelerated Dragon, Mardzoy Bind | | D35 Queen's Gambit Declined: Exchange Variation, Positional Variation | | A05 King's Indian Attack | | D35 Queen's Gambit Declined: Exchange Variation, Positional Variation | | E34 Nimzo-Indian Defense: Classical Variation, Noa Variation | |

Story



Stats

Team

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--|-----|---|---|---|----|----|----|-----------|------|--------------|----------|----------|
| Nobody Expects The Spanish Lucenaposition | 2½ | 2 | 5 | 1 | 0 | 0 | 0 | 9h 5m 31s | 32.1 | 8.4% | 2.3% | 2.8% |
| Talladega Knights: The Ballad of Bobby Fischer | 5½ | 5 | 2 | 1 | 0 | 0 | 0 | 9h 9m 17s | 28.9 | 7.7% | 1.5% | 2% |

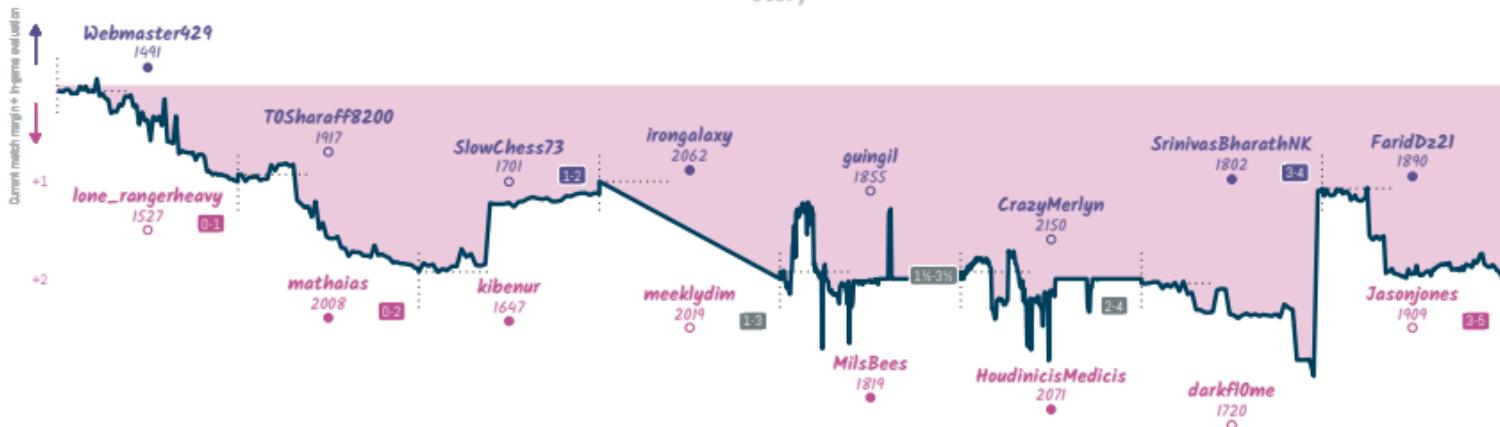
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 4 April 2023.

Bishop Better Have My Money 3 5 Sack Everything Everywhere All At Once

Games

| BB | Tue 15:00 | B3 | Wed 20:00 | B7 | Thu 17:00 | B2 | B5 | Sat 13:00 | B1 | Sat 13:00 | B6 | Sun 04:30 | B4 | Sun 13:00 |
|--|-----------|---|-----------|---|-----------|------------|--|-----------|--|-------------------|---|-------------------|--------------------------------------|------------|
| Webmaster429 | 0 | T0Sharaff8200 | 0 | SlowChess73 | 1 | irongalaxy | 0F | guingil | % | CrazyMerlyn | % | SrinivasBharathNK | 1 | FaridDz21 |
| lone_rangerheavy | 1 | mathias | 1 | kibenur | 0 | meeklydim | 1X | MilsBees | % | HoudinicisMedicis | % | darkfl0me | 0 | Jasonjones |
| QJAC7NJM | | kv4hHKSE | | iPiLTinT | | | odZZxJbo | | VWMcZxh2 | | R2I8y9z5 | | NwUZHe0z | |
| B12 Caro-Kann Defense: Advance Variation | | C57 Italian Game: Two Knights Defense, Fried Liver Attack | | B01 Scandinavian Defense: Mieses-Kotrov Variation | | | B21 Sicilian Defense: Smith-Morra Gambit Accepted, Kan Formation | | B38 Sicilian Defense: Accelerated Dragon, Mardacy Bind | | A20 English Opening: King's English Variation | | C41 Philidor Defense: Lion Variation | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|--|-----|---|---|---|----|----|----|-----------|------|--------------|----------|----------|
| Bishop Better Have My Money | 3 | 2 | 3 | 2 | 0 | 1 | 0 | 6h 7m 9s | 38.3 | 5.8% | 1.7% | 4.6% |
| Sack Everything Everywhere All At Once | 5 | 3 | 2 | 2 | 1 | 0 | 0 | 7h 46m 9s | 34.6 | 4.6% | 2.3% | 3.2% |

NOTES: 'Games': all played and non-forfeited games have hyperlinked 8 character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move evaluation accordingly, while the x-axis shows moves played in the match; both axes are scaled for consistency and legibility; games in the match are ordered from left to right by the time of their last move (unplayed games are then assigned a place by their original scheduled time, and pairings without a scheduled time are shown last). 'Stats': - (P)W/L/D (forfeit) wins/losses/draws, Clock: total clock time used, ACPL: team average centipawn loss (adjusted for moves), Inaccuracies/Mistakes/Blunders: % moves of each error type. Also: ranks only shown for the top 10 teams at the start of the round, ignoring tiebreaks; ranks not shown for Round 1. This plot was compiled on 4 April 2023.

Knockout Blow 2 6 The DARK Knights

Games

| B1 | Wed 19:00 | B5 | Thu 22:30 | B8 | Fri 10:30 | B2 | Fri 18:30 | B6 | Sat 08:00 | B7 | Sat 14:00 | B3 | Sun 15:00 | B4 | Sun 17:30 |
|---------------------------------------|-----------|------------------------------|-----------|---------------------------|-----------|-----------------------|-----------|--------------------------------|-----------|----------------|-----------|------------------------|-----------|---------------------------|-----------|
| TheChessArchives defensive_reso... | 1 0 | milkreator DrVonGoosewing | 0 1 | Cryptohardknocks r4do5 | 0 1 | itisfeathers pioki | 1 0 | loungelizard EnchantedBoard | 0 1 | rjhor0 ruip | 0 1 | ButterPecan Dan-Jon | 0 1 | giziti aeroplanino1986 | 0 1 |

J4VCfsmP

LzuCSmAP

BmG1HfNO

TMBpVKB

srEGaA20

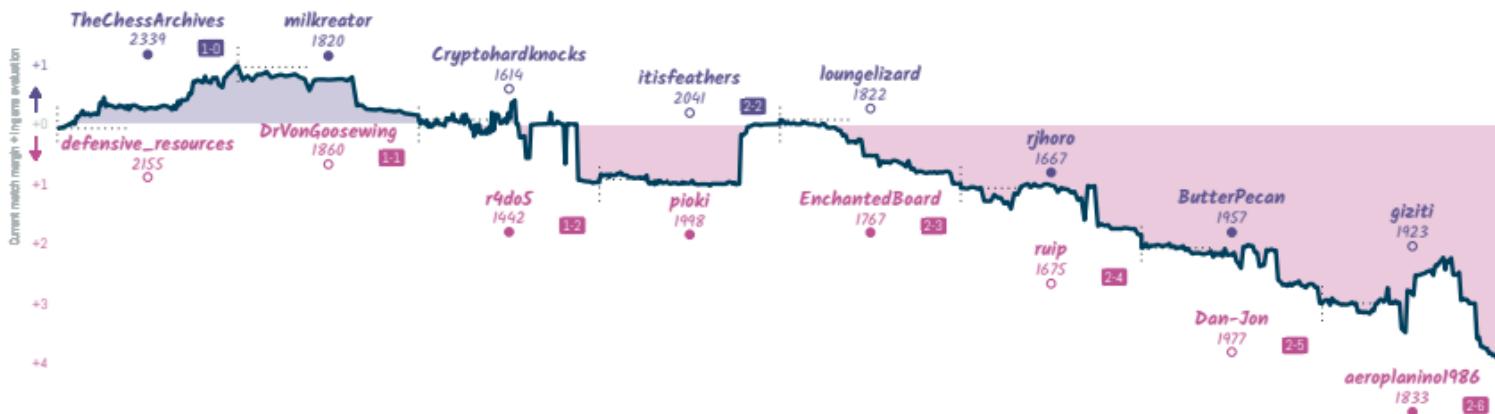
SsxCKzJM

E1A01ICG

D8sn3Vti

C48 Four Knights Game:
Spanish Variation;
Rubinstein VariationA10 English Opening:
Jaenisch GambitC02 French Defense:
Advance Variation;
Nimzowitsch SystemB01 Scandinavian Defense:
Valencian VariationB22 Sicilian Defense: Alapin
Variation, Smith-Morra
DeclinedB12 Caro-Kann Defense:
Advance Variation;
Botvinnik-Carls DefenseB40 Sicilian Defense:
Delayed Alapin VariationC00 French Defense:
Schlechter Variation

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| Knockout Blow | 2 | 2 | 6 | 0 | 0 | 0 | 0 | 6h 25m 24s | 37.1 | 8.2% | 2.7% | 3.6% |
| The DARK Knights | 6 | 6 | 2 | 0 | 0 | 0 | 0 | 7h 40m 38s | 27.3 | 7.3% | 1.8% | 2.4% |

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 4 April 2023.

A team with no name 7 | Zwischen zwei Zwischenzügen zwitscher...

Games

| B7 | Thu 01:00 | B2 | Thu 18:45 | B1 | Fri 13:30 | B5 | Fri 18:00 | B4 | Fri 18:00 | B3 | Sat 13:00 | B8 | B6 | Sun 18:00 | |
|----------------------|-----------|----------------------|-----------|--------------------------|-----------|---------------------|-----------|----------------------|-----------|-----------------------------|-----------|------------------------|----------|-----------------|--------|
| kygreek e4e5Ke2gg | 1 0 | Grizzly1000 rodeo | 1 0 | birdperson nerja25390 | 0 1 | Darktigr Tranzoo | 1 0 | p_s_q PaulWithAnS | 1 0 | Poldi_der_Drache dmg1979 | 1 0 | dama_x_rey bigpig93 | 1X OF | xkm cheeblue | 1 0 |

F4Mac9pi

ylv36zda

cf8YNXRq

CpkvM1Cn

kPOMoXHd

hxwJJu1E

m0DFJDdT

B22 Sicilian Defense: Alapin Variation

B12 Caro-Kann Defense: Advance Variation, Tal Variation

E80 King's Indian Defense: Normal Variation, King's Knight Variation

A13 English Opening: Agincourt Defense

B22 Sicilian Defense: Alapin Variation, Baranov Defense, Modern Line

B56 Sicilian Defense: Classical Variation

B44 Sicilian Defense: Taimanov Variation

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| A team with no name | 7 | 6 | 1 | 0 | 1 | 0 | 0 | 7h 8m 33s | 49.0 | 7.7% | 3.7% | 6.6% |
| Zwischen zwei Zwischenzügen zwitschern zwei Zugzwänge | 1 | 1 | 6 | 0 | 0 | 1 | 0 | 6h 24m 15s | 60.4 | 12.5% | 5.1% | 6.2% |

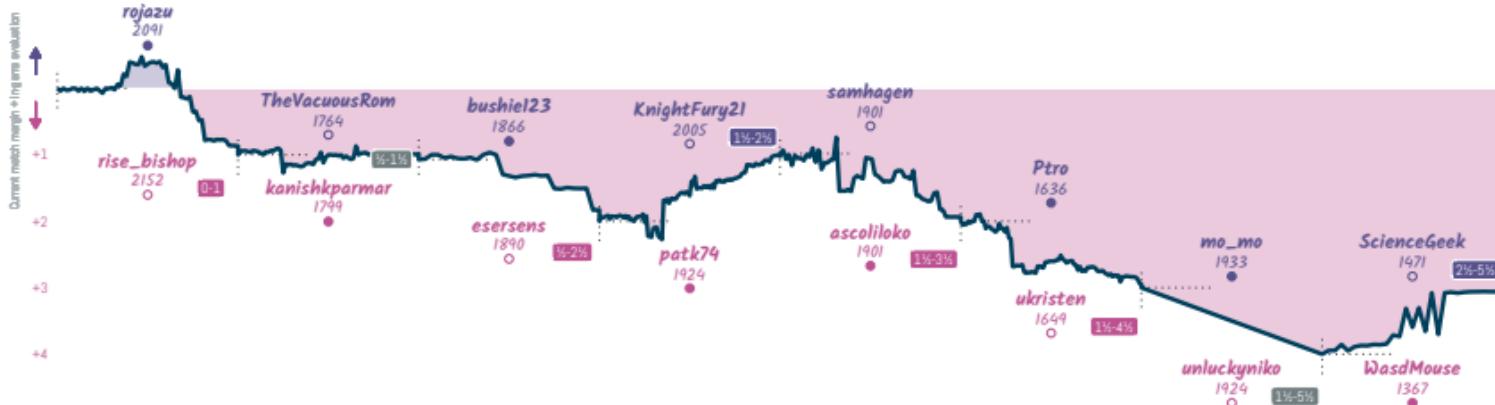
NOTES: 'Games': all played and non-forfeited games have hyperlinked 8-character game IDs; the days/times show when each game started, shown in UTC and rounded to the nearest 15 minutes. 'Story': the y-axis tracks the difference between each team's overall match score, scaling each game's move-by-move 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 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 4 April 2023.

I. ...g5: Persistence is Futile 2½ 5½ Blunder speaks for itself

Games

| B1 | Wed 07:00 | B6 | Wed 16:30 | B5 | Thu 21:00 | B2 | Fri 22:00 | B4 | Sat 15:00 | B7 | Sat 17:00 | B3 | B8 | Sun 17:00 | |
|-----------------------------------|-----------|--------------------------------------|-----------|--|-----------|--|-----------|-----------------------|-----------|---|-----------|---|----|-------------|---|
| rojazu | 0 | TheVacuousRom | ½ | bushiel23 | 0 | KnightFury21 | 1 | samhagen | 0 | Ptro | 0 | mo_mo | 0F | ScienceGeek | 1 |
| rise_bishop | 1 | kanishkparmar | ½ | esersens | 1 | patk74 | 0 | ascoliloko | 1 | ukristen | 1 | unluckyniko | 1X | WasdMouse | 0 |
| CskkpzI | | Guyd8nKg | | 87dtC2qp | | 2EXDC0xE | | DI11VLrY | | vfOnH8KQ | | HX4WofLa | | | |
| A46 Indian Defense: London System | | D10 Slav Defense: Exchange Variation | | B83 Sicilian Defense: Najdorf Variation, Amsterdam Variation | | D35 Queen's Gambit Declined Exchange Variation, Positional Variation | | A00 Hungarian Opening | | E30 Nimzo-Indian Defense: Leningrad Variation | | D02 Queen's Pawn Game: Chigorin Variation | | | |

Story



Stats

| Team | Pts | W | L | D | FW | FL | FD | Clock | ACPL | Inaccuracies | Mistakes | Blunders |
|---------------------------------|-----|---|---|---|----|----|----|------------|------|--------------|----------|----------|
| 1. ...g5: Persistence is Futile | 2½ | 2 | 4 | 1 | 0 | 1 | 0 | 5h 34m 55s | 35.7 | 7% | 3.5% | 3.9% |
| Blunder speaks for itself | 5% | 4 | 2 | 1 | 1 | 0 | 0 | 4h 24m 7s | 31.1 | 7.4% | 1.7% | 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 4 April 2023.